

UML DESIGN CLASS DIAGRAMS

A representation of what methods are in what classes, and their types and variables.

Main class: TermProjectCS2336 - Public

public - static - void

main(String[])

private - static - void

displayMainMenu method()



Customer_Section		
run(ArrayList<CatalogItem>, ArrayList<CatalogItem>)		void
DisplayOptions()		void
displayArrays(ArrayList<CatalogItem>, String)		void
getTotal(ArrayList<CatalogItem>)		double
clearArray(ArrayList<CatalogItem>)		void
addCatalogItem(ArrayList<CatalogItem>, ArrayList<CatalogItem>, int)		boolean
deleteCatalogItem(ArrayList<CatalogItem>, int)		boolean

Catalog_Section		
run(ArrayList<CatalogItem>, ArrayList<CatalogItem>)		void
DisplayOptions()		void
AddCatalogItem(ArrayList<CatalogItem>, int)		void
removeCatalogItem(ArrayList<CatalogItem>, int, String)		void
displayCatalogs(ArrayList<CatalogItem>, ArrayList<CatalogItem>)		void
displayCatalog(ArrayList<CatalogItem>)		void
hasUniqueID(ArrayList<CatalogItem>, int)		boolean

UseFile		
login(String, String)		boolean
createFile(ArrayList<CatalogItem>, ArrayList<CatalogItem>, String)		void

