# BarApp – UML Class Diagram



**UserProfile**
- userAddress: string
- userName: string
- password: string
- userCity: string
- userState: string
- userZipcode: integer
- userCreateDate : datetime

**Bar**
- barName : string
- barAddress : string
- barCity: string
- barState : string
- barZipCode : integer
- barDate: datetime

**BarComment**
- likeStatus : string
- comment : string
- reviewDate : datetime

**DrinkComment**
- likeStatus : string
- comment : string
- reviewDate : datetime

**Drink**
- drinkName : string
- specialDate : string
- drinkLocation : string
- drinkDate : datetime

**DrinkPicture**
- fileName : string

**DrinkRecipe**
- description : string

**Ingredient**
- amount : float
- measurement : string
- ingredientName : string

Has ▶  patron  bar  *  *
reviewer  reviewer  1  1
Has ▼  bar_comment  1
Has ▼  bar  bar  1  1
Has ▲  bar  1
Has ▼  0..*  bar_comment
Has ▼  0..*  comment  1
Has ▼  1..*  drink
review  ◀ Has  drink  1
0.*  recipe  1
◀ Has  0..*  picture  1
Has ▼  drink  1
0..1  recipe
1  recipe
1..*  ◀ Has  component

**Project: BarApp**
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