



```
«interface»
PrescriptionDAO

~selectPrescriptions(): Prescription[*]
~updatePrescription(prescription: Prescription): void
~removePrescription(prescription: Prescription): void
~findPrescription(id: int): Prescription
~createPrescription(prescription: Prescription): Prescription
~selectPrescriptionByPrescriptionCode(prescriptionCode: int): Prescription
```

```
«interface»
PrescriptionDAO

~selectPrescriptions(): Prescription[*]
~updatePrescription(prescription: Prescription): void
~removePrescription(prescription: Prescription): void
~findPrescription(id: int): Prescription
~createPrescription(prescription: Prescription): Prescription
~selectPrescriptionByPrescriptionCode(prescriptionCode: int): Prescription
```

```
«interface»
TransactionDAO

~selectTransactions(): Transaction[*]
~updateTransaction(transaction: Transaction): void
~removeTransaction(transaction: Transaction): void
~findTransaction(id: int): Transaction
~createTransaction(transaction: Transaction): Transaction
```

```
«interface»
TransactionDAO

~selectTransactions(): Transaction[*]
~updateTransaction(transaction: Transaction): void
~removeTransaction(transaction: Transaction): void
~findTransaction(id: int): Transaction
~createTransaction(transaction: Transaction): Transaction
```

```
«interface»
UserDAO

~selectUsers(): User[*]
~updateUser(user: User): void
~removeUser(user: User): void
~findUser(id: int): User
~createUser(user: User): User
~selectUserByEmail(email: String): User
~selectUserByEmailAndPassword(email: String, password: String): User
```

```
«interface»
UserDAO

~selectUsers(): User[*]
~updateUser(user: User): void
~removeUser(user: User): void
~findUser(id: int): User
~createUser(user: User): User
~selectUserByEmail(email: String): User
~selectUserByEmailAndPassword(email: String, password: String): User
```

```
«interface»
ProductDAO

~createProduct(product: Product): Product
~findProduct(id: int): Product
~removeProduct(id: int): void
~updateProduct(product: Product): void
~selectProducts(): Product[*]
~selectProductByProductLabel(productLabel: int): Product
~selectProductByType(type: String): Product[*]
```

```
«interface»
ProductDAO

~createProduct(product: Product): Product
~findProduct(id: int): Product
~removeProduct(id: int): void
~updateProduct(product: Product): void
~selectProducts(): Product[*]
~selectProductByProductLabel(productLabel: int): Product
~selectProductByType(type: String): Product[*]
```

DAO

```
«interface»
PrescriptionManager

~selectPrescriptions(): Prescription[*]
~createPrescription(prescription: Prescription): Prescription
~findPrescription(id: int): Prescription
~removePrescription(prescription: Prescription): void
~updatePrescription(prescription: Prescription): void
~existPrescription(prescriptionCode: int): Prescription
```

```
«interface»
ProductManager

~updateProduct(product: Product): void
~removeProduct(id: int): void
~findProduct(id: int): Product
~createProduct(product: Product): Product
~selectProducts(): Product[*]
~existProduct(productLabel: int): Product
~selectProductByType(type: String): Product[*]
```

```
«interface»
TransactionManager

~selectTransactions(): Transaction[*]
~createTransaction(transaction: Transaction): Transaction
~findTransaction(id: int): Transaction
~removeTransaction(transaction: Transaction): void
~updateTransaction(transaction: Transaction): void
```

```
«interface»
UserManager

~selectUsers(): User[*]
~createUser(user: User): User
~findUser(id: int): User
~removeUser(user: User): void
~updateUser(user: User): void
~existEmail(email: String): User
~loginUser(email: String, password: String): User
+Operation1()
```

```
«interface»
PrescriptionManager

~selectPrescriptions(): Prescription[*]
~createPrescription(prescription: Prescription): Prescription
~findPrescription(id: int): Prescription
~removePrescription(prescription: Prescription): void
~updatePrescription(prescription: Prescription): void
~existPrescription(prescriptionCode: int): Prescription
+Operation1()
```

```
«interface»
ProductManager

~updateProduct(product: Product): void
~removeProduct(id: int): void
~findProduct(id: int): Product
~createProduct(product: Product): Product
~selectProducts(): Product[*]
~existProduct(productLabel: int): Product
~selectProductByType(type: String): Product[*]
```

```
«interface»
UserManager

~selectUsers(): User[*]
~createUser(user: User): User
~findUser(id: int): User
~removeUser(user: User): void
~updateUser(user: User): void
~existEmail(email: String): User
~loginUser(email: String, password: String): User
+Operation1()
```

```
«interface»
TransactionManager

~selectTransactions(): Transaction[*]
~createTransaction(transaction: Transaction): Transaction
~findTransaction(id: int): Transaction
~removeTransaction(transaction: Transaction): void
~updateTransaction(transaction: Transaction): void
```

