# GIT Department of Computer Engineering CSE 222/505 - Spring 2021 Homework # Report

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#### • SYSTEM REQUIREMENTS

In this homework, we require Users Interface class. We also require some inherited classes from Users which names are Administrators, BranchEmployees, and Customers classes. I don't need to keep any data in that classes. These classes have some functions for furniture automation system. We need one more classes which name is Company In that class I need to keep all informantions about the furniture-stok. If we want to run this system, it will start automatically when we run the program. In this assignment, we design and implement the furniture-automation system. This automation system has users such as administrators, branch employees and customers.

#### Administrators:

- -Admin can adding and removing branches
- -Admin can add branch employees and delete branch employees.

#### Employees:

Employee can take care of products in stock

Employee can add or remove products from branches

access customer's information and view old shopping

Employee can create new customers

Customers:

Customers register and log into the system.

Customers can learn about the branches and search for products in branches and shop online

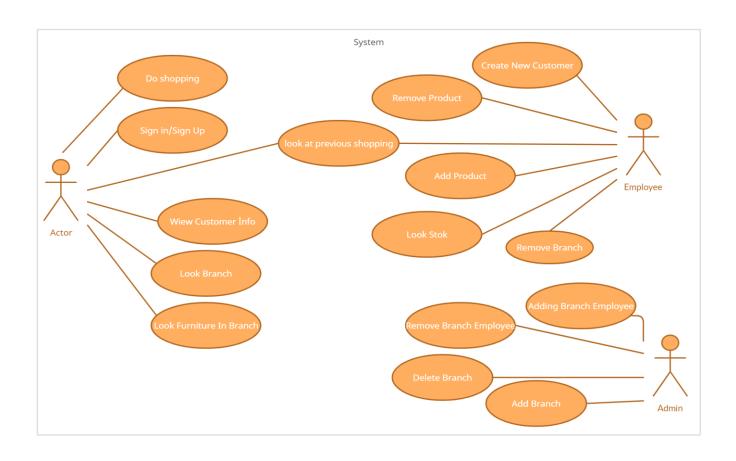
Customers can view their previous orders

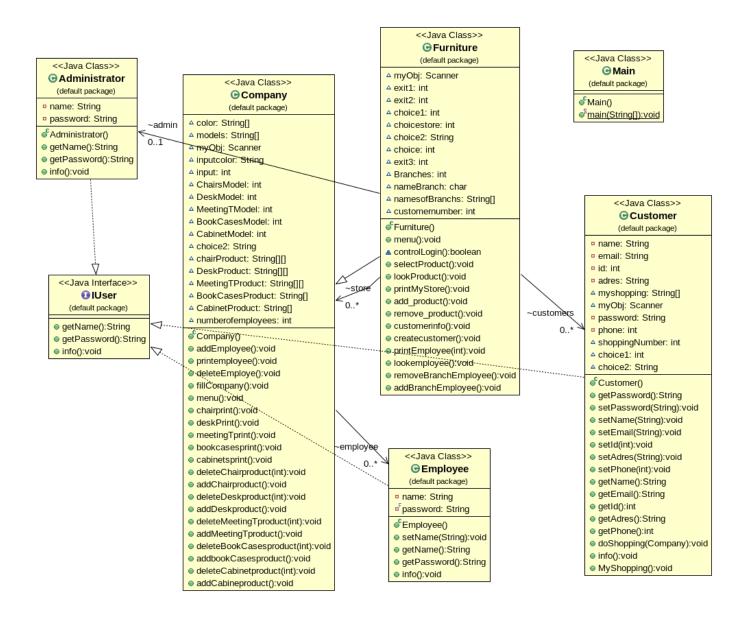
To make the system, I first wrote an interface for users.I implemets this interface admin class, employee class and customer class.I created a Company class similar to a store where I can store my products.I have created arrays into this class where I can store chairs, tables, meeting tables, bookcases and office cabinets and I produced arrays from the Employee Class with a size of 10 because each branch can have more than one element to work with then I created a Furniture class where I can run the system and inheritance the Company class here so that I could access products in the system.I produced arrays from the Company Class, which can be 10 in size. because we start with 4 stores and an online branch in the system, and then we can increase or decrease it.I have created a menu to be an interactive system in this class.

