Class: CSE3320
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Student Name: Emmanuel Lennix
Student ID: 1001104990
Assignment: project #4

Design

When I designed my code I wanted to do object oriented programming, so my project will revolve around that. Using objects makes programming a lot of fun. I broke the program down into different classes derived from the scheme. Therefore, each table has its own class even if it isn't used.

Using a database manager to control everything done by the database allows me to properly manage database tasks. All function needed that use the database are in the database manager. There will will be function checking the existence of things in the database and putting and updating the database.

Each class will contain a way to make it a dummy. Which means that it can be used as a placeholder class, to obtain data about the class preventing use from repeatedly writing the variable names over and over again.

The Main controls the menu system and takes all the input and stores that data into an object which will be manipulated by the database manager to achieve certain results. It's

responsible for controlling the entire system which makes the code way easier to edit and modify.

Using objects makes life easier and therefore my design is awesome. I l choose it because I love object oriented programming and I have the freedom to do what I like. If you have any questions about my code feel free to contact me at any time.