

```

<<Interactor>>
+PutData (ID, count);
+getDota (ID);
{ ID: count;
+ remove(ID);
+ registerCallback (f)
}

```

```

Modell:
<<Interactor>>
+PutData ()
+getDota ()
+remove (ID)
+update
+registerCallback

```

PutData - Put an item with ID to the cant.

getDota - retrieve data about all the content of a cant

removeDota - removing data by ID

registerCallback - register callback for notification

use case interactor about changes in a cant

```

StackDB
<<Interactor>>
+infoFromStock()
<<Returned>>
{ ID: { name: val, units: value, price: value } }

```

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