Programming Technologies - Task 1 Report

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The purpose of this report is to outline the main features of Task 1 implementation. We have decided to create a library for store management. Our solution is divided into data and logic layers.

The data layer consists of classes such as:

- Client
- Product
- Event
- Invoice
- Shop

These classes are responsible for data storage and allow to retrieve and set data.

The logic layer has only one class "ShopLogic", which consists of functions that operate on data layer objects. These functions enable the shop to work properly. Some of the functions are:

- AddToBasket (Client client, Product product)
- ValueOfBasket (Client client)
- Checkout (Client client)
- IsInStock (String ProductName)
- IsInShop (String ClientName)
- etc.

For Unit Tests we have used data generation class, which creates a shop with clients and products. The data is not strictly connected to the logic, since we inject the generated data into our logic layer. Thus we can test our library properly.