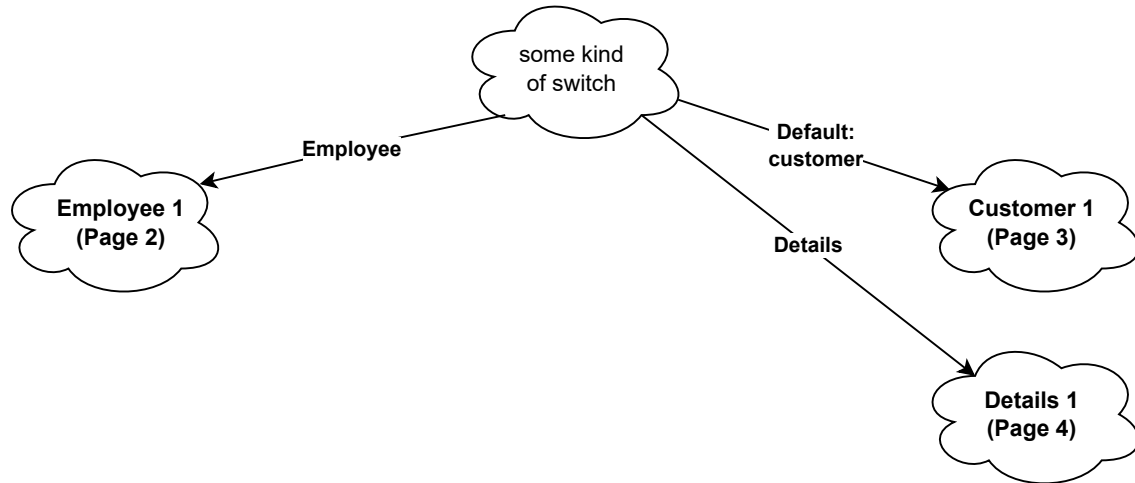


App

Header
The Good Vorin

Body



State

Switch: customer vs employee vs details

Array of Wines in store:

Wine: { v4 Id, string Name, string Origin, string Color, int Price, int Stock }

selectedDrink: null / Wine object

App

Header
The Good Vorin

Body

Restock

Item:

Description

RestockDelete

Item:

Description

RestockDelete

New Item Form

Item Name

Item Origin

Wine Color

Item Price

Starting Stock

Item:

Description

RestockDelete

Item:

Description

RestockDelete

Item:

Description

RestockDelete

Item:

Description

RestockDelete

Item:

Description

RestockDelete

Item:

Description

RestockDelete

Item:

Description

RestockDelete

Item:

Description

RestockDelete

some kind
of switch

App

Header
The Good Vorin

Body

Store

First Color

Item: details	
Buy	Details

Item: details	
Buy	Details

Item: details	
Buy	Details

Third
Color

Item: details	
Buy	Details

Item: details	
Buy	Details

Item: details	
Buy	Details

Ninth
Color

Item: details	
Buy	Details

Item: details	
Buy	Details

Item: details	
Buy	Details

State

updateAgain: bool value used to force a second rerender

9 Arrays of Wines by color:

Wine: { v4 Id, string Name, string Origin, string Color, int Price,
int Stock }

some kind
of switch

App

Header
The Good Vorin

Body

Details

Item Details
Item Name
Item Origin
Wine Color
Item Price
Item Stock

Switch
Back