UML Diagram Basic

Customer
Class

▲ Properties
- 🔧 Address { get; set; } : string
- 🔧 Name { get; set; } : string
- 🔧 PhoneNumber { get; set; } : string

⚪ INotifyPropertyChanged

Merchandise
Class

▲ Fields
- 🔷🔒 _stock : int

▲ Properties
- 🔧 CoverImage { get; set; } : string
- 🔧 MerchandiseId { get; set; } : int
- 🔧 Name { get; set; } : string
- 🔧 Stock { get; set; } : int
- 🔧 Supplier { get; set; } : string

▲ Methods
- 🔩 OnPropertyChanged([string propertyName = null]) : void

▲ Events
- ⚡ PropertyChanged : PropertyChangedEventHandler

⚪ INotifyPropertyChanged

CustomerOrder
Class
➔ Customer

▲ Fields
- 🔷🔒 _quantity : int

▲ Properties
- 🔧 Customer { get; set; } : Customer
- 🔧 DateTime { get; set; } : DateTime
- 🔧 ProductsBought { get; set; } : List<Merchandise>
- 🔧 Quantity { get; set; } : int

▲ Methods
- 🔩 CustomerOrder()
- 🔩🔒 OnPropertyChanged(string property) : void

▲ Events
- ⚡ PropertyChanged : PropertyChangedEventHandler

CustomerManager
Class

▲ Properties
- 🔧 Customers { get; set; } : List<Customer>

▲ Methods
- 🔩 CustomerManager()
- 🔩 GetCustomers() : List<Customer>

MerchandiseManager
Class

▲ Properties
- 🔧 merchlist { get; set; } : List<Merchandise>

▲ Methods
- 🔩 GetMerchList() : List<Merchandise>
- 🔩 MerchandiseManager()

CustomerType ≫
Enum

Butikskund
Onlinekund

Customer ≫
Class

▲ Properties

🔧 Address { get; set; } : string
🔧 CreditCardNumber { get; set; } : string
🔧 CustomerEmail { get; set; } : string
🔧 DeliveryAddress { get; set; } : string
🔧 IsOnline { get; set; } : CustomerType
🔧 Name { get; set; } : string
🔧 PhoneNumber { get; set; } : string

▲ Methods

⬡ Customer()

CustomerManager ≫
Class

▲ Fields

🔲 notAvailable : string

▲ Properties

🔧 Customers { get; set; } : ObservableCollection<Customer>

▲ Methods

⬡ AddNewUser(string name, string address, CustomerType customerType, [...
⬡ CreateCustomers() : ObservableCollection<Customer>
⬡ CustomerManager()

CustomerOrder ≫
Class

▲ Properties

🔧 Customer { get; set; } : Customer
🔧 DateTime { get; set; } : DateTime
🔧 ProductsBoughtList { get; set; } : ObservableCollection<ProductBought>
🔧 Quantity { get; set; } : int

▲ Methods

⬡ CustomerOrder()

ProductBought ≫
Class

▲ Properties

🔧 Product { get; set; } : Merchandise
🔧 ProductCurrentStock { get; set; } : int
🔧 QuantityBought { get; set; } : int

● INotifyPropertyChanged

Merchandise
Class

⊿ Fields
� _stock : int
⊿ Properties
🔧 CoverImage { get; set; } : string
🔧 MerchandiseId { get; set; } : int
🔧 Name { get; set; } : string
🔧 Stock { get; set; } : int
🔧 Supplier { get; set; } : string
⊿ Methods
⊕ OnPropertyChanged([string propertyName = null]) : void
⊿ Events
⚡ PropertyChanged : PropertyChangedEventHandler

MerchandiseManager
Class

⊿ Properties
🔧 merchlist { get; set; } : ObservableCollection<Merchandise>
⊿ Methods
⊕ GetMerchList() : ObservableCollection<Merchandise>
⊕ MerchandiseManager()

Suppliers
Class

⊿ Properties
🔧 Email { get; set; } : string
🔧 Name { get; set; } : string
🔧 PhoneNr { get; set; } : string

SupplierManager
Class

⊿ Properties
🔧 Suppliers { get; set; } : ObservableCollection<Suppliers>
⊿ Methods
⊕ AddNewSupplier(string _name, string _email, string _phonenumber) : void
⊕ CreateSupplierInfo() : void
⊕ GetList() : ObservableCollection<Suppliers>
⊕ SupplierManager()

FileManager
Class

⊿ Properties
🔧 _fileName { get; set; } : string
⊿ Methods
⊕ FileManager(string fileName)
⊕ ReadFromFile<T>() : Task<T>
⊕ SaveFile<T>(T collection) : void