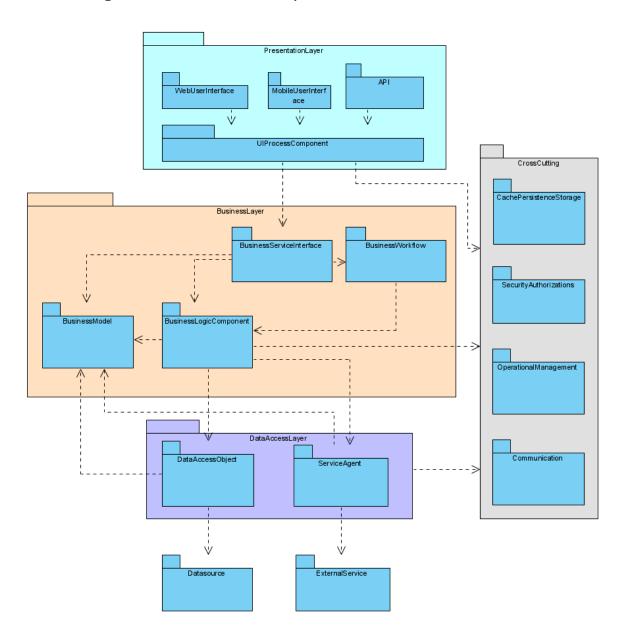
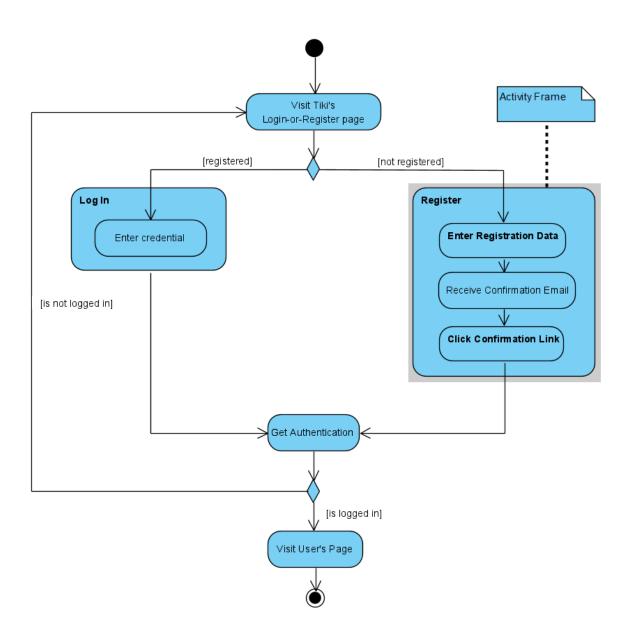
Assignment 2

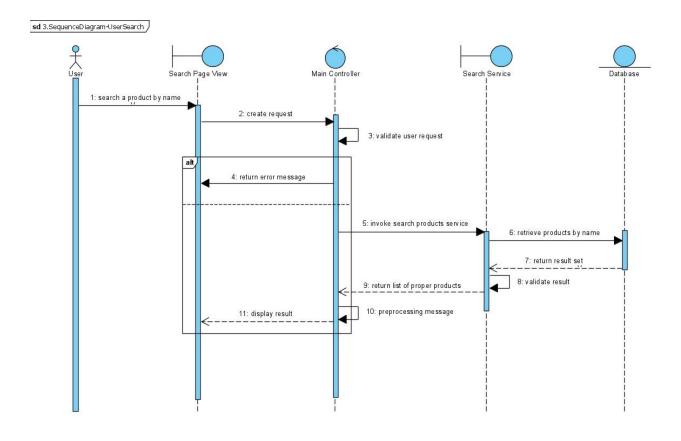
1. Constructing architecture of the system



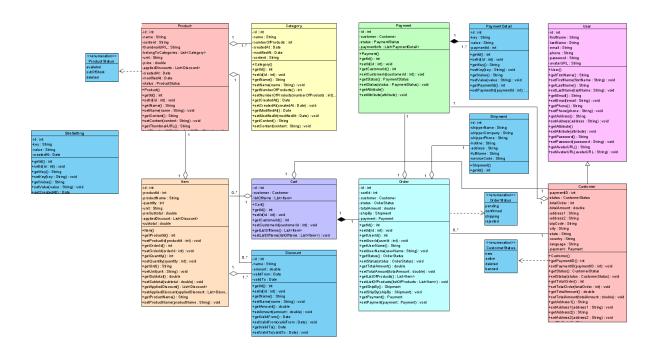
2. Constructing activity diagrams



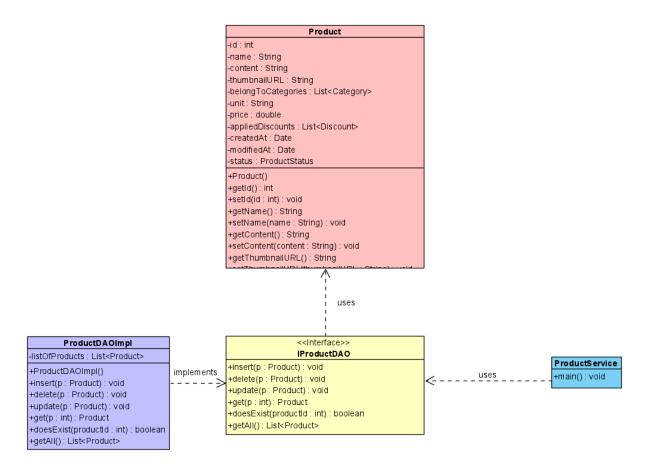
3. Constructing sequence diagrams



4. Constructing class diagram



5. Using pattern DAO for designing classes



6. Coding some class with pattern

```
* @param p
       void delete(Product p);
       /**
        *
        * @param p
       void update(Product p);
       /**
        * @param p
       Product get(int p);
       /**
        * @param productId
       boolean doesExist(int productId);
       List<Product> getAll();
}
package DataAccessLayer.DataAccessObject;
public class ProductDAOImpl {
       private List<Product> listOfProducts;
       public ProductDAOImpl() {
              // TODO - implement ProductDAOImpl.ProductDAOImpl
              throw new UnsupportedOperationException();
       }
       /**
        * @param p
       public void insert(Product p) {
```

```
// TODO - implement ProductDAOImpl.insert
       throw new UnsupportedOperationException();
}
/**
 * @param p
public void delete(Product p) {
       // TODO - implement ProductDAOImpl.delete
       throw new UnsupportedOperationException();
}
/**
 * @param p
public void update(Product p) {
       // TODO - implement ProductDAOImpl.update
       throw new UnsupportedOperationException();
}
/**
 * @param p
public Product get(int p) {
       // TODO - implement ProductDAOImpl.get
       throw new UnsupportedOperationException();
}
/**
 * @param productId
public boolean doesExist(int productId) {
       // TODO - implement ProductDAOImpl.doesExist
       throw new UnsupportedOperationException();
}
public List<Product> getAll() {
       // TODO - implement ProductDAOImpl.getAll
       throw new UnsupportedOperationException();
}
```

}