

## MaterialReport

- Store data that always goes in a material report (the material itself and pickup location)
- Location
- MaterialAmount

## SentMaterialReport

MaterialReport

- Store data about a company's material sending, as well as the entrepreneur who received it
- Entrepreneur
- Location

## ReceivedMaterialReport

MaterialReport

- Store data about an entrepreneur's material reception, as well as the company who sent it
- Company
- Location

## EntrepreneurReport

- Store a list of materials received by an entrepreneur
- ReceivedMaterialReport

## CompanyReport

- Store the list of materials sent by a company
- SentMaterialReport

## Admin

- Store

## Company

- Store data about a company (name, location...)
- Create a report of all materials the company sent over a period of time
- Accept or reject an invitation

- Location
- CompanyReport
- Invitation

## Entrepreneur

- Store data about an entrepreneur (name, location, title, habilitations, and specializations)
- Create a report of all materials the entrepreneur received over a period of time

- Location
- Habilitation
- EntrepreneurReport

## Habilitation

- Store information about an habilitation (type and level)
- Check if the habilitation satisfies a concrete requirement

- Requirement

## Requirement

- Store information about a requirement (type and level)
- Check if a concrete set of habilitations satisfy a concrete set of requirements

- Habilitation

## Material

- Store data about the material (name, appropriate measures, and requirements)

- Measure
- Requirement

## MaterialAmount

- Store data about a certain amount of a certain material
- Create objects of itself, checking the given unit is valid for the given material

- Material
- Unit

## Measure

- Represent a concrete type of measure (weight, length...) through which a certain quantity of material can be determined

## Unit

- Represent a concrete unit of a measure
- Convert from one unit to another of the same measure

- Measure

## Currency

- Represent a concrete currency
- Convert from one currency into another

## Location

- Guarda la ubicación de un material y calcula la distancia entre el material y el receptor del mismo

- Material
- Entrepreneur

## Price

- Store the price of a material, in a concrete currency (\$, U\$S) per a concrete quantity unit (kg, g, L, mL)

- Material
- Currency
- Unit

## User

- Store information about a program user (type and name)

- UserType

## Invitation

- Store information about an invitation (the admin who sent the invitation, the company who receives it, the offer it's suggested to make)
- Store its current state (pending, accepted, or rejected)
- Change its state when the company validates or rejects the invitation

- User
- Offer
- InvitationState

## Offer

- Stores information about an offer of materials (the material and amount, the price, and the location of the materials)

- MaterialAmount
- Price
- Location

## Client

- Communicate with the user via the I/O system

## Memory

- Communicate with the permanent memory of the program (which can be, among other things, a file or a database)