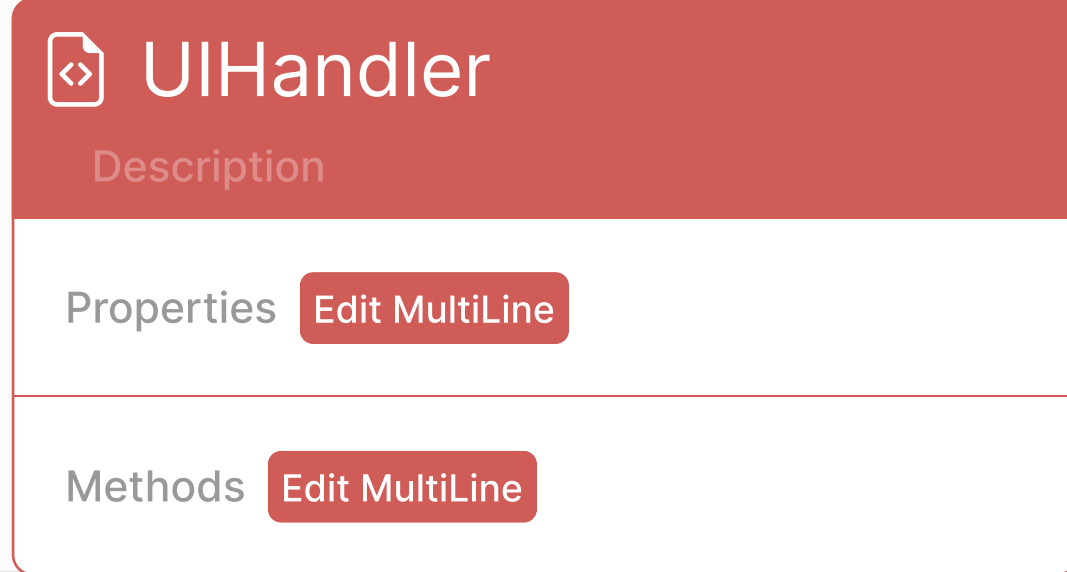
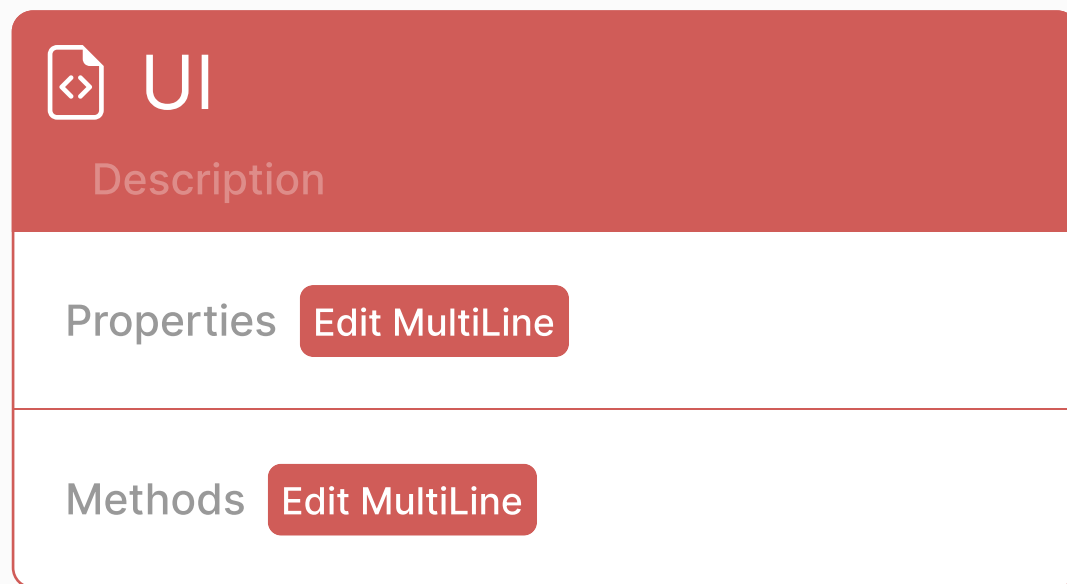
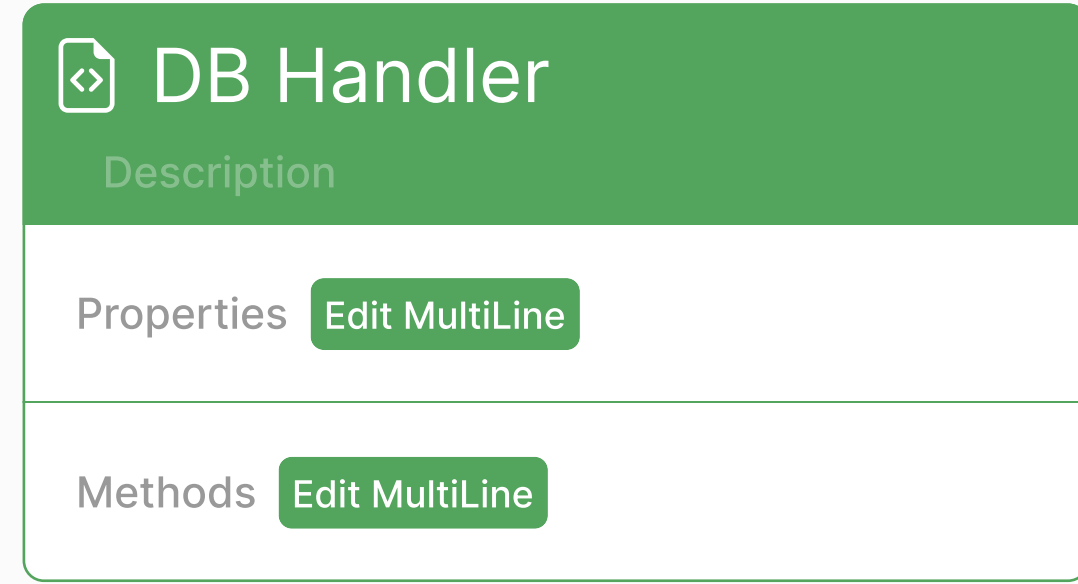
