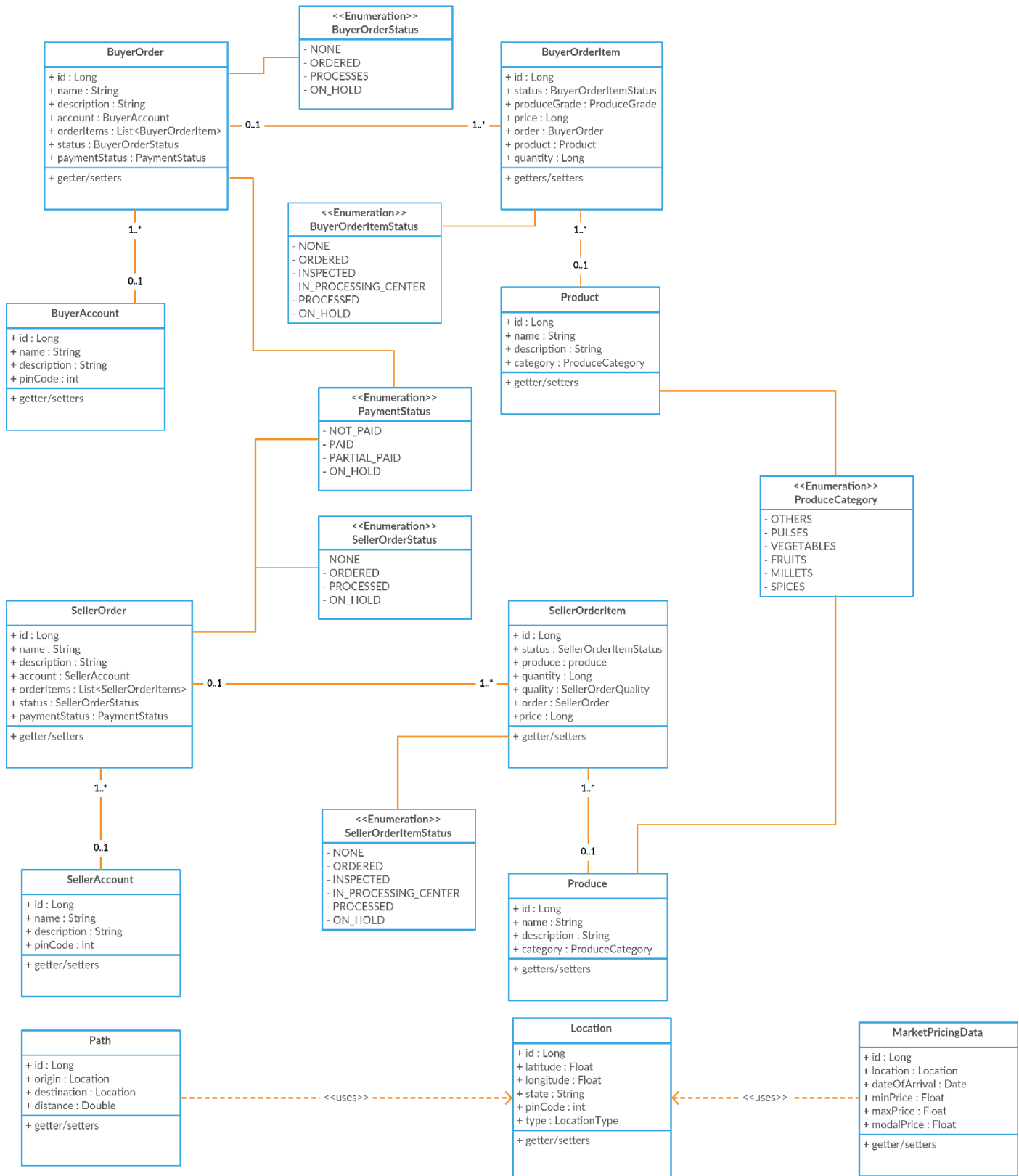


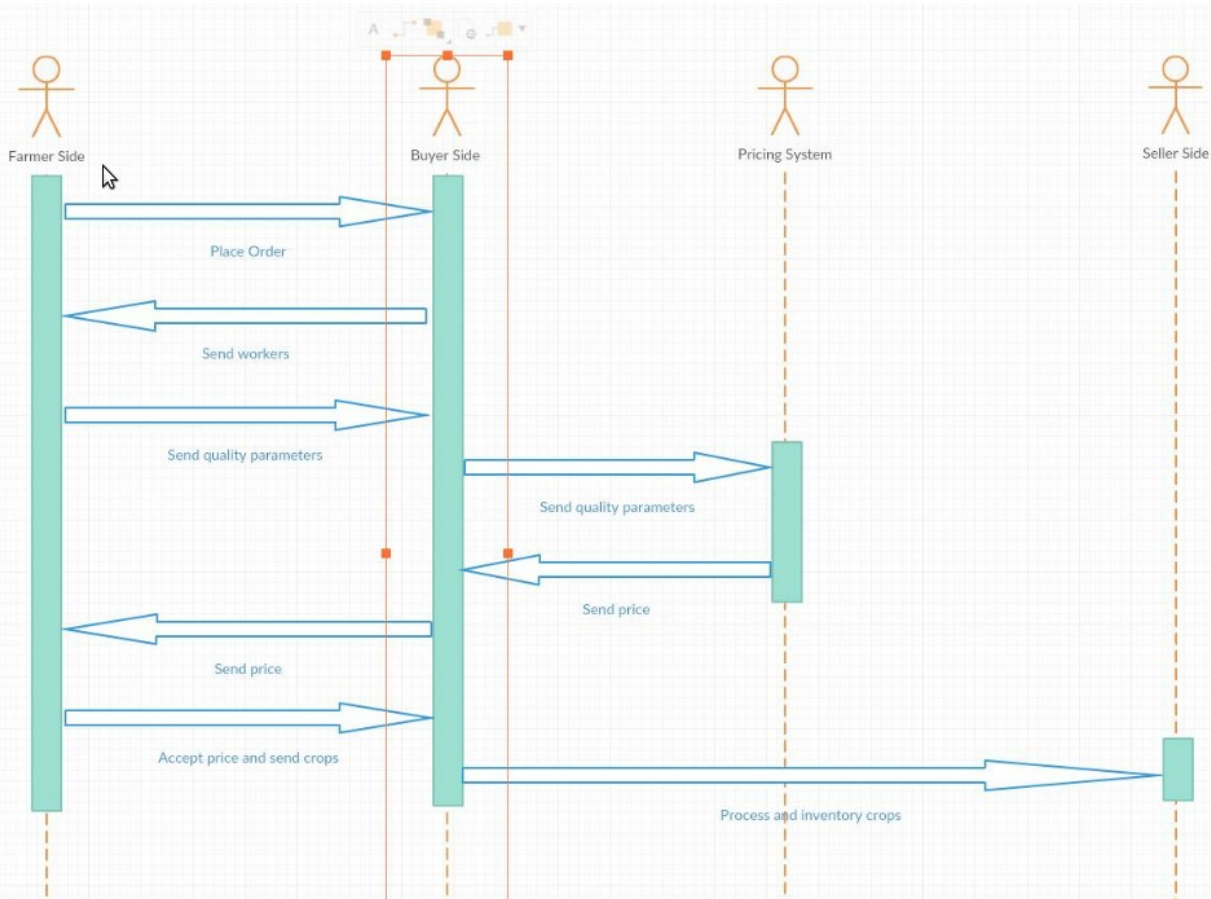
