Invoice **Invoice DAO** - invoice_id: int + Invoice addInvoice(Invoice invoice); + List<Invoice> getAllInvoices(int id); - name: string - street: string - city: string **Game DAO** - state: string - zipcode: string + Game createGame(Game game); - item_type: string - item_id: int (FK) + Game getGameById(int id); + List<Game> getAllGames(); unit_price: decimal(5,2) + void updateGame(Game game); - quantity: int FK is + void deleteGame(int id); - subtotal: decimal(5,2) dependent + List<Game> findGamesByTitile(String title); - tax: decimal(5,2) on type -processing_fee:decimal(5,2 + List<Game> findGamesByRating(String esrb_rating); + List<Game> findGamesByStudio(String studio); - total: decimal(5,2) **Console DAO** Game + Console createConsole(Console console); - game_id :int + Console getConsoleById(int id); - title: string + List<Console> getAllConsole(); - esrb_rating: string + void updateConsole(Console console); - description: string + void deleteConsole(int id); - price: decimal(5, 2) + List<Console> findConsolesByManufacturer(String - studio:string manufacturer); - quantity: int T-shirt DAO Console + TShirt createTShirt(TShirt tshirt); - console id: int + TShirt getTShirtById(int id); - model: string + List<TShirt> getAllTShirts(); - manufacturer: string + void updateTShirt(TShirt tshirt); - memory_amount: string + void deleteTShirt(int id); - processor: string + List<TShirt> findTShirtsBvColor(String color): - price: decimal(5, 2) + List<TShirt> findTShirtsBySize(String size); - quantity: int(11) Sales tax rate DAO T-shirt + BigDecimal calculateTax(String state); - t_shirt_id: int - size: string - color: string **Processing fee DAO** - description: string - price: decimal(5,2) + BigDecimal processingFee(string productType); - quantity: int Implements Sales tax rate Implements - state: string - rate: decimal(3,2) Implements⁻ **Processing fee** - product type: string Game DAO JDBC IMPL Console DAO JDBC IMPL T-Shirt DAO JDBC IMPL Invoice DAO JDBC IMPL - fee: decimal(4,2) - insert_Invoice_sql; insert_game_sql insert_console_sql - insert_tshirt_sql - get_tshirt_sql - select_Invoice_sql; - get_game_sql - get_console_sql - get_all_game_sql - get_all_consoles_sql - get_all_tshirt_sql - update_game_sql - update_console_sql - update tshirt sal - delete game sgl - delete console sal - delete tshirt sql - find_game_by_title_sql find console by - find_tshirt_by_size_sql - find_tshirt_by_color_sql - find_game_by_rating_sql manufacturer_sql

- find_game_by_studio_sql