**User Management**

**User**

* + 1. entity\_id int
    2. user\_name str
    3. user\_password str
    4. user\_type str
    5. user\_status str
    6. user\_last\_login date(dd/mm/yyyy HH:MM:SS)

**Warehouse Management**

**Warehouse**

1. entity\_id int
2. warehouse\_name str
3. warehouse\_type str(“Raw Materials”, “Finished Goods”)
4. warehouse\_capacity int
5. warehouse\_products\_stored list[Product]
6. status str (“ENABLED”, “DISABLED”)

**Product**

1. entity\_id int
2. product\_name int
3. product\_type int
4. buy\_price float
5. sell\_price float
6. quantity int
7. assigned\_warehouse Warehouse

**Sales management**

**Counterparty**

1. entity\_id int
2. counterparty\_name str
3. counterparty\_phone str
4. counterparty\_payment\_nr str
5. counterparty\_status str
6. type str (“Client” , “Supplier” or “Myself”)
7. description str

**Transaction**

1. entity\_id int
2. transaction\_type str
3. transaction\_date date(dd/mm/yyyy HH:MM:SS)
4. transaction\_price float
5. transaction\_counterparty Counterparty
6. transaction\_assets list[Product.name, Product.quantity, Product.price]
7. invoice Invoice or None

**Invoice**

1. entity\_id int
2. invoice\_number int
3. invoicer\_info Counterparty
4. bill\_to\_info Counterparty
5. invoice\_date date(dd/mm/yyyy HH:MM:SS)
6. invoice\_due\_to date(dd/mm/yyyy HH:MM:SS)
7. items Transactions.transaction\_assets
8. total\_price float
9. description str
10. terms str
11. status str (“PENDING”, “PAID”, “OVERDUE”)