#### SYSTEM USAGE

I left the system admin and employee open, we can use it without entering a password. We start with an admin and an employee. In order for the customer to use the system, they must first register and then log in. If the customer enters the correct id and password to the system, they can view the customer panel and take action. After the first purchase, the address and phone information are registered in the system, but each time they make a purchase, they are asked again because they may want to deliver to a different address.

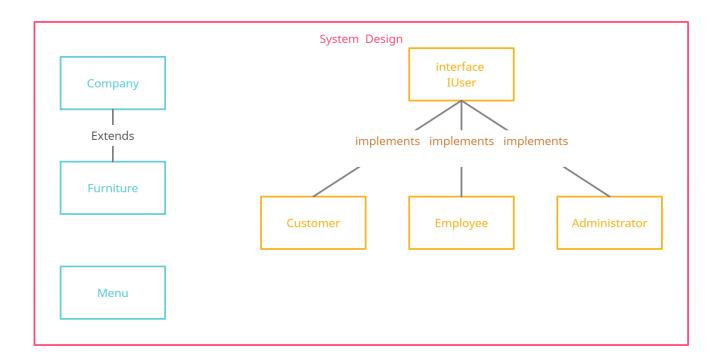
#### USE CASE AND CLASS DIAGRAMS





#### PROBLEM SOLUTION APPROACH

I started by drawing the object orientented programming scheme before starting to coding, I started by drawing on paper by placing the things given in the .grading section into the system.



I applied the overrriding methods of my administrator, employee and customer classes that I derived from the interface. I decided to create it as arrays so that the products can be added and removed. I created each product's own array. Then I created objects from the Company class named store, which I applied Error Handling to create this object and so I applied the whole granding. As there are 4 branches at the beginning of the program according to the pdf instruction, some branches are added automatically.

### Some of the grading section

```
public static void main(String[] args) {
    Company myObj = new Furniture(); //Polymorphism
    myObj.menu();
```

```
if (choice1 == 1) {
    try {
        store[Branches] = new Company();
        store[Branches].fillCompany();
        namesofBranchs[Branches] = String.valueOf(nameBranch);
        nameBranch += 1;
        Branches += 1;
        System.out.println("Congratulations on your " + (Branches) + ". store");
    } catch (ArrayIndexOutOfBoundsException e) {
        System.out.println("Store capacity exceeded.");
}
```

```
* This method is the menu system created for the user to use interactively.

*/

@Override
public void menu() {
    while (exit1 == 0){
        System.out.println("---Welcome Furniture Store---");
        System out println("1) Admin Login"):
```

