

## **Terminology**

### **System:**

System is a class that manages the system for the market.

### **User:**

A user is a general term for a client of the system.

### **Guest:**

A class that represents the Guest Visitor (מבקר אורח), which has the lowest amount of privileges compared to other users.

### **Subscribed User:**

A class that represents the Subscribed Visitor (מבקר מנוי), which has more privileges than User, such as opening a shop, writing reviews and more.

### **Instant Notification:**

A way to alert an owner/subscribed user of changes in real time.

### **Delayed Notification:**

A way to alert an owner/subscribed user of changes that happened during the time they were offline.

### **External Services System:**

This is a class which is responsible for communication between the system and the external services. It'll be used for operations such as payment confirmation and supplying products.

### **Payment:**

A class that represents the connection to the external payment system.

### **Supply:**

A class that represents the connection to the external supply system.

### **Request:**

A request represents a question/request of a user from a shop.

### **System Manager:**

A user role. Can manage the entire market, including shutting down a shop, removing Subscribed Users from the market and more. Can also obtain information about the system's behavior.

### **Shop Founder:**

A shop founder is the first manager of the shop. He has the highest permissions in the shop. He is the only one who can close the store and reopen it.

### **Shop Owner:**

Represents a Guest Visitor's role which allows the Guest Visitor to manage his shop. Shop Owners can add or remove shop managers, and change their permissions.

**Shop Manager:**

A shop manager is appointed by a shop administrator. A shop manager can have different permission in the shop such as: appointing another manager, canceling an appointment, updating purchase and discount policies etc.

**Shop Administrator:**

A shop administrator is either a shop owner or a shop manager.

**Basket:**

This is the collection of items and their quantities the user is currently purchasing from a shop.

**Purchase History:**

All the past purchases a user has made in a store.

**Purchase:**

Represents a purchase that a user has made in a shop.

**Product:**

Represents a product sold by some shop in the market.

**Product Policy:**

Describes the purchase and discount policies of a product in a specific system.

**Purchase Policy:**

A purchase policy defines who is allowed to buy the product, minimum purchase quantity etc. There may also be policies which are valid for every product in shop.

**Discount Policy:**

A discount policy defines when a purchase deserves to get a discount, how big will the discount be, for what product in the purchase etc.