Find It!: Application UML Diagrams

**NOTE:** UMLs are meant to give a general idea going into coding and are subject to change

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| Account |
| Variables |
| * Account(String n, String a, int s, int age) * Account(String n, String a) * addAccount(Account a) ; void * removeAccount(Account a) ; void * getAge() ; int * getStudentStatus() ; int * getName() ; String * getAddress() ; String * setAge(int age) ; void * setStudentStatus(int status) ; void * setName(String name) ; void * setAddress(String address) ; void |

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| Item (Creates a tangible object that java can access for search items) |
| * Price ; int * Brand ; String * Store ; String * Locations ; String[ ] |
| * Item(int p, String b, String s, String[] l) * getPrice() ; int * getBrand() ; String * getStore() ; Store * getLoc() ; Location * searchStore(Store s); Item |

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| ItemList (Stores list of items, ex. The cart, the wish list) |
| * ItemCart ; <ArrayList> (Item) * ItemWishList ; <ArrayList> (Item) |
| * addCart(Item a) ; void * removeCart(Item a) ; void * addWish(Item a) ; void * removeWish(Item a) ; void * getItem(int i) ; Item |

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| Coupon (Stores coupon data) |
| Variables |
| * Coupon (); void * getCode(); String * getStore(); String * getDiscount(); int |

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| Main (Launch Pad) |
| Variables |
| * Main(String[] args) ; void * loadUserSettings() ; void * loadStores() ; void |

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| Search (Searches store catalogues) |
| Variables |
| * search (Item i) * refresh() ; void * \*inRange() ; boolean * inStock() ; boolean |

\*Private method to prevent repetitive code

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| Sort (Sort functions for lists) |
| Variables |
| * brand(String b) ; void * \*byPrice(boolean t) ; void * \*\*byLoc(boolean t) ; void * undo() ; void |

\*True will sort it low to high, while false will sort it high to false

\*\*True will sort it from close to far, false will sort it from far to close

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| Location (Location services + looking for nearby stores) |
| * locServices; boolean |
| * Location(String address) ; void * Location(String landmark) ; void * Location(String postal) ; void * getLoc() ; Location * setLoc(Location l) ; void * toggleServices() ; void |

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| \*Theme (Color Theme) |
| Variables |
| Methods |

\*To be developed at a later time

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| Store (Creates a tangible store object for disambiguation by java) |
| Variables |
| * distanceTo(Location l) ; int * hasItem(Item i) ; boolean * getStock(Item i) ; int |