#### TEST CASES

**Some Main Tests** 

new branch added - passed

remove branch -passed

logging into the system with the wrong id -passed

Add branch employee - passed

Delete branch employee -passed

delete an absent employee -passed

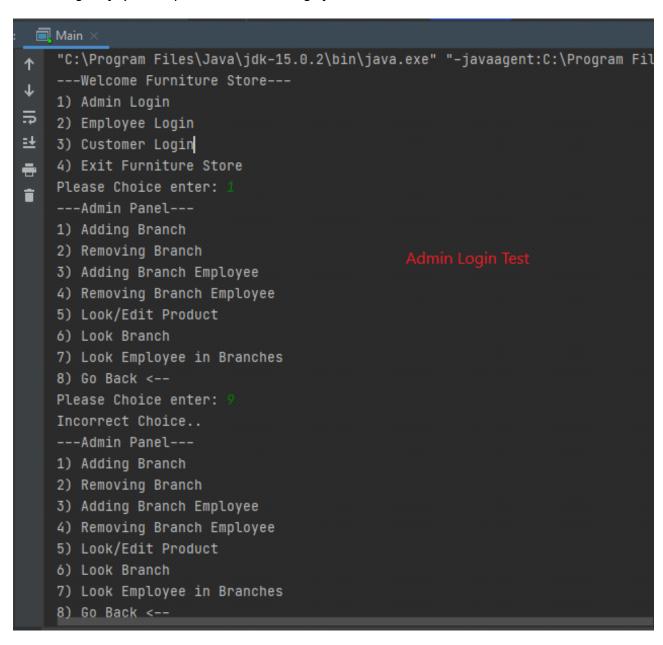
purchase nonexistent product - passed

