Product

- m code: unsigned long int
- m codeCategory: unsigned long int
- m_name: stringm_price: struct
- m quantity: unsigned long int
- + GetCode(): unsigned long int
- + GetCodeCategory(): unsigned long int
- + GetName(): string
- + GetPrice(): struct
- + GetQuantity(): unsigned long int
- + SetCode(code: unsigned long int): void
- + SetCodeCategory(codeCategory: unsigned long int): void
- + SetName(name: string): void + SetPrice(price: struct): void
- + SetQuantity(quantity: unsigned long int): void

OrderedProduct

- m codeProduct: unsigned long int
- m_count: unsigned int
- m cost: float
- m_codeOrder: unsigned long int
- + GetCodeProduct(): unsigned long int
- + GetCount(): unsigned int
- + GetCost(): float
- + GetCodeOrder(): unsigned long int
- + SetCodeProduct(codeProduct: unsigned long int): void
- + SetCount(count: unsigned int): void
- + SetCost(cost: float): void
- + SetCodeOrder(codeOrder: unsigned long int): void

Order

- m code: unsigned long int
- m_state: BYTE

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- m_notes: string
- + GetCode(): unsigned long int
- + GetState(): BYTE
- + GetNotes(): string
- + SetCode(code: unsigned long int): void
- + SetState(state: BYTE): void
- + SetNotes(notes: string): void

Customer

- m name: string
- m phoneNumber: string
- + GetName: string
- + GetPhoneNumber: string
- + SetName(name: string): void
- + SetPhoneNumber(phoneNumber: string): void

Address

- m codeLocality: unsigned long int
- m_codeStreet: unsigned long int
- m house: string
- m_building: unsigned short int
- m_apartment: string
- + GetCodeLocality(): unsigned long int
- + GetCodeStreet(): unsigned long int
- + GetHouse(): string
- + GetBuilding(): unsigned short int
- + GetApartment(): string
- + SetCodeLocality(codeLocality: unsigned long int): void
- + SetCodeStreet(codeStreet: unsigned long int): void
- + SetHouse(house: string): void
- + SetBuilding(building: unsigned short int): void
- + SetApartment(apartment: string): void