



Car Dealership

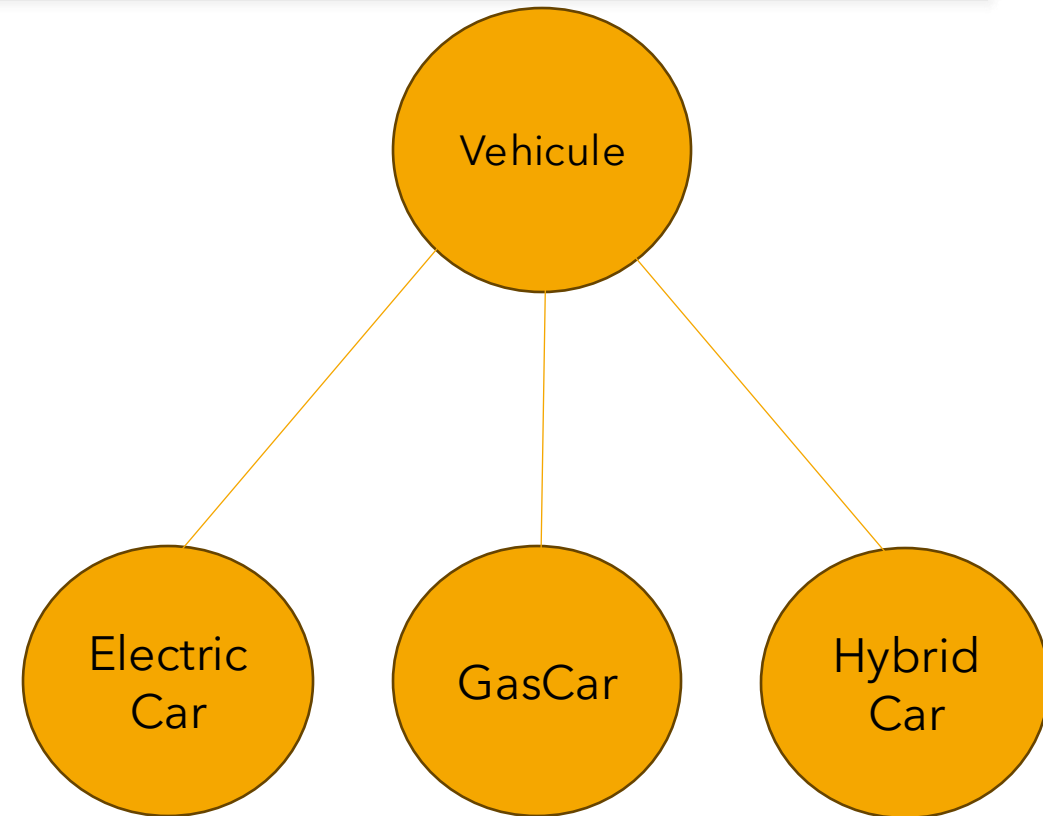
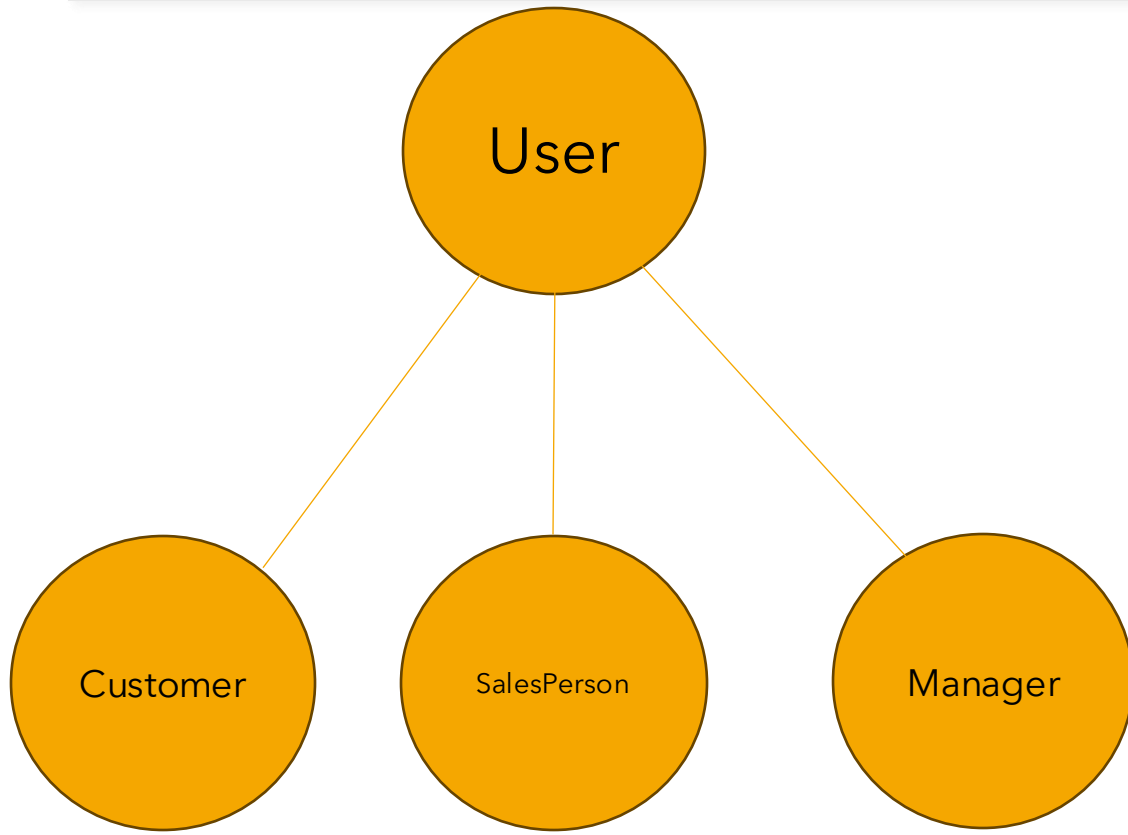
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Scenario

- There will be a car dealership system.
- Customers can purchase cars.
- Salesperson can view sales reports.
- Managers can buy cars and view sales reports.

Hierarchies



Classes and Interfaces

- Customer extends User, implements Purchaser.
 - Allows customers to purchase vehicles.
- Salesperson extends User, implements EmployeeFunctions.
 - Allows salespeople to view sales reports.
- Manager extends User, implements both EmployeeFunctions and Purchaser.
 - Allows managers to both purchase vehicles and view reports.

Runtime Polymorphism

- `accessSystem()` on `User`.
- `buyVehicle()` on `Purchaser`.
- `viewSalesReport()` on `EmployeeFunctions`.
- `displayInfo()` and `testDrive()` on `Vehicle` and `TestDriveable`.

Comparable and Comparator

- Vehicule implements Comparable<Vehicule>
- SortByYear implements Comparator<Vehicle>
- SortByVersion implements Comparator<Vehicle>