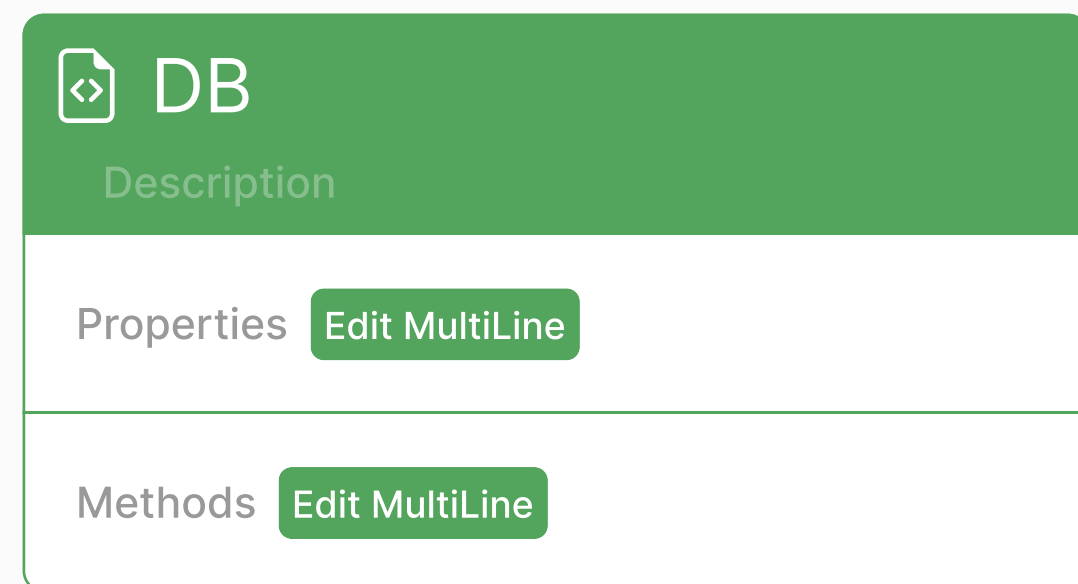
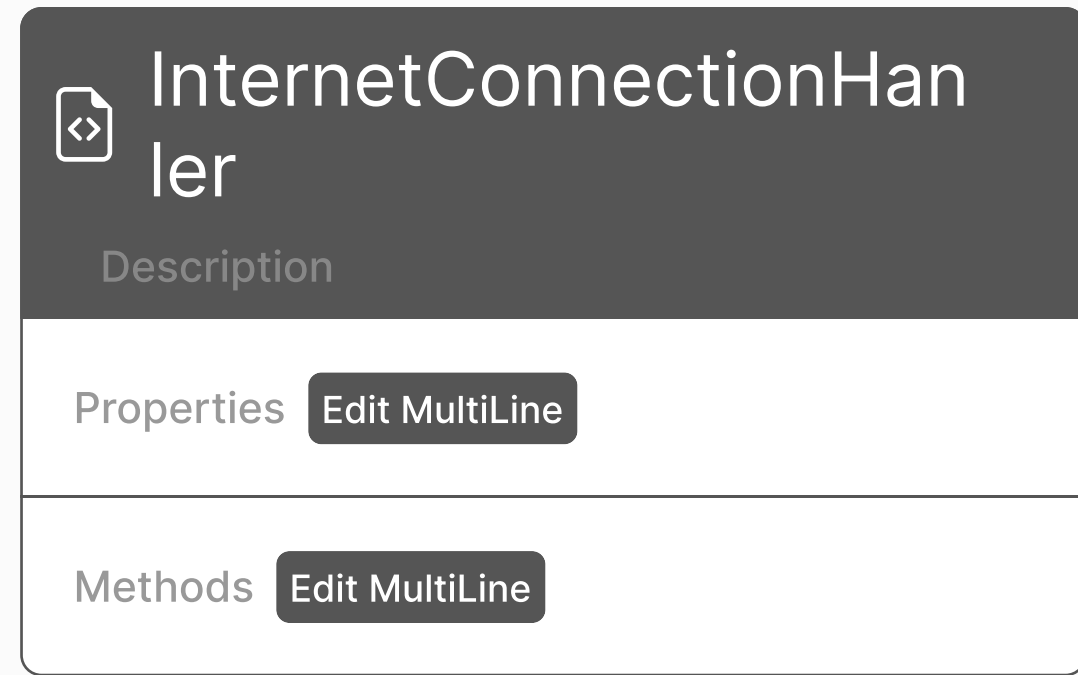


