candy manger

- dbManager: JSONDBManager
- candyList: list[Candy]

addCandy(c: Candy): void
+ removeCandy(name: string): void
+ saveToDB(): void
+ loadFromDB(): void

Json manger

- filepath: string

+ load(): list

+ save(data: list): void

candy

- name: string
- price: float
- quantity: int

toDict(): dict