

General structure: each supplier in the system either has a contract with us or no, and each contracts holds information about what the supplier offers- items, discounts etc.

Run from PresentationLayer.Main. the projects uses console commands to execute different actions (11 in total, including an end command). Note: it may be possible to get a runtime exception from an invalid command, this has undergone shallow testing for parsing- since it's not expected to be in use after gui implementation. Also note: when asked how many items to order/put in a contract- you'll be prompted to write the details for each one (so 50 prompts for 50 items with no cancel option- be aware) in order to execute an order: create a supplier (1), sign a contract (5) and order according to the contract (8).