UI Layer



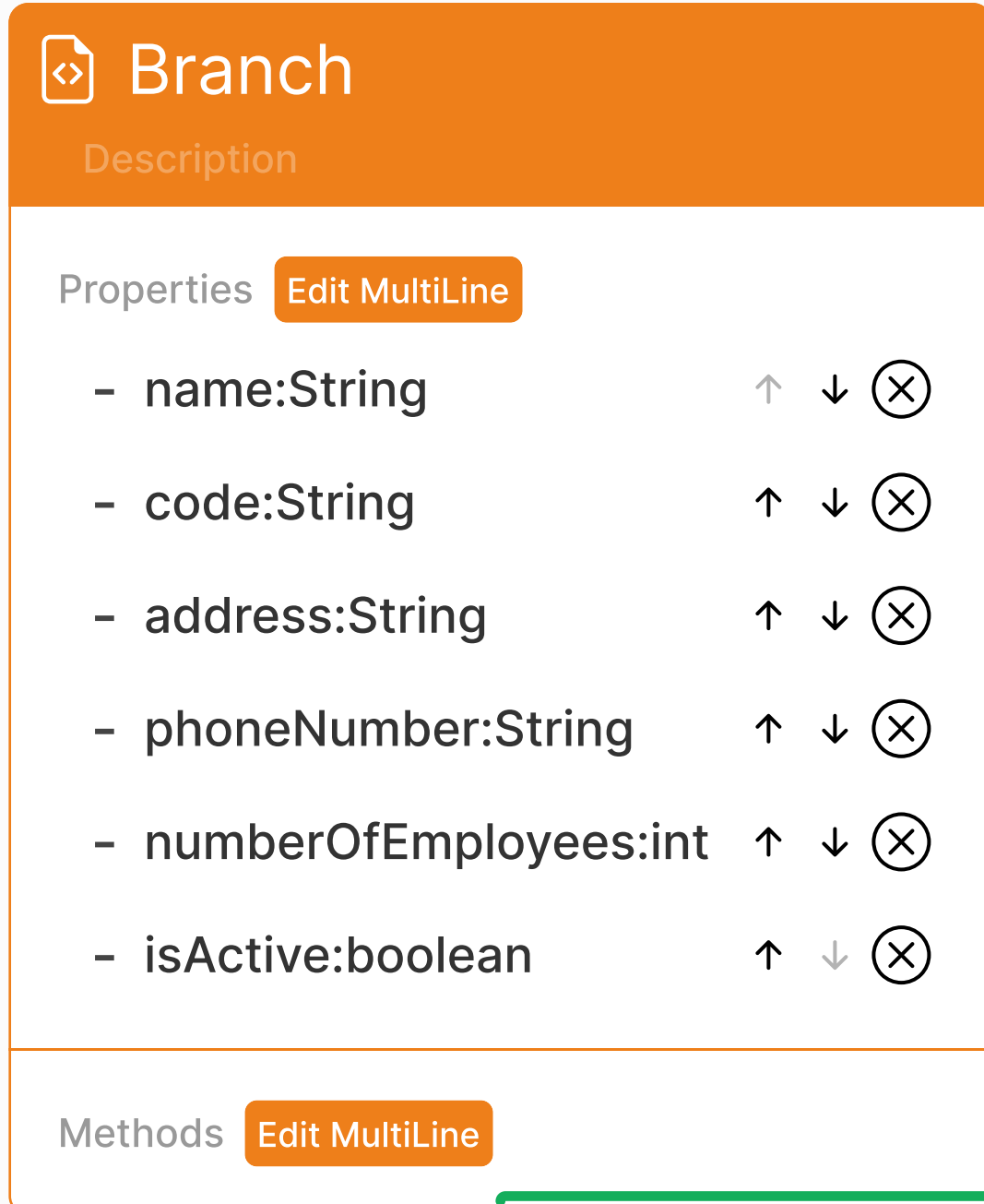
Data Access Layer



Business Layer

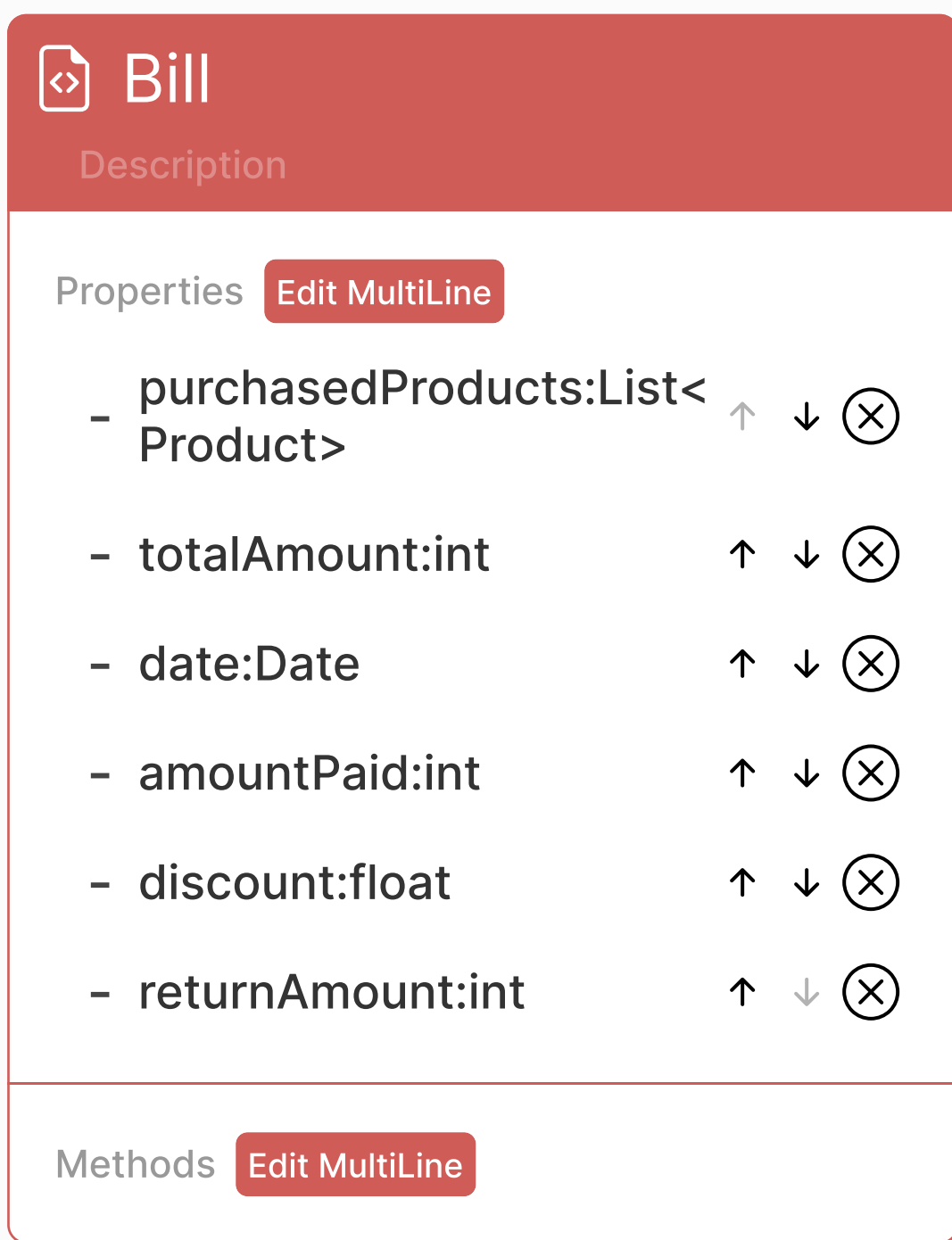
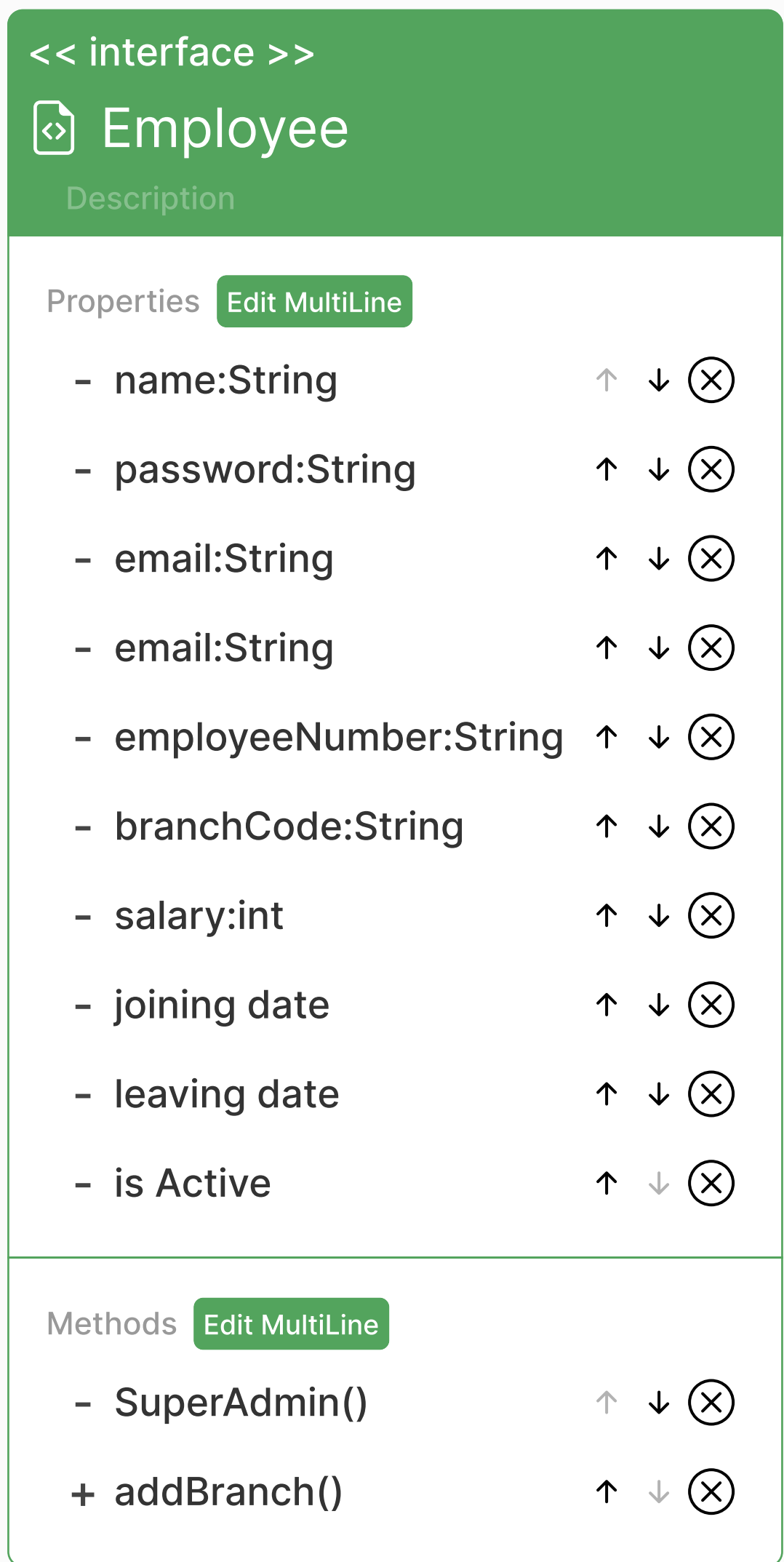
Each branch may have a specific inventory of Product items available