**Online Store Management System**

**Open Ended Lab**

**Objective:** To develop an online store management system using object-oriented programming concepts.

**Task Description**

**Overview:**

The project involves designing and implementing a program that simulates an online store management system. The system should allow users to add, edit, and remove products, as well as manage orders and payments. The program should be designed using object-oriented programming principles such as encapsulation, inheritance, and polymorphism.

**Requirements:**

1.         User Authentication: (Hard coded)

2.         Product Management: Create a class for products that includes attributes such as product name, price, quantity, and description. Implement methods that allow users to add, edit, and remove products from the system.

3.         Order Management: Create a class for orders that includes attributes such as order date, customer information, and a list of products ordered. Implement methods that allow users to place orders, view order history, and cancel orders.

4.         Payment Processing: Implement a payment system that allows users to pay for their orders securely. The system should support multiple payment methods, such as credit cards, PayPal, or bank transfers.