manager

```
«interface»
Prescription

~getId(): int
~setId(id: int): void
~getDescription(): String
~setDescription(description: String): void
~getExecutionDate(): String
~setExecutionDate(executionDate: String): void
~getPrescriptionCode(): int
~setPrescriptionCode(prescriptionCode: int): void
~getProductLabel(): int
~setProductLabel(productLabel: int): void
~getState(): int
~setState(state: int): void
~getTermOfValidity(): String
~setTermOfValidity(termOfValidity: String): void
~getUser(): User
~setUser(user: User): void
```

```
«interface»
Product

~getId(): int
~setId(id: int): void
~getAvailable(): int
~setAvailable(available: int): void
~getName(): String
~setName(name: String): void
~getPrice(): double
~setPrice(price: double): void
~getProductLabel(): int
~setProductLabel(productLabel: int): void
~getRefunded(): int
~setRefunded(refunded: int): void
~getExpirationDate(): String
~setExpirationDate(expirationDate: String): void
~getType(): String
~setType(type: String): void
~setLink(link: String): void
~getLink(): String
~getTransactions(): Transaction[*]
~setTransactions(transactions: Transaction[*]): void
~addTransaction(transaction: Transaction): Transaction
~removeTransaction(transaction: Transaction): Transaction
```

```
«interface»
Transaction

~getId(): int
~setId(id: int): void
~setAmount(amount: int): void
~getState(): int
~getTransactionDate(): String
~setTransactionDate(transactionDate: String): void
~getProduct(): Product
~setProduct(product: Product): void
~getUser(): User
~setUser(user: User): void
```

```
«interface»
User

~getId(): int
~setId(id: int): void
~getEmail(): String
~setEmail(email: String): void
~setName(name: String): void
~getPassword(): String
~setPassword(password: String): void
~getPesel(): String
~setPesel(pesel: String): void
~getState(): int
~setState(state: int): void
~getSurname(): String
~setSurname(surname: String): void
~getPrescriptions(): Prescription[*]
~setPrescriptions(prescriptions: Prescription[*]): void
~addPrescription(prescription: Prescription): Prescription
~removePrescription(prescription: Prescription): Prescription
~getTransactions(): Transaction[*]
~setTransactions(transactions: Transaction[*]): void
~addTransaction(transaction: Transaction): Transaction
~removeTransaction(transaction: Transaction): Transaction
```

```
«interface»
Prescription

~getId(): int
~setId(id: int): void
~getDescription(): String
~setDescription(description: String): void
~getExecutionDate(): String
~setExecutionDate(executionDate: String): void
~getPrescriptionCode(): int
~setPrescriptionCode(prescriptionCode: int): void
~getProductLabel(): int
~setProductLabel(productLabel: int): void
~getState(): int
~setState(state: int): void
~getTermOfValidity(): String
~setTermOfValidity(termOfValidity: String): void
~getUser(): User
~setUser(user: User): void
```

```
«interface»
Product

~getId(): int
~setId(id: int): void
~getAvailable(): int
~setAvailable(available: int): void
~getName(): String
~setName(name: String): void
~getPrice(): double
~setPrice(price: double): void
~getProductLabel(): int
~setProductLabel(productLabel: int): void
~getRefunded(): int
~setRefunded(refunded: int): void
~getExpirationDate(): String
~setExpirationDate(expirationDate: String): void
~getType(): String
~setType(type: String): void
~setLink(link: String): void
~getLink(): String
~getTransactions(): Transaction[*]
~setTransactions(transactions: Transaction[*]): void
~addTransaction(transaction: Transaction): Transaction
~removeTransaction(transaction: Transaction): Transaction
```

```
«interface»
Transaction

~getId(): int
~setId(id: int): void
~setAmount(amount: int): void
~getState(): int
~setState(state: int): void
~getTransactionDate(): String
~setTransactionDate(transactionDate: String): void
~getProduct(): Product
~setProduct(product: Product): void
~getUser(): User
~setUser(user: User): void
```

```
«interface»
User

~getId(): int
~setId(id: int): void
~getEmail(): String
~setEmail(email: String): void
~setName(name: String): void
~setPassword(password: String): void
~getPesel(): String
~setPesel(pesel: String): void
~getState(): int
~setState(state: int): void
~getSurname(): String
~setSurname(surname: String): void
~getPrescriptions(): Prescription[*]
~setPrescriptions(prescriptions: Prescription[*]): void
~addPrescription(prescription: Prescription): Prescription
~removePrescription(prescription: Prescription): Prescription
~getTransactions(): Transaction[*]
~setTransactions(transactions: Transaction[*]): void
~addTransaction(transaction: Transaction): Transaction
~removeTransaction(transaction: Transaction): Transaction
```

model