for sale, but these products are not owned by the branch itself

Association



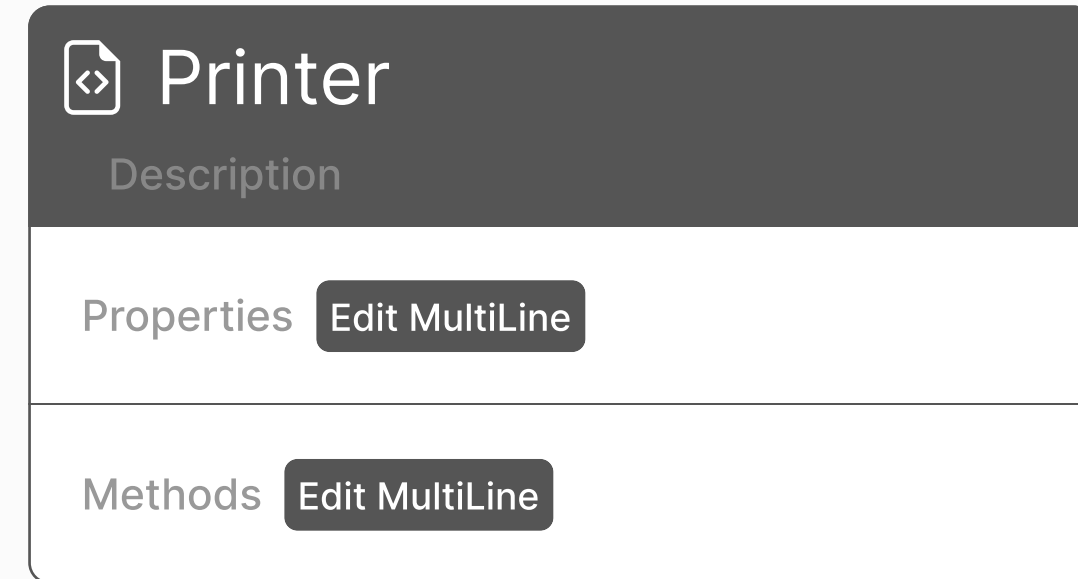
Since employees can exist independently of a branch (for example, they might be reassigned to different branches)