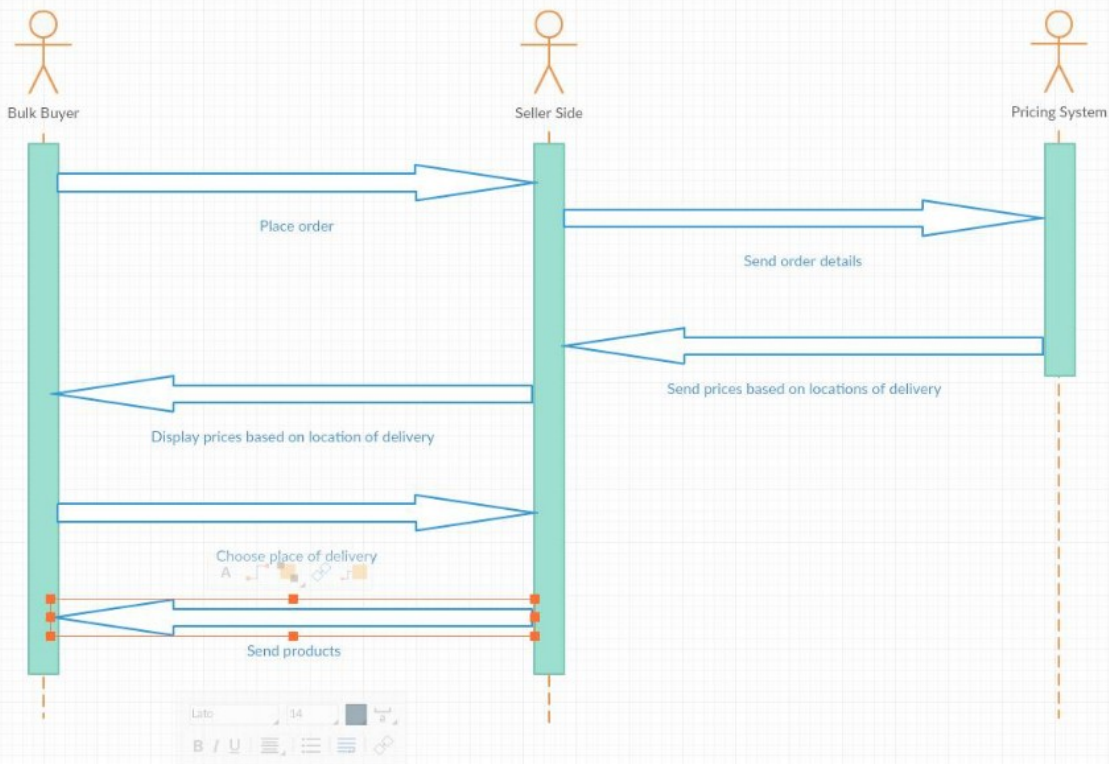
Product Design

