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Assinatura

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Assinatura

Warehouse Manager

- filename: String
- warehouse: Warehouse

- + Save(): void
- + Save AS(): void
- + Load(): void
- + Import File(): void
- + Register Partner (String: partnerID, String: name, String: address): void
- + Show All Partners(): void
- + Show Partner Acquisitions (String: partnerID): void
- + Show Partner (String: partnerID): void
- + Show Partner Sales (String: partnerID): void
- + Toggle Product Notifications (String: productID): void
- + Lookup Payments By Partner (String: partnerID): void
- + Lookup Batches Under Given Price (double: priceLimit): void
- + Advance Date (int: days): void
- + Display Date(): void
- + Open File (File: file): void
- + Save File (File: file): void
- + Show Global Balance(): void
- + Register Acquisition Transaction (String: partnerID, String: productID, double: price, int: amount): void
- + Create Recipe (int: number of components, double: alpha, String[]: productID, int[]: amount): void
- + Receive Payment(): void
- + Register Breakdown Transaction (String: partnerID, String: productID, int: amount): void
- + Register Sale Transaction (String: partnerID, Date: limitDate, String: productID, int: amount): void
- + Show Transaction (int: id): void
- + Show All Products(): void
- + Show Available Batches(): void
- + Show Batches By Partner (String: partnerID): void
- + Show Batches By Product (String: productID): void

gpg. exceptions

Bad Entry Exception

- serial Version UID: long < final >

Import File Exception

- serial Version UID: long < final >

Mining File Association Exception

- serial Version UID: long < final >

Unavailable File Exception

- serial Version UID: long < final >

Warehouse

- id : String
- global Balance : double
- accounting Balance : double

- + Add Transaction To History (Transaction transaction) : void
- + Needs To Be Crafted (Product: product, int: quantity) : boolean
- + Can Be Crafted (Product: product, int: quantity) : boolean
- + Missing Product (Product: product, int: quantity) : Product
- + Create Product (Product: product) : void
- + Create Products (Product: product, int: quantity) : void
- + Pay Breakdown (int : transaction ID) : void
- + Check Fines On Discounts (Sale : sale, Date : date) : double
- + Product In Warehouse (Product: product) : boolean
- + Get Lowest Price (Product: product) : Batch
- + Get Hiest Price (Product: product) : double
- + Verify Notification (Product: product) : boolean
- + Create Notification (Product: product) : Notification
- + Send Notification (Notification: notification) : void
- + Process Register Partner (String : partnerID, String : name, String : address) : void
- + Process Show All Partners () : void
- + Process Show Partner Acquisitions (String : partnerID) : void
- + Process Show Partner (String : partnerID) : void
- + Process Show Partner Sales (String : partnerID) : void
- + Process Toggle Product Notifications (String : productID) : void
- + Process Lookup Payments By Partner (String : partnerID) : void
- + Process Lookup Batches Under Given Price (double : price limit) : void
- + Process Advance Date (int : check) : void
- + Process Display Date () : void

- + Process Register Acquisition Transaction (String : partnerID, String : productID, double : price, int : amount) : void
- + Process Create Recipe (int : no. Of Components, double : alpha, String [] : productID, int [] : amount) : void
- + Process Receive Payment () : void
- + Process Register Sale Transaction (String : partnerID, Date : limit Date, String : productID, int : amount) : void
- + Process Show Transaction (int : id) : void
- + Process Show All Products () : void
- + Process Show Available Batches () : void
- + Process Show Batches By Partner (String : partnerID) : void
- + Process Show Batches By Product (String : productID) : void
- + Process Show Global Balance () : void
- + Process Breakdown Transaction (String : partnerID, String : productID, int : amount) : void

Product
- _id : String
- _alpha : double
- _max Price : double
- _lowest Price : double
- _warehouse Stock : int
+ Update Stock (int: quantity) : void
+ Is Max Price (double : price) : boolean
+ Is Lowest Price (double : price) : boolean

Simple Product

Derived Product

Batch
- _amount : int
- _price : double
+ Sold Out Batch () : boolean

Status
- _status Name : String
- _points : int
+ Update Status () : void
+ Change Points (int : deck) : void

Transaction
- _id : int
- _amount : int
- _price : double

Acquisition

Sale
- _paid : boolean
+ Pay () : void

Breakdown
Notifications
- _description : String
- _id : String

Delivery Method
- _method : String

Date
- _days : int
+ Advance Date (int : days) : void

Recipe
- _quantities : Collection

Partner
- _id : String
- _name : String
- _address : String
- _wants Notifications : boolean
- _total Value Bought : double
- _total Value Sold : double
- _total Value Paid : double
+ Add Transaction (Transaction : transaction) : void
+ Add Notification (Notification : notification) : void
+ Update Status (int : slack) : void
+ Process Promotion On Demotion () : void
+ Update Total Value Bought (double : value) : void
+ Update Total Value Sold (double : value) : void
+ Update Total Value Paid (double : value) : void
+ Enable Notifications () : void
+ Disable Notifications () : void
+ Delete All Notifications () : void