

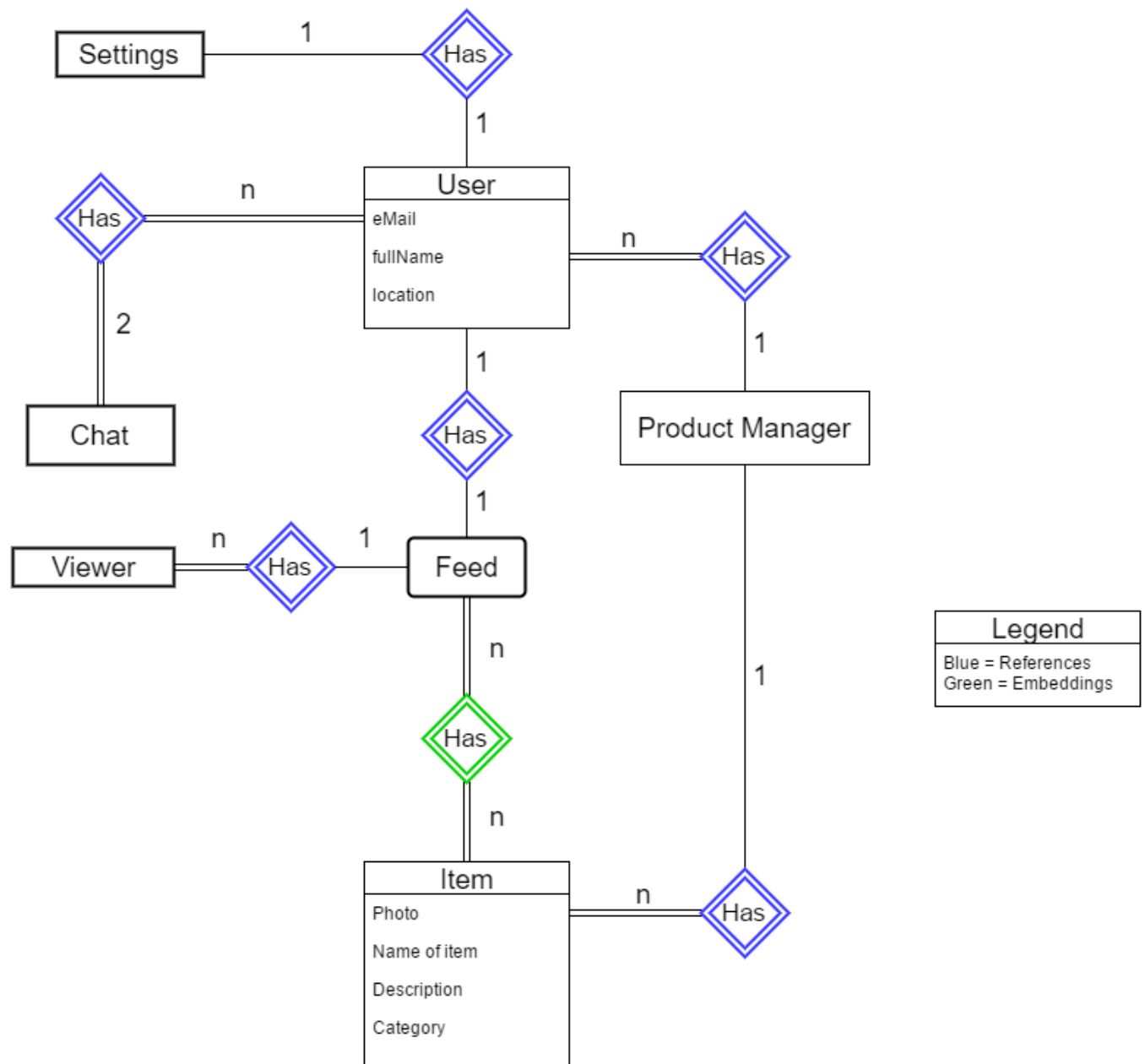
CS 326: ER Diagram

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Diagram



Entity Description

USER: Anyone with an account in the system, that is formally logged in. A USER must have a *name*, valid *email*, and *location*.

FEED: The FEED lists *ITEMS* publicly open for sale by *USERS*.

ITEM: A unique ITEM in our database. An item only ever belongs to a single *USER*. A *USER* can have many ITEMS for sale. An ITEM must have a *photo*, *name*, *description*.

PRODUCT MANAGER: A interface in which a USER can see all *ITEMS* they have open for sale. Every *USER* has one and only one.

CHAT: A CHAT must have exactly 2 *users* associated with it. A *USER* can have multiple CHATS with different people.

SETTINGS: The set of preferences a *USER* has. Ex. "Item search radius=25 miles"

VIEWER: Someone not formally logged within our system. They have a *FEED*, and can look at *items*.

Page/Widget Description

Main UI(public and private): the Main UI displays the *Feed* which consists of *Items*. The *Feed* can be utilized by either a *Viewer* or a *User*.

Trending Items: the Trending Items page displays an assortment of popular *Item's* based on category.

Sell Item: this page allows a *User* to upload an *Item*.

User Profile: the User Profile displays the components of the *User*. It also contains its *Settings* and *Product Manager*.

Chat: the Chat displays all *Chat* entities belonging to a *User*.

Item Manager: the Item Manager displays the *Product Manager* entity which displays all *Item's* put out by the *User*.