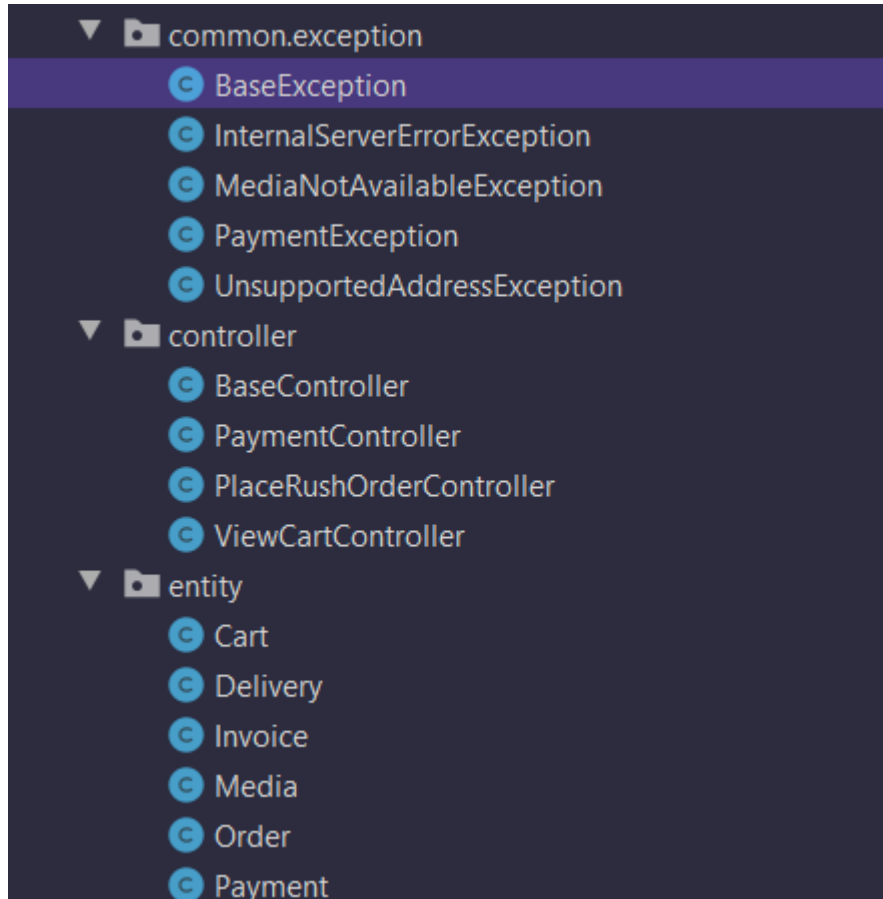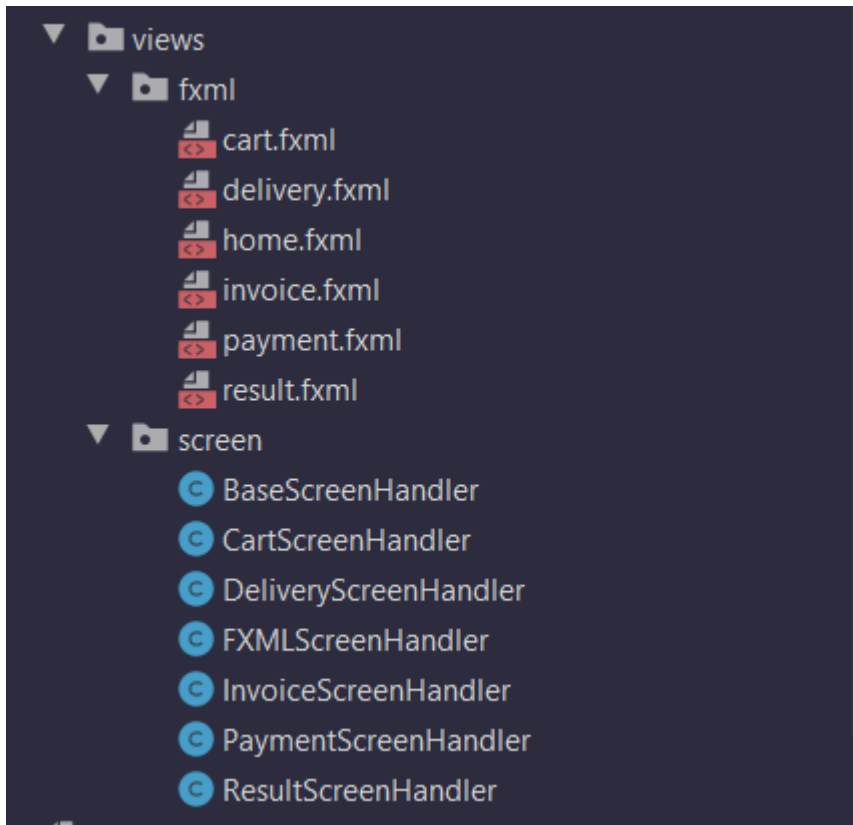