UML Class Diagram

OrderItem
- OrderItem(String, Integer)
- itemName   String
- quantity   Integer

Card
- Card(String)
- cardNumber String

Category
- categoryCount int

InventoryItem
- InventoryItem(String, String, Integer, doubl)
- category   String
- item   String
- price   double
- quantity   Integer

Order
- Order()
- Order(OrderItem, Card)
- card   Card
- item   OrderItem

CardBuilder
- cardNumbers Map<String, Card>
- CardBuilder()
- buildCardData(String,   void

Misc
- categoryCount int
- Misc()
- categoryCount int

Essentials
- categoryCount int
- Essentials()
- categoryCount int

Luxury
- categoryCount int
- Luxury()
- categoryCount int

BillingHandler
- validateStock()   void
- billingHandler BillingHandler

InventoryBuilder
- itemMap HashMap<String, InventoryItem>
- InventoryBuilder()
- buildInventory(String)   void

OrderBuilder
- orderList   List<Order>
- OrderBuilder()
- buildOrder(String) void

CategoryFactory
- CategoryFactory()
- getCategory(String Category

PrintError
- next   BillingHandler
- ERROR_FILE   String
- PrintError()
- validateStock()   void
- writeToFile(String, FileWriter void
- billingHandler   BillingHandler

PrintReceipt
- next   BillingHandler
- OUTPUT_FILE_NAME   String
- PrintReceipt()
- convertToCSV(String[] String
- validateStock()   void
- billingHandler   BillingHandler

CategoryLimit
- categoryLimit   CategoryLimit
- categoryLimitMap HashMap<String, Integer>
- CategoryLimit()
- instance   CategoryLimit

ValidateOrder
- next   BillingHandler
- errorMessages List<String>
- ValidateOrder()
- validateStock()   void
- billingHandler BillingHandler

Billing
- CARD_DETAILS String
- INVENTORY   String
- Billing()
- main(String[])   void