MODEL OF SHOP

1. Creating a shop
2. Creating items in the shop
3. Make a customer of this shop
4. Make an Order with choice of create, cancel, add item to order, delete item to order, count total sum of order.

Motivation

Make a model SHOP. With usual functions like: Make a customer, give ham opportunity to make an order with adding some goods that shop have and count total sum of order. Customer can also delete items or in general cancel his order. To look at orders can be possible to see a Customer, Sum of the Order, time when it was created.

UML

![Et billede, der indeholder tekst

Beskrivelse, der er oprettet med meget høj sikkerhed]()