Aggregation



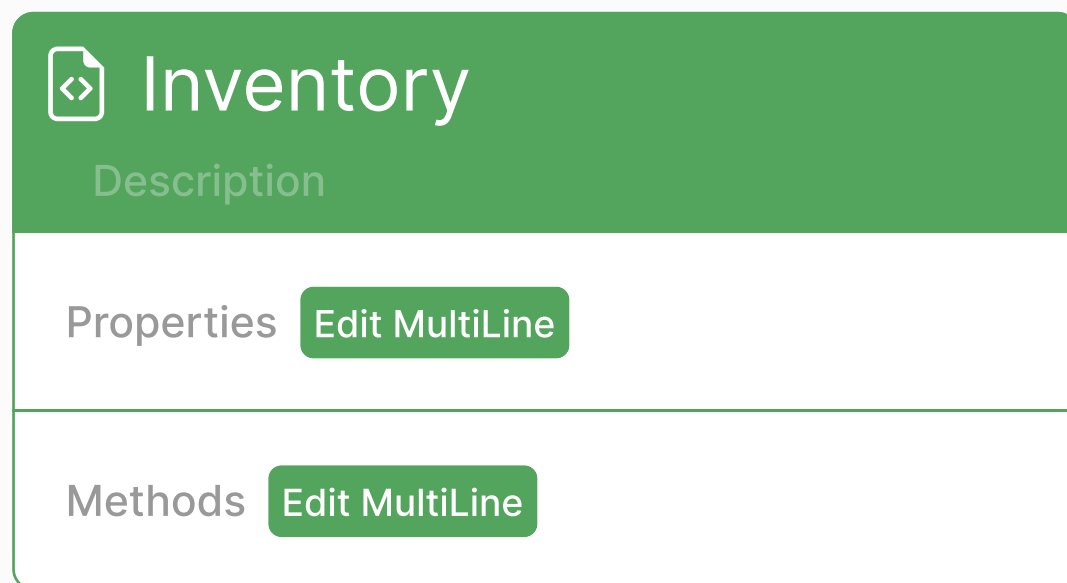
Association

A Cashier generates Bill objects for each sale, but a Bill does not depend directly on a Cashier for its existence

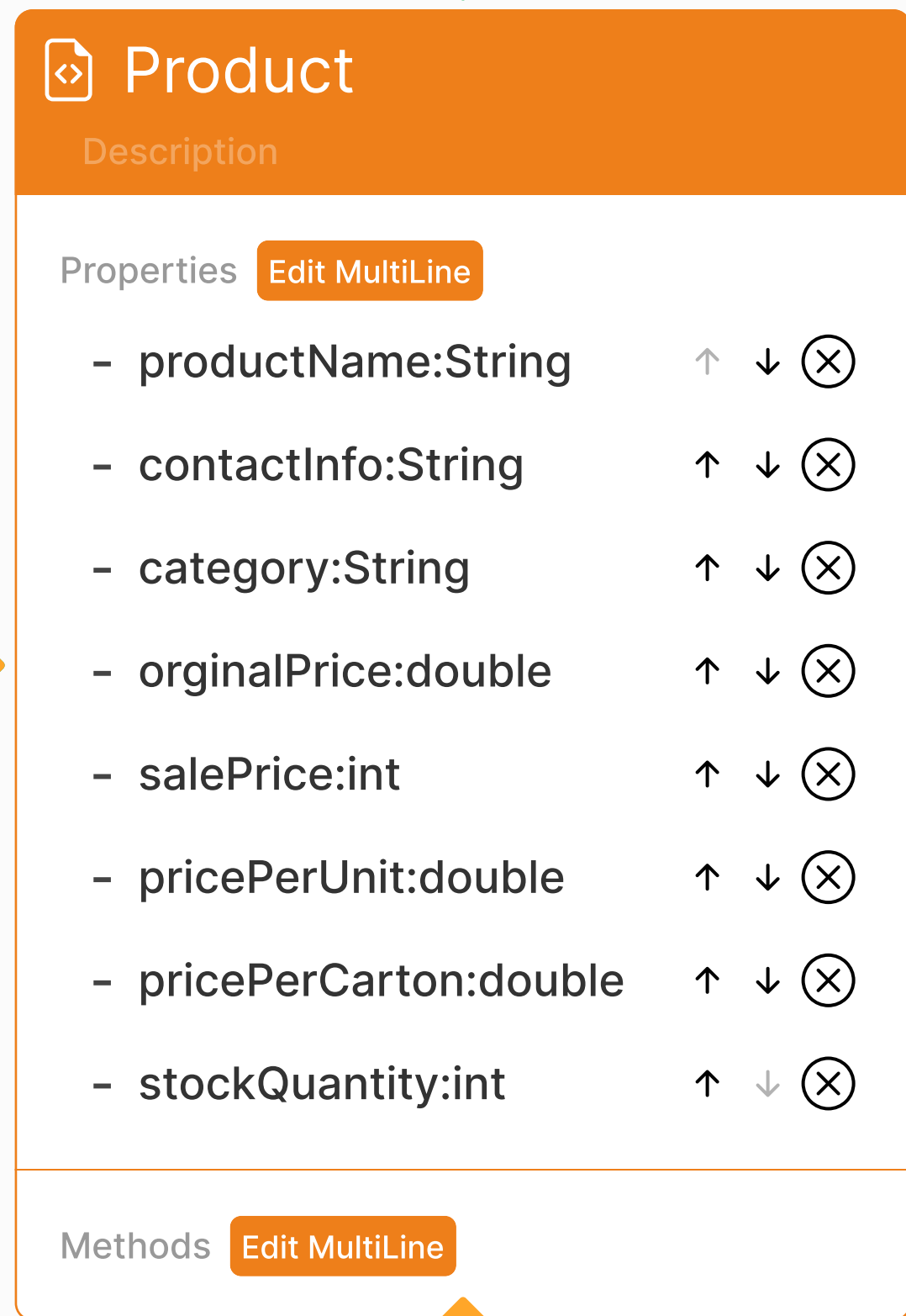


Each Bill lists multiple Product items involved in the transaction.

