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**OBJECT ORIENTED PRINCIPLES**

ASSIGNMENT 3: A JAVA APPLICATION FOR MANAGING A STORE.

**Declaration of Authorship**

I, Alberto Ruiz, declare that the work presented in this assignment titled ‘A Java Application for Managing a Store’ is my own. I confirm that:

* This work was done wholly by me as part of my BSc. (Hons) in Software Development, my Msc at Munster Technological University.
* Where I have consulted the published work and source code of others, this is always clearly attributed.
* Where I have quoted from the work of others, the source is always given. With the exception of such quotations, this assignment source code and report is entirely my own work.

On 19/11/2022

Signature: Alberto Ruiz

**Java Application Description.**

To be completed.

**Technical Difficulty: OOP Concepts Demonstrated in the Java Application.**

1. **Primitive and Reference Variables.**
   * Dsdfljdsfkjsdlkfjsdf
2. **Classes and Objects.**
   * Sdfsdfsdf
3. **Encapsulation.**
   * Dsfdsfd
4. **Aggregation.**
   * Sdfsdfjl
5. **Inheritance.**
   * Sdfkasdjfañsdfa
6. **Class Hierarchy.**
   * Sdfakjdsñfajksdf
7. **Static Polymorphism (overloading).**
   * Dfajsñdklfsadf
8. **Dynamic Polymorphism (overwriting).**
   * Dsafjlsdkfjasd
9. **Abstract Class.**
   * Djfalskdjfal
10. **Interface.**
    * Sadjfldsajfks
11. **User and Developer Isolation.**
    * Fasdjlfajskdf
12. **Upcasting.**
    * Sdfsdfsdf
13. **Static Fields and Methods.**
    * Afsldjfaksjdf
14. **Final Fields, Methods and Classes.**
    * Sdfnasdfajd
15. **Data Structures.**
    * Sdkjflasdkfa
16. **Java Generics.**
    * Asdjfalksdjfas
17. **Downcasting.**
    * Asdfjkldsjfl
18. **Exception Handling.**
    * Sdfsdjlfsjdklf
19. **File Reading and Writing.**
    * Sdfsdfasdf
20. **Default Constructor and Copy Constructor.**
    * sfasdfasdfajlsdkfa

**UML Design: Java Application.**

To be completed.

**Testing the Java Application.**

To be completed.