

Product

Simple

+ show component(): Component

Derived

+ show components(): Component[]

Warehouse

- global Balance: int = 0

- date

+ fabricate(p: Product[]): Product

Notification

- partners: Partner[]

+ remove Partner(p: Partner): Partner[]

+ add Partner(p: Partner): Partner[]

+ no stock(): String

+ cheaper Batch(): String

Partner

- points : int
 - name : String
 - address : String
 - listOfTransactions : Transaction[]
 - currentPromotion : String
 - fine : int
 - promotion : int
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- + addPoints (p: int) : boolean
 - + removePoints (p: int) : boolean
 - + isPayLate (t: Transaction) : boolean
 - + normalToSelection() : void
 - + selectionToElite() : void
 - + eliteToSelection() : void
 - + selectionToNormal() : void
 - + payTransaction (t: Transaction) : void

Batch

- owner : String
- numofProdAvailable : int
- productPrice : double
- product : Product[]

- + isEmpty() : boolean
- + isRealPrice (p: double) : boolean
- + buy (w: Warehouse) : void
- + sell (p: Partner) : void

Transaction

- id : int = 0
 - date : int
 - ~~p1~~ p1 : int
 - p2 : int
 - p3 : int
 - m : int
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- + period