Aggregation

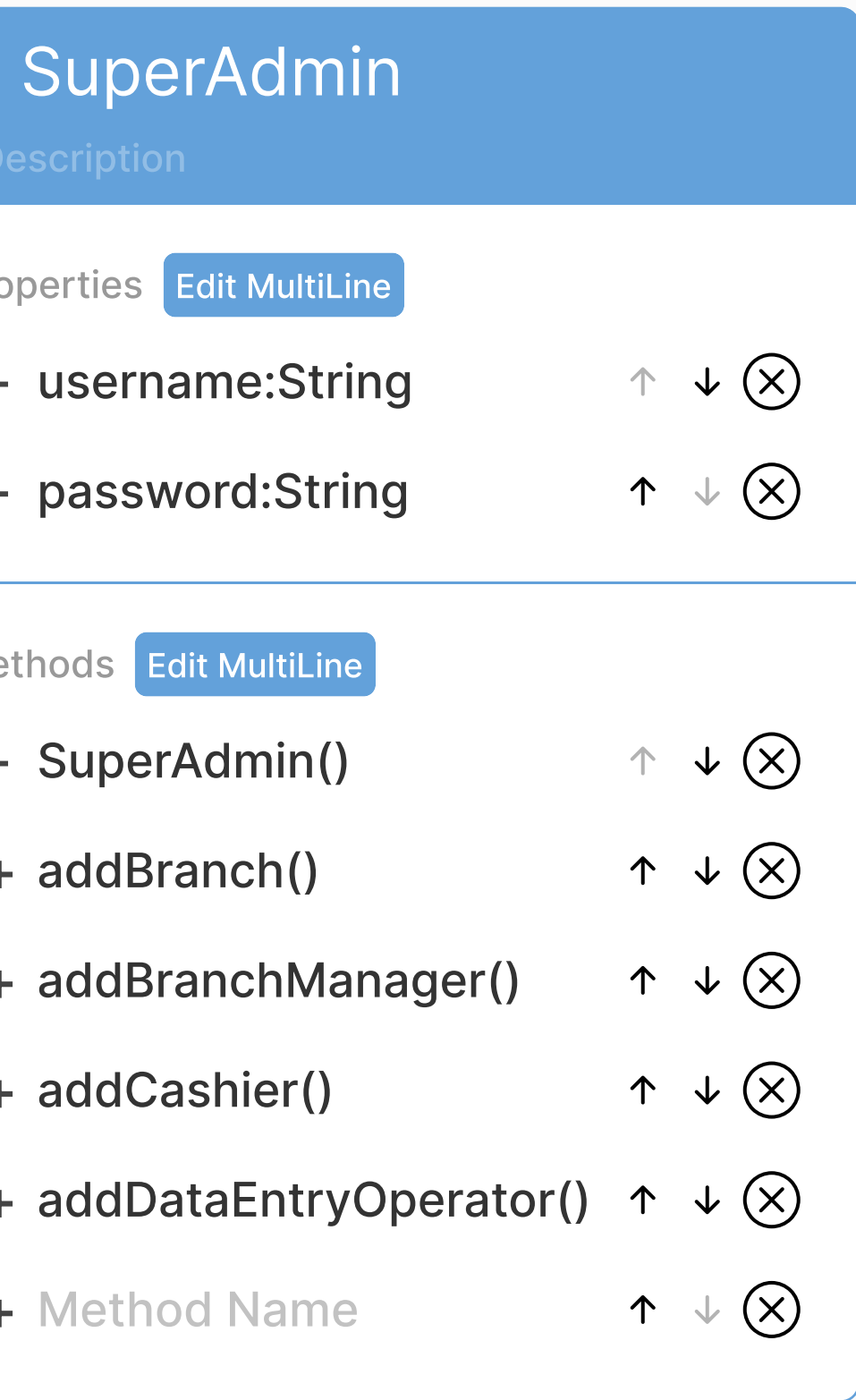


Aggregation



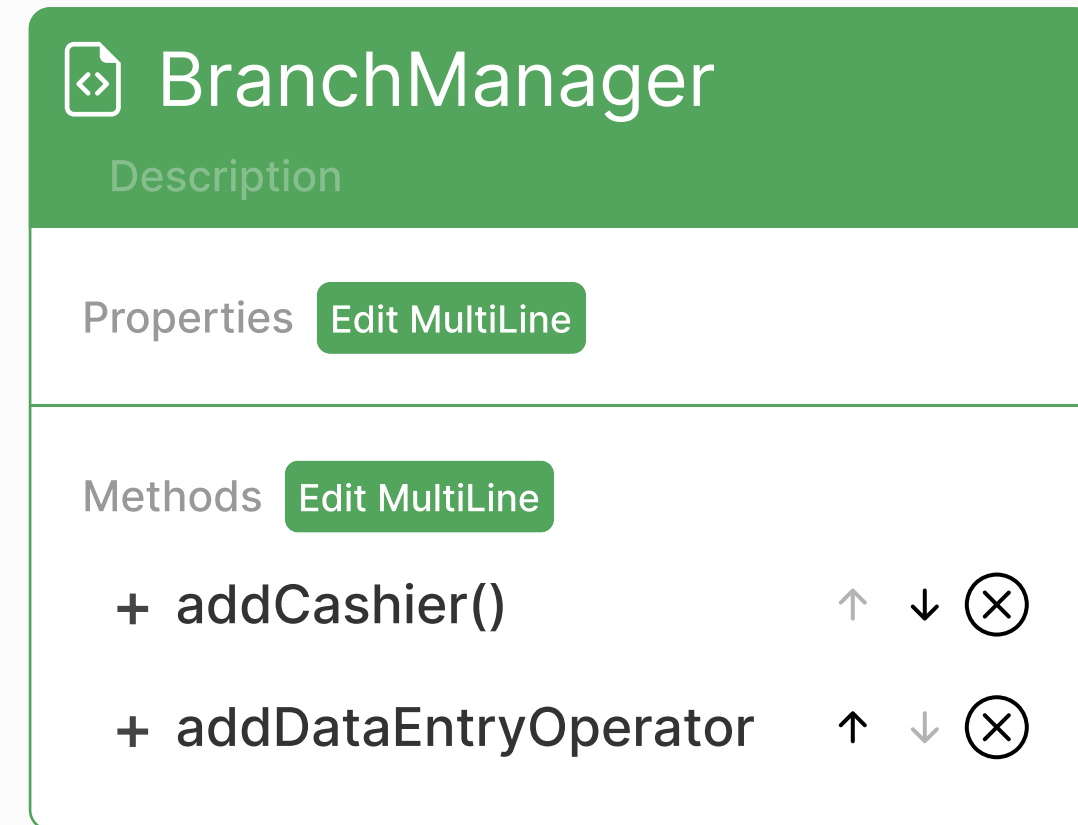
Composition

SuperAdmin can create and manage multiple Branch instances. However, branches