

«entity» <b>Client</b>	+ !@ nif: String + ! name: String + ! surname: String + ! email: String + ! phone: String + ! address: Address
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«entity» <b>PaymentMean</b> {abstract}	+ * accumulated: Money = 0.0  + charge(amount: Money) : void + canBeCharged() : boolean {abstract}
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«entity» <b>Charge</b>	+ *! amount: Money
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«entity» <b>CreditCard</b>	+ *!@ number: String + *! type: String + *! validThru: Date
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«enumeration» <b>WorkOrderState</b>	«enum» OPEN ASSIGNED FINISHED INVOICED
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«enumeration» <b>InvoiceSate</b>	«enum» NOT_YET_PAID PAID
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«entity» <b>Cash</b>	+ !>@ client: Client  <b>constraints</b> {Just One per Client}
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«ValueType» <b>Address</b>	+ * street: String + * city: String + * zipcode: String
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«entity» <b>Invoice</b>	+ *!@ number: long + *! date: Date + * amount: Money + * vat: double + * state: InvoiceSate = NOT_YET_PAID  - computeAmount() : void + addWorkOrder(wo :WorkOrder) : void + removeWorkOrder(wo :WorkOrder) : void + settle() : void + isSettled() : boolean
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«entity» <b>Voucher</b>	+ *!@ code: String + *! description: String + *! available: Money
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«ValueType» <b>Money</b>	+ * amount: long + * currency: Currency
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«entity» <b>Vehicle</b>	+ !@ plateNumber: String + ! make: String + ! model: String
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«entity» <b>WorkOrder</b>	+ *!@ date: Timestamp + *!>@ vehicle: Vehicle + ! description: String + * amount: Money + * state: WorkOrderState = OPEN  + assignTo(m :Mechanic) : void + unassign() : void + markAsFinished() : void + markAsInvoiced() : void + markBackToFinished() : void + reopen() : void + isAssigned() : boolean + isFinished() : boolean + isinvoiced() : boolean + isOpen() : boolean
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«entity» <b>Intervention</b>	+ *!>@ mechanic: Mechanic + *!>@ workOrder: WorkOrder + *!@ date: Timestamp + minutes: int +! * amount: Money
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«entity» <b>Mechanic</b>	+ !@ nif: String + ! name: String + ! surname: String
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«entity» <b>Substitution</b>	+ *! quantity: int +! * amount: Money
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«entity» <b>VehicleType</b>	+ !@ name: String + ! pricePerHour: Money
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«entity» <b>SparePart</b>	+ !@ code: String + ! description: String + ! price: Money
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