+ addProduct(product: Product): void

+ removeProduct(product: Product): void

+ updateProduct(product: Product): void

+ getProduct(id: int): Product

* products: Products[]

StockManager

+ addProduct(product: Product): void

+removeProduct(product: Product): void

+ updateProduct(product: Product): void

+ getProduct(id: int): Product

<< StockManagement >>

+ addProduct(Product product): void

* Id: String
* total: float

Bill

Coustomer( id: String, name :String, address: String)

+ setAddress(address : String): void

+ getId(): String

+ getName(): String

+ getAddress(): String

* Id : String
* Name : String
* Address : String

Coustomer

+ DigitalProduct(id: int, name: string, price: double, quantity: int, fileSize: double)

+ getFileSize(): double

* fileSize: int

DigitalProduct

+ PhysicalProduct(id: int, name: string, price: double, quantity: int, weight :double)

+ getWeight(): double

* weight: double

PhysicalProduct

Product(id:int, name:String, price: double, quantity: int)

+ getId():int

+ getName():String

+ getPrice(): double

+getQuantity(): int

+ updateQuantity(quantity:int):void

* Id: int
* Name: String
* Price: double
* Quantity: int

Product