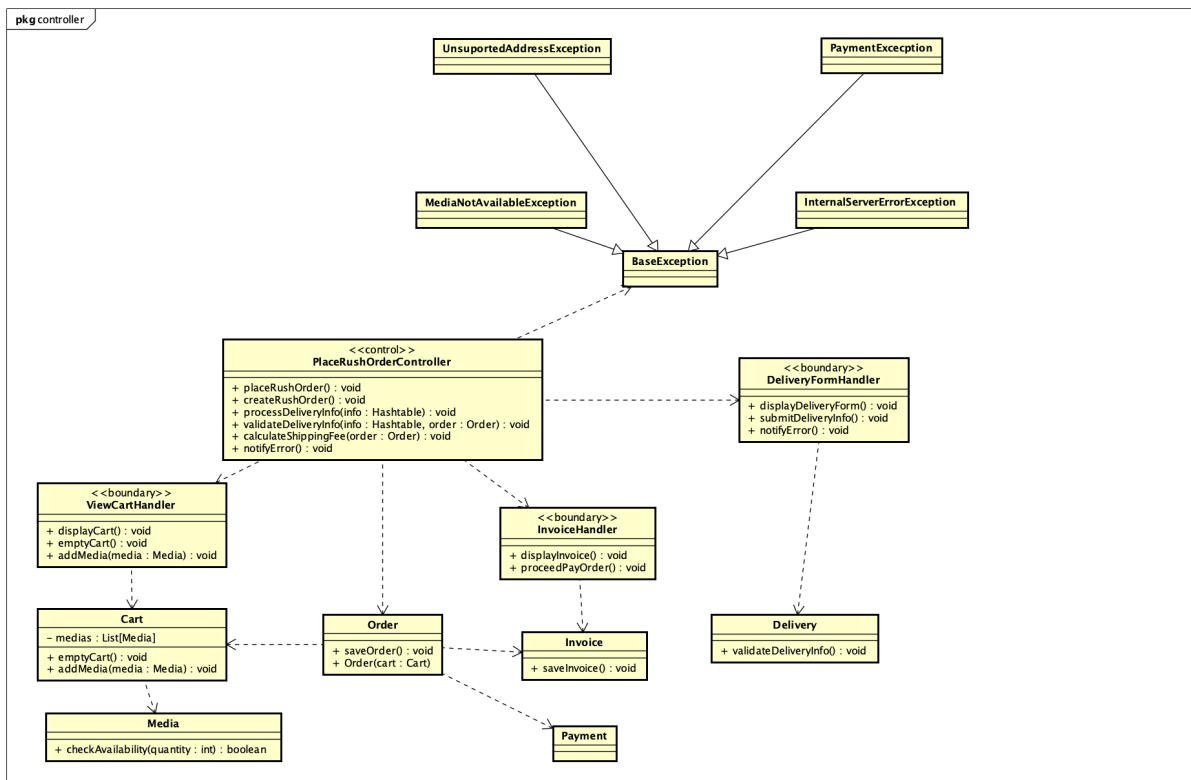# LAB 06: CLASS DESIGN

