

## Customer Logic

1. `IList<Model> ListModels();` *READ (all)*
2. `IList<Service> ListServices();` *READ (all)*
3. `IList<Shop> ListShops();` *READ*
4. `Model ListModelByID(int id);` *READ (one)*
5. `Service ListServiceByID(int id);` *READ (one)*
6. `Shop ListShopByID(int id);` *READ (one)*
7. `IList<Model> ListModelsByBrand(string brand);` *READ (where)*
8. `IList<Service> ListServiceByBrand(string brand);` *READ (where)*
9. `IList<Shop> ListShopsByBrand(string brand);` *READ (where)*
10. `IEnumerable<string> ListAllEntityByBrand(string brand);` *READ (all-where)*
11. `IList<string> ListAll();` *READ (all)*
12. `IList<string> ListModelsByPriceRange(int lowerBound, int upperBound);` *READ (where)*
13. `IEnumerable<string> ListShopsAndServicesBySpecificModel(int id);` *READ (where)*
14. `IEnumerable<string> ListShopsAndServiceINSpecificLocByBrand(string brand, string shoplocation);` *READ (where)*
15. `Task<IEnumerable<string>> ListShopsAndServiceINSpecificLocByBrandAsync(string brand, string shoplocation);`  
*READ (where)*

## Manager Logic

1. `void InsertBrand(Brand input);` *CREATE*
2. `void InsertShop(Shop input);` *CREATE*
3. `void InsertService(Service input);` *CREATE*
4. `void ChangeBrandCEO(int id, string ceo);` *UPDATE*
5. `void ChangeModelPrice(int id, int price);` *UPDATE*
6. `void ChangeServiceWeb(int id, string web);` *UPDATE*
7. `void ChangeServiceName(int id, string name);` *UPDATE*
8. `void ChangeServicePhone(int id, string phone);` *UPDATE*
9. `void ChangeShopName(int id, string name);` *UPDATE*
10. `void ChangeShopPhone(int id, string phone);` *UPDATE*
11. `void RemoveEntity(string data, int id);` *DELETE*

## Stock Logic

1. `IList<Brand> ListBrands();` *READ (all)*
2. `IList<Model> ListModels();` *READ (all)*
3. `Brand ListBrandByID(int id);` *READ (one)*
4. `Model ListModelByID(int id);` *READ (one)*
5. `void InsertModel(Model input);` *CREATE*
6. `void InsertModel(int brandid, string name, string modelName, int size, string color, int price);` *CREATE*
7. `IList<Model> ListModelsByBrand(string brand);` *READ (where)*
8. `IEnumerable<NameAndDouble> ListBrandAverages();` *READ (where)*
9. `Task<IEnumerable<NameAndDouble>> ListBrandAveragesAsync();` *READ (where)*
10. `NameAndDouble ListMostExpensiveBrand();` *READ (one)*
11. `Task<NameAndDouble> ListMostExpensiveBrandAsync();` *READ (one)*
12. `NameAndDouble ListLeastExpensiveBrand();` *READ (one)*
13. `Task<NameAndDouble> ListLeastExpensiveBrandAsync();` *READ (one)*
14. `Model MostExpensiveModel();` *READ (one)*
15. `double AveragePriceOfModels();` *READ*
16. `Model ListCheapestModel();` *READ (one)*
17. `IList<NameAndDouble> GetModelAverage();` *READ*
18. `Task<IList<NameAndDouble>> GetModelAverageAsync();` *READ*