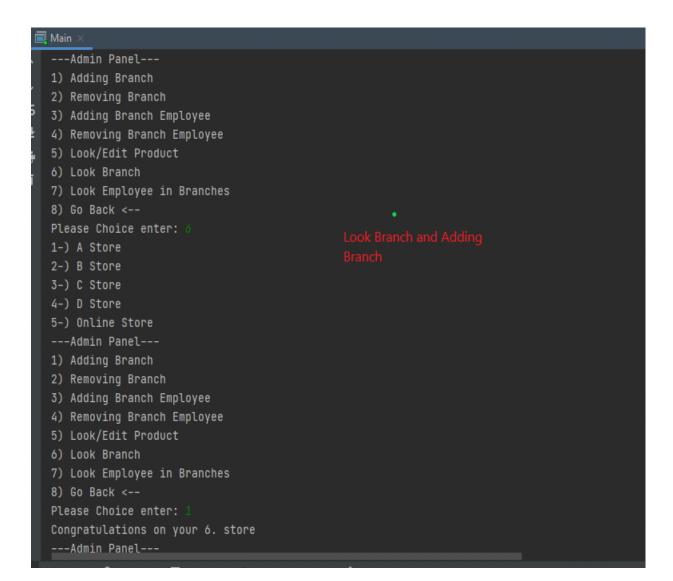
Adding the wrong color product -passed

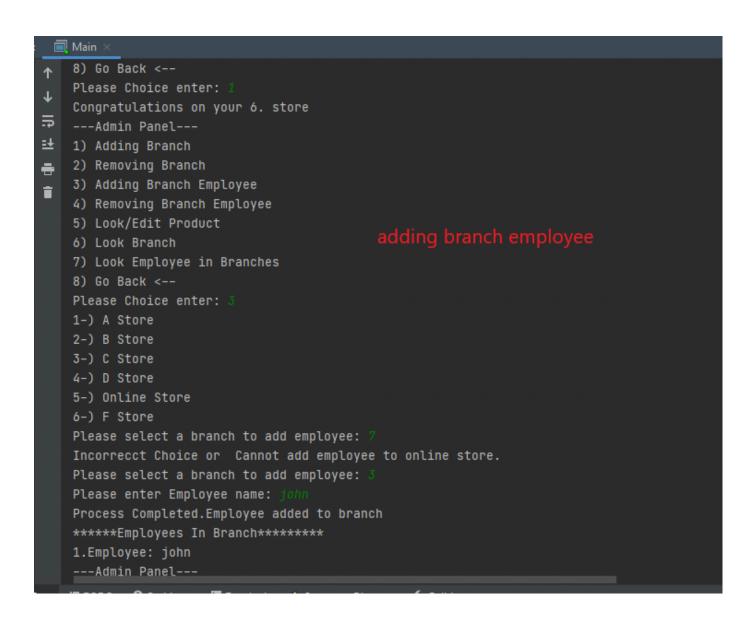
Adding the wrong model product -passed

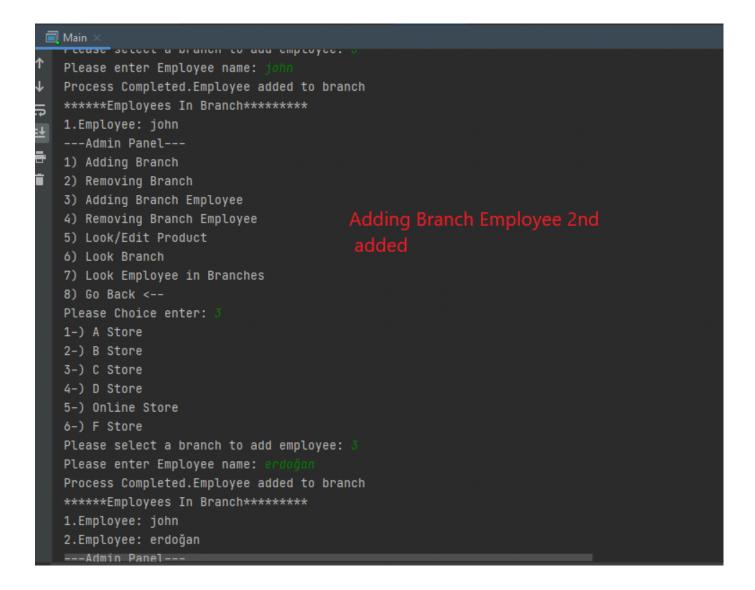
#### **RUNNING AND RESULTS**

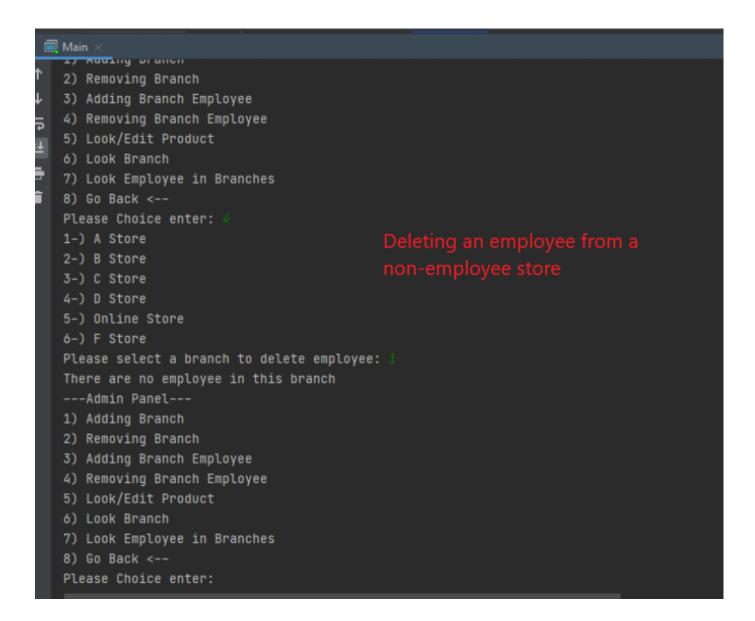
some images of system operation and running of tests