can exist without a super admin instance being present in memory (e.g., in the database),

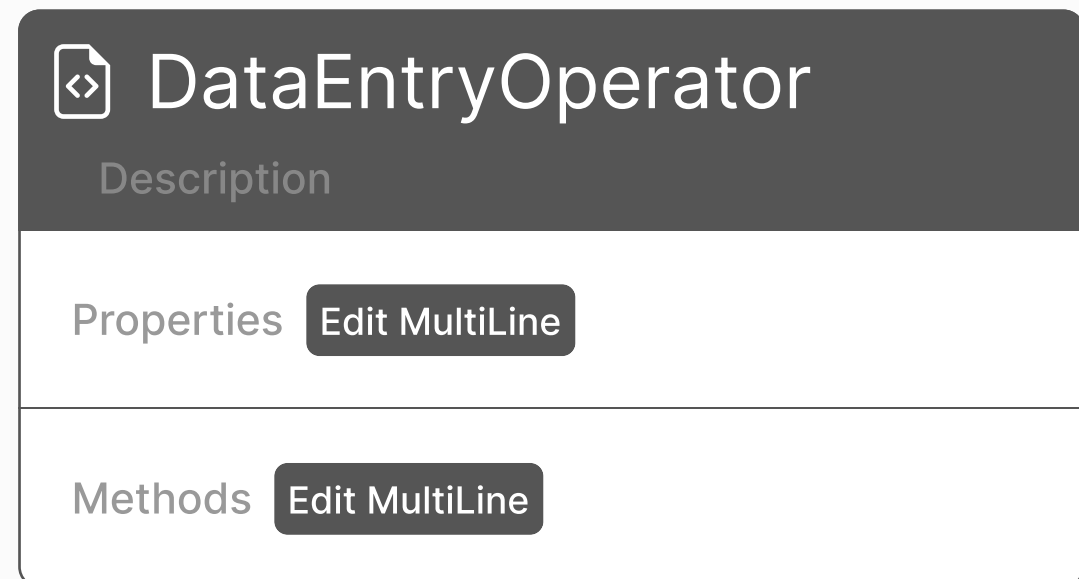
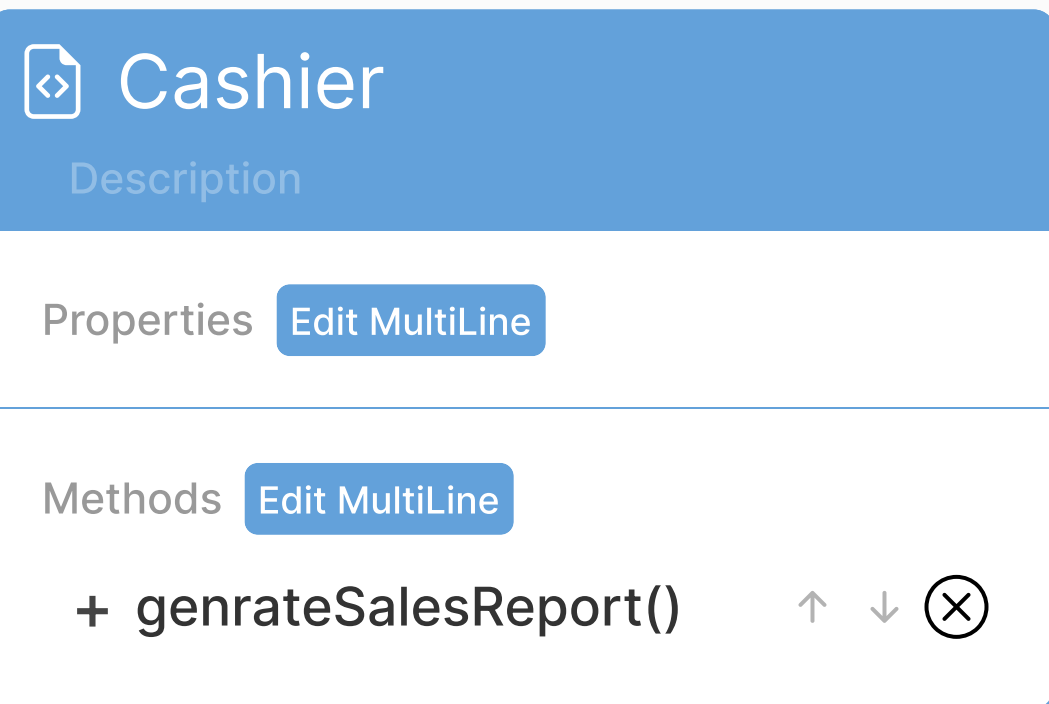


