**SaleBuyEvent**

Create Association

Create new Associations record ParenName = SALE ChildName = NAME

Create new Name Group = CLIENT

FETCH:

GetSaleEvents Select – Return ParentId where ParenName = SALE

: Associations-Unique ChildId where ChildName = NAME & ParenName = SALE

GetSaleEvent list array where

:Association ParenName = SALE where ChildName = CUSTOMER and selected ParentId

GetBuyEvent list array where

:Association ParenName = BUY where ChildName = CLIENT and selected ParentId

**AddItem/SaleItem**

Add ITEM

Add new record to Association ParenName = BUY ChildName = ITEM

Add new Item ParenName = ITEM ItemId New Guid

Add item to INVENTORY

FETCH:

GetITEMBySaleEvent

:Associations- GetSaleEvent then GetITEM where ChildName = SALE

:Associations- GetItemsFromSale For ParentId = SaleId get all matching ChildName = Item ItemId

GetITEMByGroup

:Associations-GetITEM where GROUP = Select

ParentName = ITEM ChildName = SALE

Sale ITEMS

List ITEMS:

List Items by SALE ID grouped by group

List Items by GROUP

List Items Sold by SALE ID

OWNER RELATIONS

FETCH:

GetFrancheseesByState

GetFrancheseesBySells

GetClientsByFranchesee

OWNER

PARTNER

FRANCHESEE

EMPLOYEE

CLIENT

SUPPLIER

CUSTOMER

VISITOR

BUYER

NAME ENTITY RELEATIONSHIPS Associations: Parent – Child

OWNER – PARTNER

OWNER - FRANCHESEE

OWNER – CLIENT

PARTNER - FRANCHESEE

FRANCHESEE - PARTNER

FRANCHESEE - CLIENT

CLIENT - CUSTOMER

OWNER - EMPLOYEE

//FRANCHESEE/CLIENT

// CLIENT/BUY // INVENTORY IN CREDIT

//BUY/ITEM // POST INVENTORY IN

//ITEM/SALE // INVENTORY OUT DEBIT

//SALE/CUSTOMER // POST INVENTORY OUT

//CUSTOMER/CONTACT

COMMISSION

CLIENT 30%

OWNER 5%

OWNER/FRANCHESEE 5/25

OWNER/CLIENT 30

OWNER/PARTNER/FRANCHESEE 8/7/15 9/8/13

Association

Name

Contact

Inventory

Item

Primary Classes

Association

Entity/Name/Contact/Address/Phone/Email

Merchandise/Inventory/Item/Product/Photo/PhotoStorage

Transaction/Buy/Sale/Post

***Association***

**Unique Groups**

List<string> GetUniqueParentGroups()

List<string> GetUniqueChildGroups()

List<Association> GetAllParentIdsByParentGroup(string parent)

List<Association> GetAllChildIdsByParentGroup(string parent)

List<Association> GetParentIdsByParentAndChildGroup(string parent, string child)

List<Association> GetChildIdsByParentAndChildGroup(string parent, string child)

**By Groups**

List<Association> GetAllAssociationsByParentGroup(string parentgroup)

List<Association> GetAllAssociationsByChildGroup(string childgroup)

**BY ID**

List<string> GetAllChildIdByParentId(string parentId)

List<Association> GetAllAssociationMatchesByParentId(string parentId)

List<Association> GetAllAssociationMatchesByChildId(string childId)

**BY ID & Group**

List<Association> GetAllAssociationMatchesByParentIdAndGroup(string parentId, string groupName)

List<Association> GetAllAssociationMatchesByChildIDAndGroup(string childId, string groupName)

**PAIRED GROUPING**

List<PairType<string, string>> GetPairedParentGroupAndId()

List<PairType<string, string>> GetPairedParentGroupAndId(List<Association> associations)

List<PairType<string, string>> GetPairedChildGroupAndId()

List<PairType<string, string>> GetPairedChildGroupAndId(List<Association> associations)

List<QuadType<string, string, string, string>> GetQuadDataList(List<Association> associations)