1. Initial Design Classes
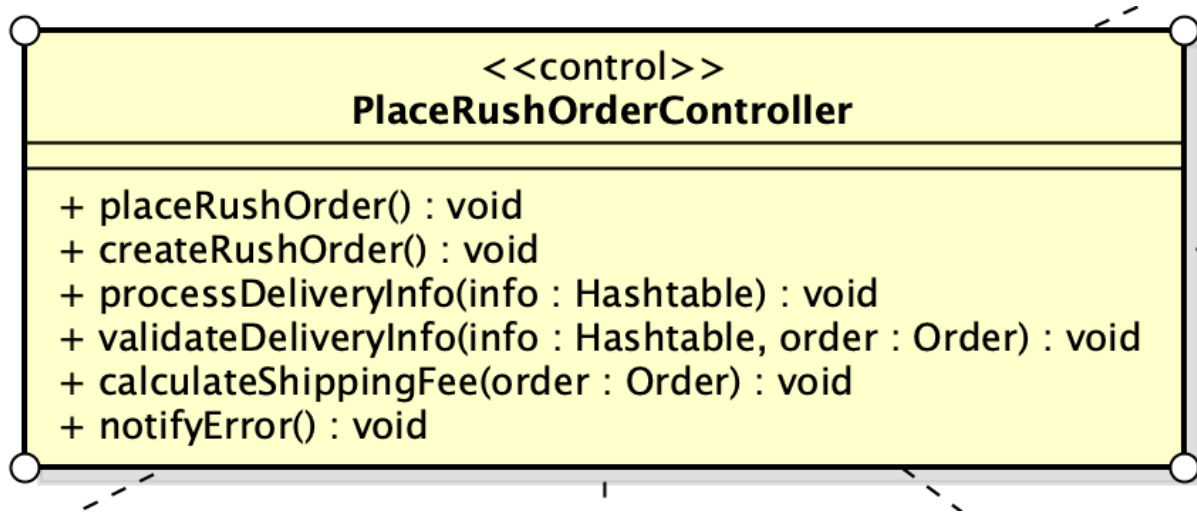
2. Define Relationships Between Classes

3. Class Design

3.1. Class "PlaceRushOrderController"

3.1.1. Attributes

3.1.2. Operations

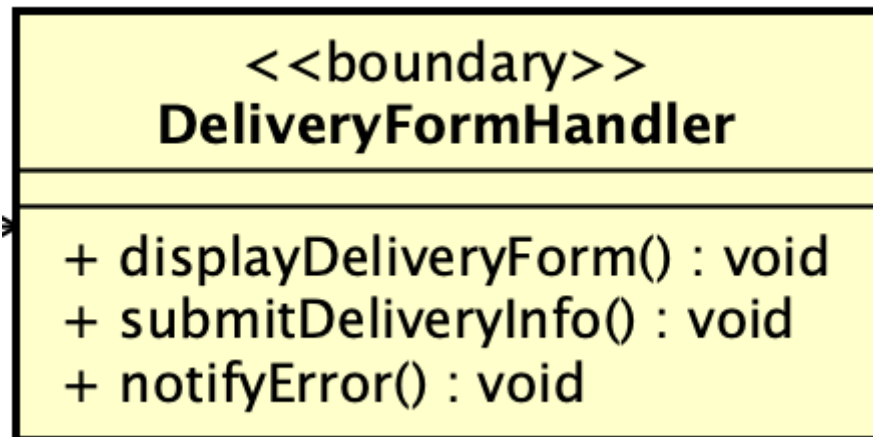| #	Name	Return type	Description
1	placeRushOrder	void	start placing rush order procedure
2	validateDeliveryInfo	void	Validate the delivery information
3	calculateShippingFee	void	Calculate the shipping fee
4	processDeliveryInfo	void	process related information about the delivery
5	notifyError	void	display error
6	createRushOrder	void	create a rush order

3.1.3. Parameter

#	Name	Type	Description
1	info	Hashtable	info about the delivery (address, hour)
2	order	Order	the current order

3.1.4. Exception

3.1.5. Method

3.1.5. State

3.2. Class "DeliveryFormHandler"

3.2.1. Attributes

3.2.2. Operations

#	Name	Return Type	Description
1	displayDeliveryForm	void	display current delivery information
2	submitDeliveryInfo	void	submit the current delivery information to the order
3	notifyError	void	display current error

3.2.3. Parameter

3.2.4. Exception

3.2.5. Method

3.2.6. State

3.3. Class "InvoiceHandler"

3.2.1. Attributes

3.2.2. Operation

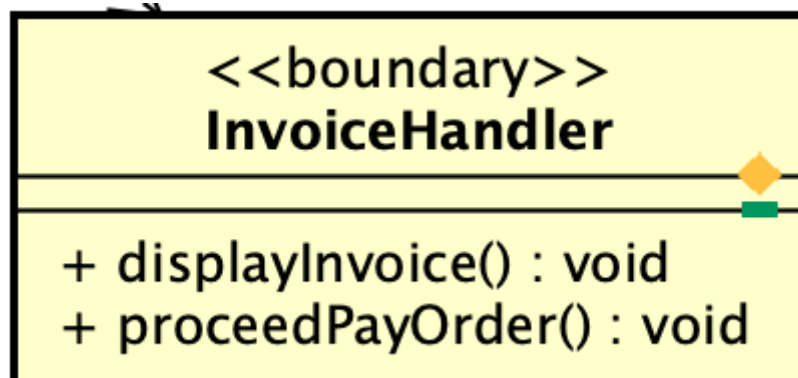| #	Name	Return Type	Description
1	displayInvoice	void	display current invocie
2	proceedPayOrder	void	proceed to the pay order step

3.2.3. Parameter

3.2.4. Exception

3.2.5. Method

3.2.6. State

3.3. Class "InvoiceHandler"

3.3.1. Attributes

3.3.2. Operation

#	Name	Return Type	Description
1	displayInvoiceScreen	void	display invoice screen and let user confirm payment
2	requestToPayOrder	void	request payOrder class to process payment
3	displaySuccessOrder	void	notify the order has been paid successfully

4. Class Diagram