UML Class Diagram

Input
Relationship: 1

Attributes:
- WELCOME: String = "~~~~~~~ Welcome ~~~~~~~~"
- DBUSERINPUT: String = "Please enter a database username to access database:"
- DBPASSINPUT: String = "Please enter a password to the account:"
- PROMPTINPUT: String = "What would you like to make today? \nPlease specify below your request in the format of:\n<Type> <Furniture>, <Amount>\n Example: mesh chair, 1"
- REGEX: String = "([a-zA-z]{1,9})\\s([a-zA-z]{1,9}),\\s([0-9])"

Methods:
+ main(args: String[]): void
+ getRegex(): String
+ getTwo(pl: ArrayList<String>, inLink:InventoryLink): ArrayList<int>
+ getThree(pl: ArrayList<String>, inLink:InventoryLink): ArrayList<int>
+ getFour(pl: ArrayList<String>, inLink:InventoryLink): ArrayList<int>
+ combine(one: boolean[], two:boolean[]): boolean
+ combine(one: boolean[], two:boolean[], three:boolean[]): boolean
+ combine(one: boolean[], two:boolean[], three:boolean[], four:boolean[]): boolean

OrderForm
Relationship: 1 ... 0..1

Attributes:
- originalRequestName: String
- originalRequestAmount: int
- itemsOrdered: ArrayList<String>
- totalPrice: int
- isFormCreated: boolean = false

Methods:
+ OrderForm(originalRequestName: String, originalRequestAmount: int, itemsOrdered: ArrayList<String>, totalPrice: int)
+ getOriginalRequestName(): String
+ getOriginalRequestAmount(): String
+ getItemsOrdered(): ArrayList<String>
+ getTotalPrice(): int
+ getIsFormCreated(): boolean
+ printOrderForm(): void

Request
Relationship: 0..1

Attributes:
- type: String
- furniture: String
- quantity: int
- partNum: int

Methods:
+ Request(t:String, f:String, q:Quantity)
+ checkValidity(t:String, f:String,q:int): void
+ getType(): String
+ getFurniture(): String
+ getQuantity(): int
+ getPartNum(): int

InventoryLink
Relationship: 0..1

Attributes:
+ DBURL: String
+ USERNAME: String
+ PASSWORD: String
+ dbConnect: Connection
+ results ResultSet

Methods:
+ InventoryLink(DBurl: String, user: String, pass: String)
+ getDBURL(): String
+ getPASSWORD(): String
+ getUSERNAME():String
+ initializeConnection(): void
+ getPossibleItems(request: Request): ArrayList<String>
+ getValidParts(ID:String): boolean[]
+ getPrice(ID: String): int
- getLetter(b:boolean) String
+ getManuID(ID: String): String
+ addFurn(chair:Chair) void
+ addFurn(desk:Desk) void
+ addFurn(filing: Filing) void
+ addFurn(lamp:Lamp) void
+ deleteFurniture(ID: String): void
+ close(): void
+ invalidRequest(rq:Request,chairs:ArrayList<Chairs>,lamps:ArrayList<Lamp>,filings:ArrayList<Filing>,desks:ArrayList): void
+ sort(pl: ArrayList<String>): ArrayList<String>

Filing
Relationship: 0..* ... 0..1

Attributes:
- Rails: boolean
- Drawers: boolean
- Cabinet: boolean

Methods:
+ Filing(ID:String, type: String, rails: boolean, drawers: boolean, cabinet: boolean, price: int, manuID: String)
+ isCabinet(): boolean
+ isDrawers(): boolean
+ isRails(): boolean
+ setCabinet(cabinet: boolean): void
+ setDrawers(drawers: boolean): void
+ setRails(rails:boolean): void

Chair
Relationship: 0..* ... 0..1

Attributes:
- Legs: boolean
- Arms: boolean
- Seat: boolean
- Cushion: boolean

Methods:
+ Char(ID: String, type: String, legs: boolean, arms: boolean, seat:boolean, cushion:boolean, price:int, manuID:String)
+ setArms(arms:boolean): void
+ setCushion(cushion:boolean):void
+ setLegs(legs:boolean): void
+ setSeat(seat:boolean):void
+ isLegs(): boolean
+ isArms(): boolean
+ isSeat(): boolean
+ isCushion(): boolean

Lamp
Relationship: 0..*

Attributes:
- Base: boolean
- Bulb: boolean

Methods:
+ Lamp(ID:String, type:String, base:boolean, bulb:boolean, price:int, manuID:String)
+ isBase(): boolean
+ isBulb(): boolean
+ setBase(base:boolean): void
+ setBuild(bulb:boolean):

Desk
Relationship: 0..1 ... 0..*

Attributes:
- Legs: boolean
- Top:boolean
- Drawer:boolean

Methods:
+ Desk(ID:String, type:String, legs: boolean, top:boolean, drawer: boolean, price:int, manuID:String)
+ setLegs(): boolean
+ isLegs(): boolean
+ isDrawer(): boolean
+ isTop(): boolean
+ setDrawer(drawer: boolean): void
+ setTop(top:boolean): void

Furniture
Relationship: 0..1

Attributes:
- ID:String
- type:String
- price: int
- manuID:String

Methods:
+ Furniture(ID:String, type:String, price:int, manuID:String)
+ setManuID(manuID:String): void
+ getManuID():String
+ setID(ID:String):void
+ setPrice(price:int):void
+ setType(type:String): void
+ getPrice():int
+ getType(): String
+ getID(): String