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 which will be clickable to select the product available.

There will be three instantiable classes, User, Product and PUser, a GUI class, Market class and a Feedback class. The User class will be fully documented with Javadoc comments.

UML Class Diagram

