OOP2-Project Summary

Online Used Store

This programme is an online store that will allow users to either sell or buy goods through the programme. The payments will be handled through the programme after which contact details of the seller will be given to the buyer. The Images of the product will be presented in a JFrame with JButtons to select the product available and the user will be prompted to enter their financial details, which will be validated.

There will be two instantiable classes, User and Product, a GUI class and a driver class. Both of the instantiable classes will be fully documented with Javadoc comments.

UML Class Diagram

