**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*