Groups

Event

**Screen**

Item.InventoryValue

Item.Description

Inventory.ConditionIn

Item.ModelNumber

Item.SerialNumber

Item.ManufactureId

Item.Material

Product.Group

Product.Type

Name.NameId

**Application**

Inventory.InDateTime

Inventory.Location

Inventory.InventoryId

Product.ProductId

Product.ManufactureId

Item.ItemId

**External Session**

|  |
| --- |
| Photo.SysDateTime |
| Photo.photoId |
| Photo.ItemId  PhotoStorage.location |

**AddAlias**

**Alias**

|  |
| --- |
| Alias.NameId |
| Alias. Group |
| Alias.First |
| Alias.FullName |
| Alias.Last |
| Alias.Middle |

**Address \***

|  |
| --- |
| DateTime SysDateTime |
| string ContactId |
| string Group |
| string LineText1 |
| string LineText2 |
| string LineText3 |
| string LineText4 |
| string Description |
| string Status |

**Phone \***

|  |
| --- |
| DateTime SysDateTime |
| string ContactId |
| string Group |
| string LineText1 |
| string LineText2 |
| string LineText3 |
| string LineText4 |
| string Description |
| string Status |

**Email \***

|  |
| --- |
| DateTime SysDateTime |
| string ContactId |
| string Group |
| string LineText1 |
| string LineText2 |
| string LineText3 |
| string LineText4 |
| string Description |
| string Status   |  | | --- | | Entity.docx | |  | | DateTime SysDateTime | |  | | string NameId | | string ContactId | | string EntityId | |

**Alias**

|  |
| --- |
| DateTime SysDateTime |
| string AliasId |
| string Group |
| string First |
| string FullName |
| string Last |
| string Middle |

**ITEM**

|  |
| --- |
| int ActualValue |
| int cost |
| int depthInches |
| int heightInches |
| int InventoryValue |
| int NewValue |
| int weight |
| int WidthInches |
| string description |
| string InventoryId |
| string ItemId |
| string material |
| string ModelNumber |
| string productID |
| string Serial Number |

|  |  |
| --- | --- |
| **PRODUCT**  string group |  |
| string manufactureId |  |
| string productID |  |
| string productType |  |

|  |
| --- |
| string AliasId |
| string ManufactureId |

|  |
| --- |
| **Inventory**  DateTime InDateTime |
| DateTime OutDateTime |
| int Count |
| string InventoryId |
| string Location |
| string status |
| string conditionIn |
| string conditionOut |

Item Goups

Class: Group-1/-\*MajorClass-1/-\*DomainClass-1/-\*CoDomain-1/-\*Kinda

1 - \*

Category Tools:

Major CLASS: Wood Working

Domain Class: Machine

Domain Class:Power

Domain Class:Hand

CoDomain Class: Saw

Kinda Class: Back Saw

Kinda Class: Copping Saw

CoDomain Class: Hammer

CoDomain Class: Level

CoDomain Class: Square

So a Square is a hand Wood working tool

So a Copping Saw is a saw that is a hand wood working tool

So a Cordless Drill is a Drill that is a power wood working tool

So a table saw is a saw that is a machine wood working tool

TOOL/WOOD WORKING/MACHINE/SAW/TABLE SAW

TABLE SAW/SAW/MACHINE/WOOD WORKING/TOOLS

TABLE SAW/SAW/WOOD WORKING/MACHINE/TOOLS

COPPING SAW/SAW/WOOD WORKING/HAND/TOOLS

CORDLESS DRILL/DRILL/WOOD WORKING/POWER/TOOLS

So a derringer is a type of gun that is a hand gun that is a firearm

So a Ford Tarsus is a vehicle that is a passenger vehicle that is a vehicle

/MODE/VEHICLE

Passenger car

Trucks and Busses (with/without trailer)

Compact Van (with/without trailer)

SUV

Special vehicles (Heavy haulage, abnormal wide load, Firetruck, etc.)

Armored vehicles

Rallye and Racecars

Exclusive sports cars

Moped

Motorbike (incl. Motocross, Supermotard, Race bikes, etc.)

Quads

Major Class: Carpentry

Hand

Power

Major Class: Equipment

Domain Class: Excavation

CoDomain Class: Bob Cat