Composition

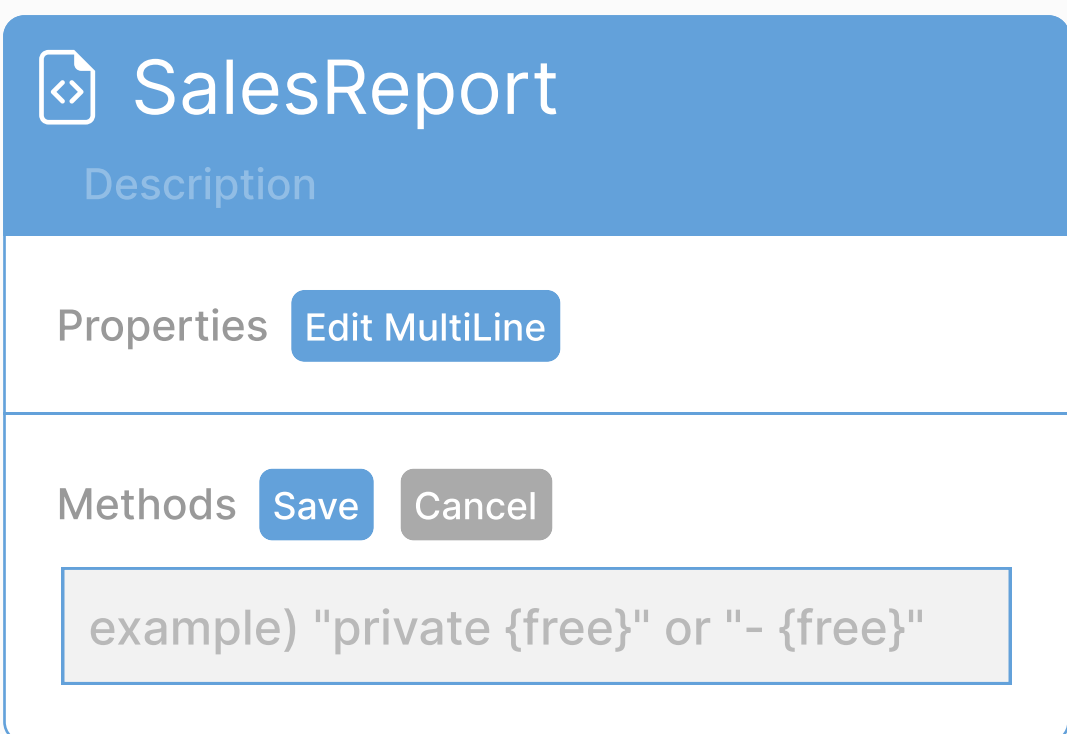
Each branch has exactly one BranchManager. If the branch is deleted, the branch manager relationship is also invalidated



Aggregation

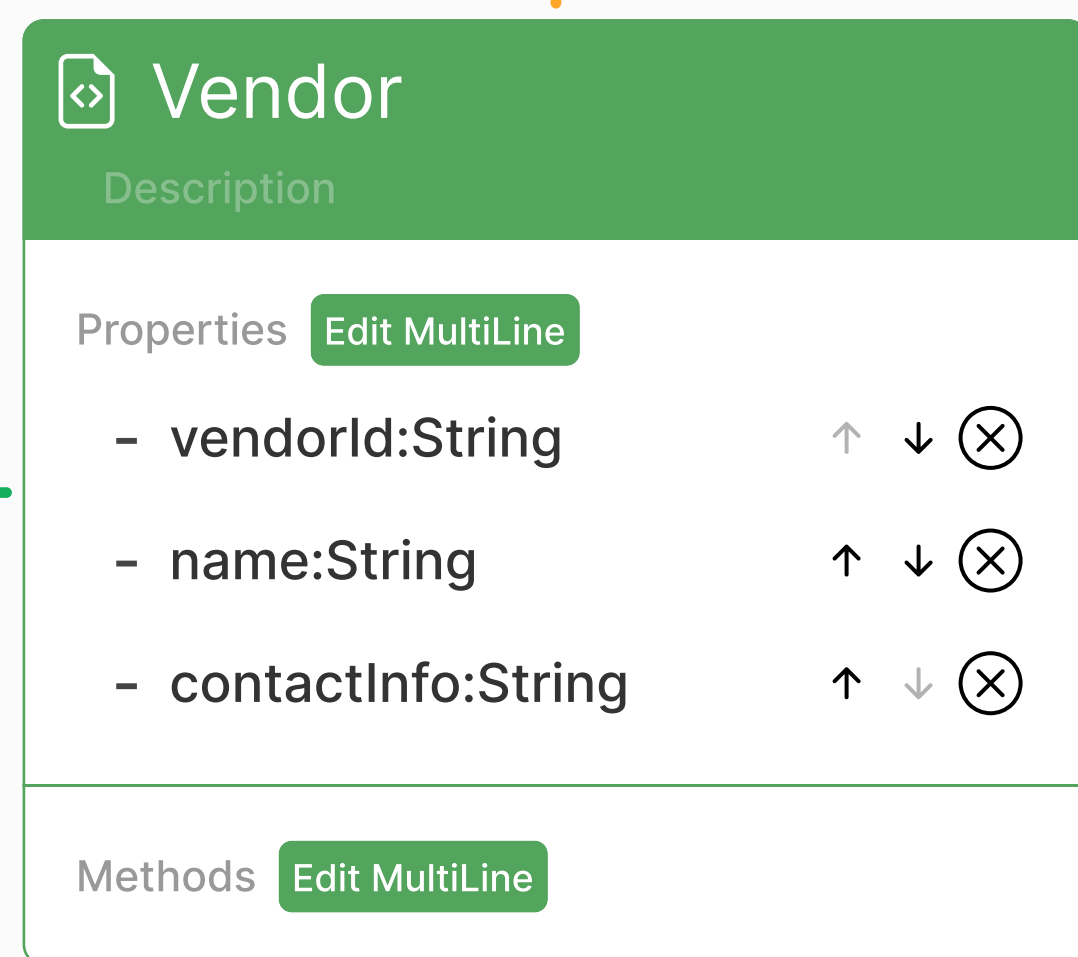


Association



Reports are associated with a specific branch but can exist independently

Since vendors exist independently, and the data entry operator only interacts with them to enter inventory.



If the vendor stops supplying the store, the associated products are removed from that vendor's list