KAZAKH KBTU BRITISH TECHNICAL UNIVERSITY

Object-Oriented programming

SIS 3

University system

Create university system. You should have classes (superclasses, subclasses, abstract ones), interfaces, enumerations – all object-oriented programming techniques that we've studied.

Before coding you will need to design your system and create UML diagram (Use Case, then Class Diagram).

- Your classes **must be serializable** (write methods for serialization/deserialization).
- It is **obligatory** to have the following classes: Person, Employee, Manager, Teacher, Student, Admin, Course, Mark, CourseFile, Executor (person that executes orders).
- Try to take into account as many details as possible.
- For example, you can use Enumeration to represent teachers' titles – TUTOR, LECTOR, SENIOR_LECTOR, PROFESSOR, etc.
- You ARE NOT obliged to simulate the system at work (for this task), you will just create beans (classes, interfaces, etc.).
- I omit the description of details, because that is not only a programming task, but also **DESIGN** task, so it is up to you which fields/methods your classes will have.
- You can take some ideas from Lab 5 (Problem #2)

Requirements for the report

- The report must be complete, detailed and well-structured.
- Prepare soft copy (in pdf-format).
- It has to have detailed description of your classes, interfaces, etc.

Points distribution:

20% - report
40% - UML-diagram
40% -degree of usage of techniques we've studied (interfaces (your own and java's), collections, streams, etc.)

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