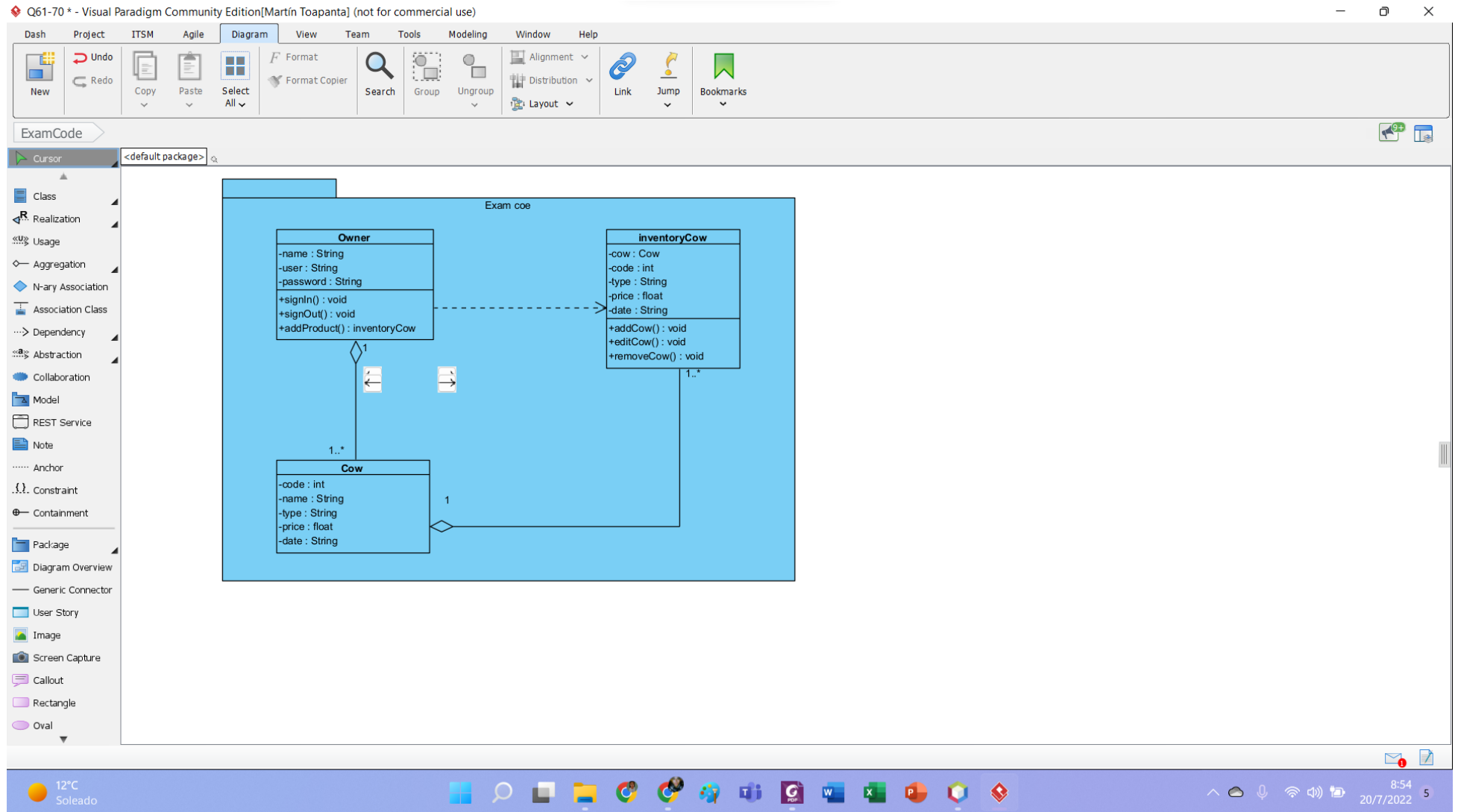


# UML DIAGRAM



## Crud

**ADD**

For add a new Cow in the inventory.

**DELETE**

For delete a Cow of the inventory.

**UPDATE**

For the information of the cow.

**READ**

The information of the database.

**COW** ← *large int*

Code:

1

2

Label:

Price:

**ADD**

**DELETE**

Button

Button

**CRUD AND DESIGN**

