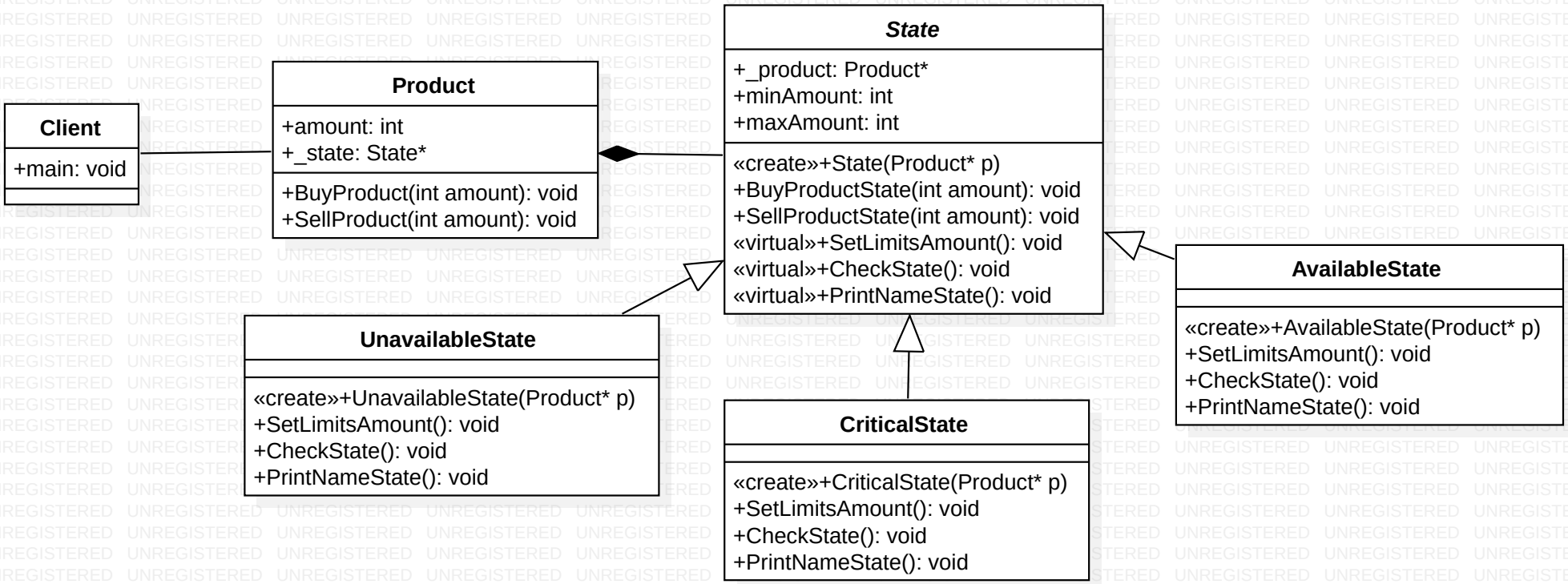
Model::Main


Client
+main: void
Product
+amount: int
+_state: State*
+BuyProduct(int amount): void
+SellProduct(int amount): void
State
+_product: Product*
+minAmount: int
+maxAmount: int
«create»+State(Product* p)
+BuyProductState(int amount): void
+SellProductState(int amount): void
«virtual»+SetLimitsAmount(): void
«virtual»+CheckState(): void
«virtual»+PrintNameState(): void
AvailableState
«create»+AvailableState(Product* p)
+SetLimitsAmount(): void
+CheckState(): void
+PrintNameState(): void
UnavailableState
«create»+UnavailableState(Product* p)
+SetLimitsAmount(): void
+CheckState(): void
+PrintNameState(): void
CriticalState
«create»+CriticalState(Product* p)
+SetLimitsAmount(): void
+CheckState(): void
+PrintNameState(): void