Team 30
SSAD 22
Moin Hussain Moti
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Rachana Konigari



BuyerOrder	<input type="checkbox"/> This class deals with the order placed by the bulk buyers. <input type="checkbox"/> It consists the information of Bulk Buyer and the location where the order is to be shipped <input type="checkbox"/> It comprises of many BuyerOrderItem instances <input type="checkbox"/> It has basic CRUD functionality
BuyerOrderItem	<input type="checkbox"/> BuyerOrderItem determines the product and product grade of the item ordered <input type="checkbox"/> It has basic CRUD functionality
Product	<input type="checkbox"/> Product class consists of many BuyerOrderItem instances <input type="checkbox"/> It is what stored in the inventory after the processing of the produces <input type="checkbox"/> It has basic CRUD functionality <input type="checkbox"/>
Seller Account	<input type="checkbox"/> This class deals with the seller accounts of the farmers. <input type="checkbox"/> It consists of the information of Seller Accounts along with their location and pinCode and other details. <input type="checkbox"/> It has provisions to edit and delete the seller accounts at the expense of the power administrator.
Buyer Account	<input type="checkbox"/> This class deals with the buyer accounts of the farmers. <input type="checkbox"/> It consists of the information of Buyer Accounts along with their location and pinCode and other details. <input type="checkbox"/> It also has provisions to edit and delete the buyer accounts at the expense of the power administrator.
Produce	<input type="checkbox"/> Produce class consists of many SellerOrderItem instances <input type="checkbox"/> It is what is stored in the inventory when the farmers place their order <input type="checkbox"/> It has basic CRUD functionality
SellerOrderItem	<input type="checkbox"/> SellerOrderItem determines the produce the farmer wants to sell. <input type="checkbox"/> Has basic CRUD functionality.

Sequence Diagram(s)



Design Rationale

1. There is a *ProduceCategory* enum for *Produce* model where various categories of the produce is defined. Similarly there exist a *Product* model and it is also has an attribute of category but instead of making a separate *ProductCategory* enum, client wants us to use *ProduceCategory* enum only for *Product* too.