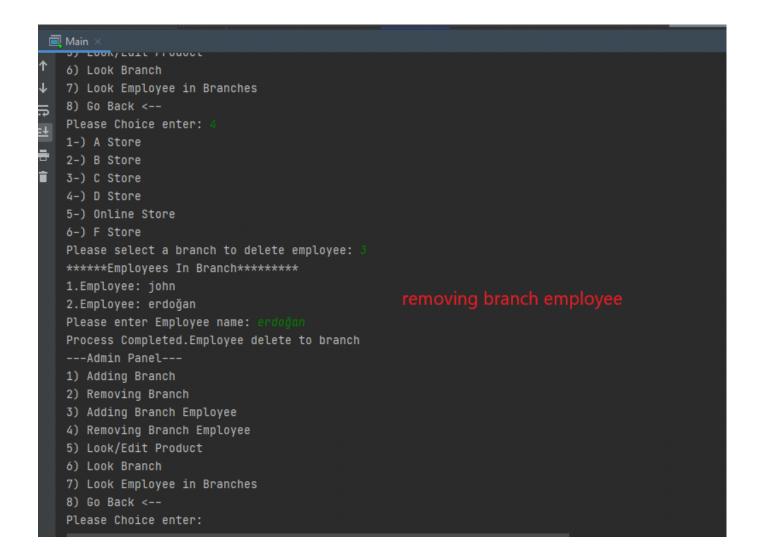


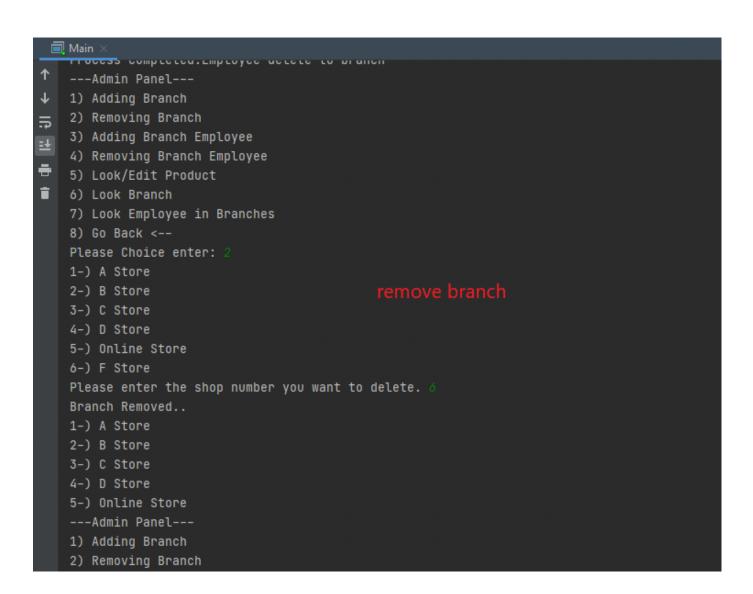


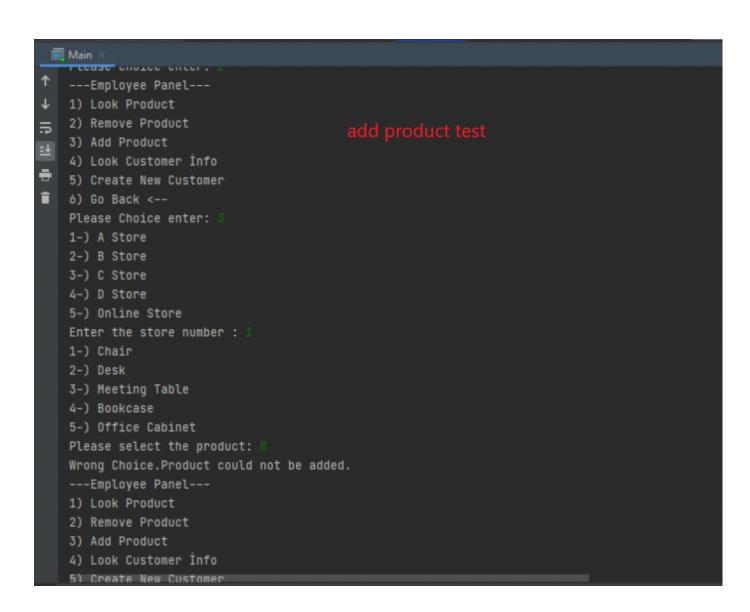












```
Main
  recase onotoe enter. .
  ---Customer Panel---
 1) Sign Up
 2) Sign In
 3) Back
  Please Choice enter: 1
 Please Enter your name: tuba
 Please Enter your e-mail: tbfkf@gmail.com
  Please Enter your Password: max
  You Are Now a Registered User and Your id : 1
  Please go back and log in to the system.
  ---Customer Panel---
  1) Sign Up
  2) Sign In
  3) Back
  Please Choice enter: 2
  Please Your Shopping id: 2
  User not Found
  ---Customer Panel---
  1) Sign Up
  2) Sign In
  3) Back
  Please Choice enter: 2
  Please Your Shopping id: 1
  Please Your Password: max
  -----Welcome-----
  1-) Look at Branches
  2-) Do the Shonning
```

