

model

**BuyerTest**

+setupStage1(): void  
+testBuyer():void  
+testSettersAndGetters(): void

**SellerTest**

+setupStage1(): void  
+testSeller():void  
+testSettersAndGetters(): void

**UserTest**

+setupStage1(): void  
+testUser():void  
+testSettersAndGetters(): void

**UserTest**

+setupStage1(): void  
+testUser():void  
+testSettersAndGetters(): void

**ClotingTest**

+setupStage1(): void  
+testClothing():void  
+testSettersAndGetters(): void

**ShirtTest**

+setupStage1(): void  
+testShirt():void  
+testSettersAndGetters(): void

**ShoesTest**

+setupStage1(): void  
+testShoes():void  
+testSettersAndGetters(): void

**PantsTest**

+setupStage1(): void  
+testPants():void  
+testSettersAndGetters(): void

**AccesoriesTest**

+setupStage1(): void  
+testAccesories():void  
+testSettersAndGetters(): void

**GlassesTest**

+setupStage1(): void  
+testGlasses():void  
+testSettersAndGetters(): void

**JewelryTest**

+setupStage1(): void  
+testJewelry():void  
+testSettersAndGetters(): void

**MarketTest**

+setupStage1(): void  
+setupStage2(): void  
+setupStage3(): void  
+setupStage4(): void  
+setupStage5(): void  
~addBuyerTest():void  
~addSellerTest():void  
~deleteBuyerTest():void  
~deleteSellerTest():void  
+testSettersAndGetters(): void