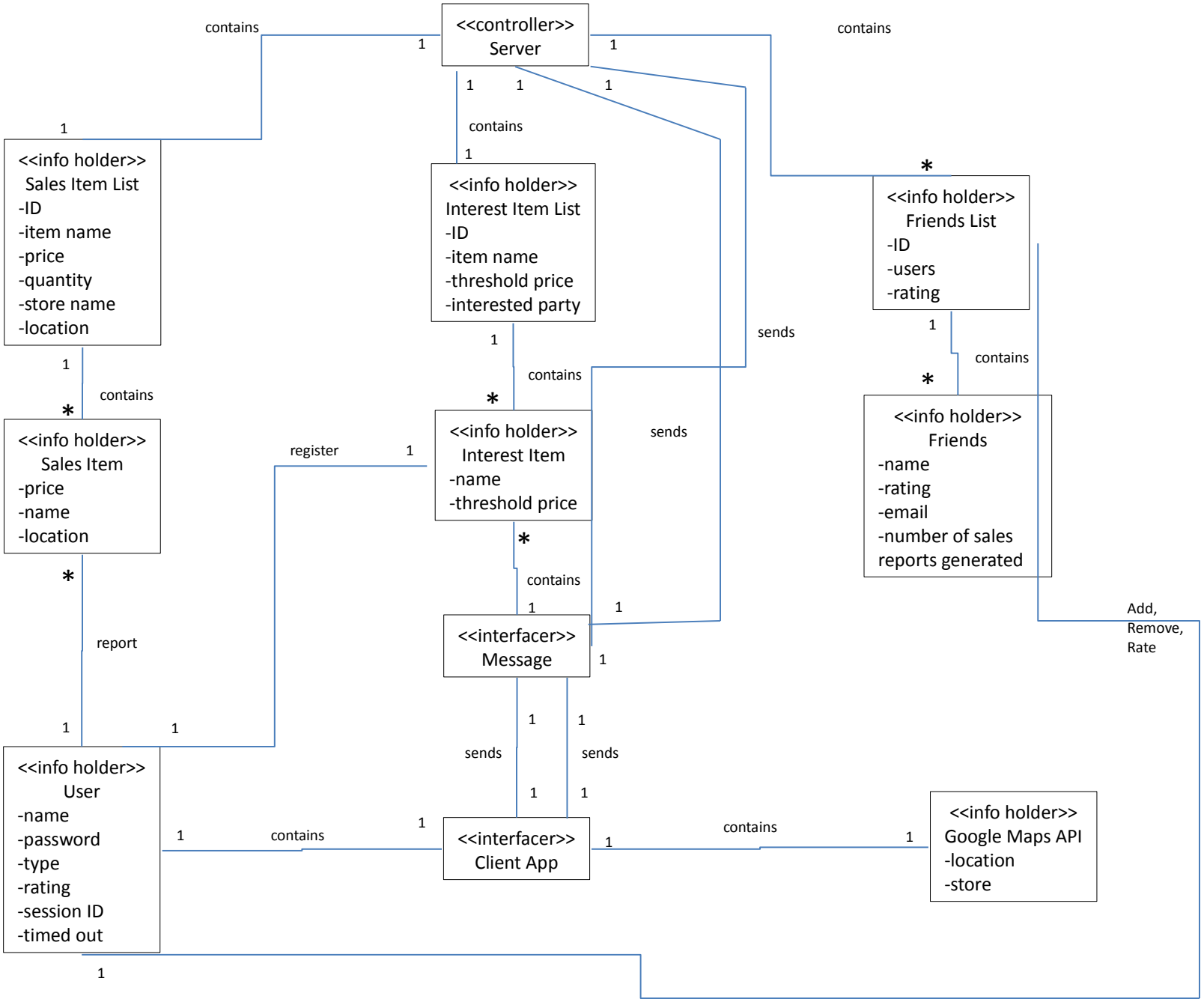
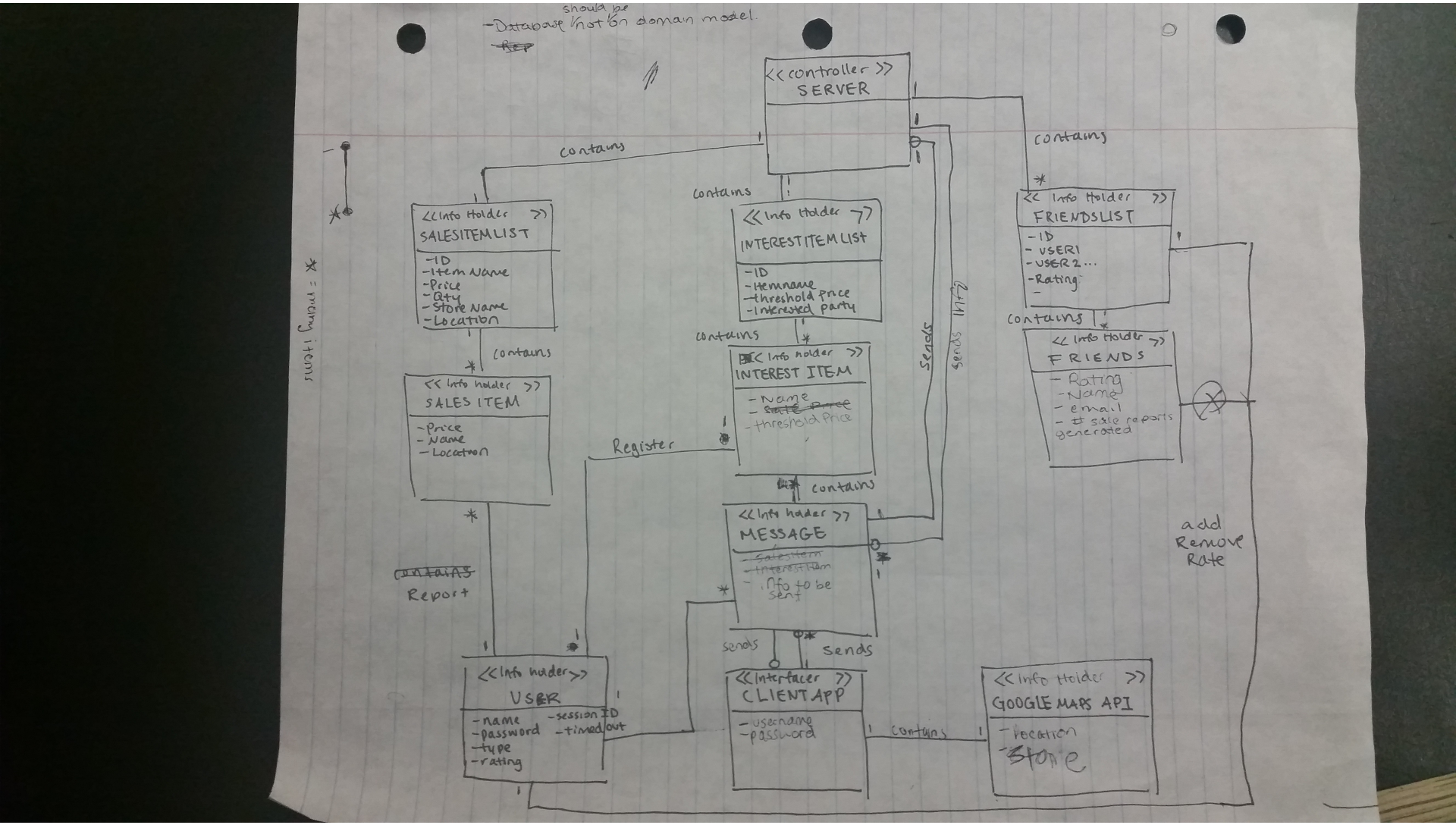
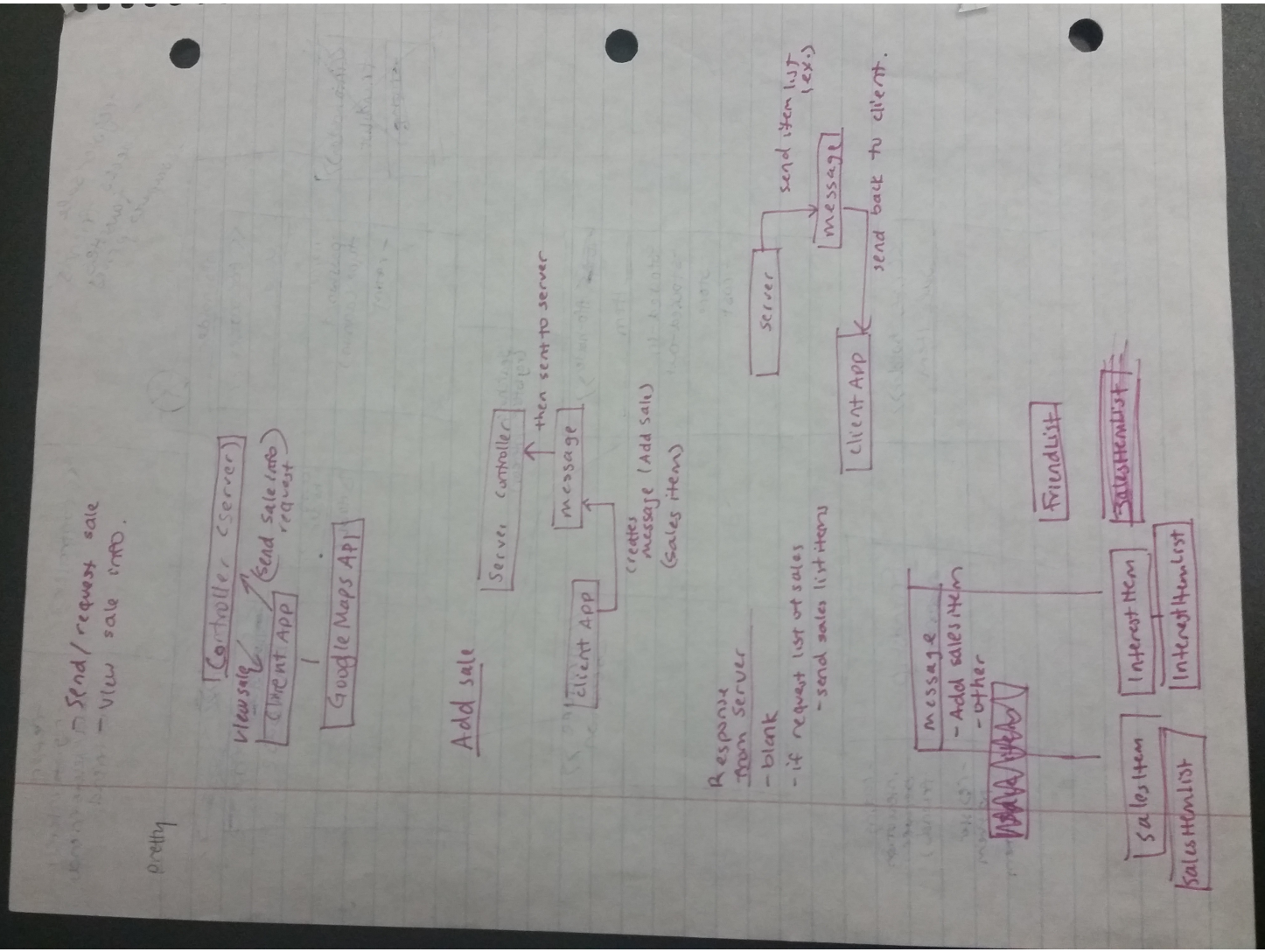
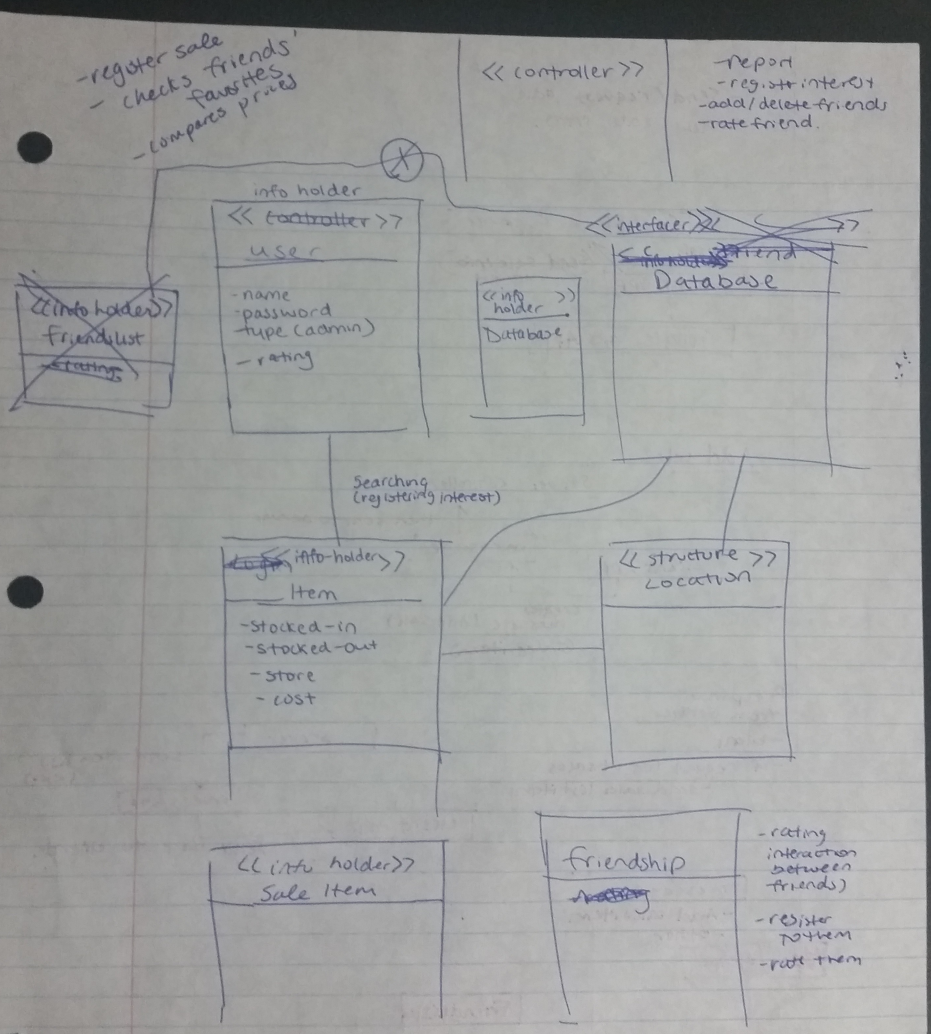

<<controller>>
Server
contains
contains
<<info holder>>
Sales Item List
-ID
-item name
-price
-quantity
-store name
-location
<<info holder>>
Interest Item List
-ID
-item name
-threshold price
-interested party
<<info holder>>
Friends List
-ID
-users
-rating
sends
contains
contains
<<info holder>>
Sales Item
-price
-name
-location
register
<<info holder>>
Interest Item
-name
-threshold price
sends
<<info holder>>
Friends
-name
-rating
-email
-number of sales
reports generated
contains
report
<<interfacer>>
Message
Add,
Remove,
Rate
sends
sends
<<info holder>>
User
-name
-password
-type
-rating
-session ID
-timed out
contains
<<interfacer>>
Client App
contains
<<info holder>>
Google Maps API
-location
-store

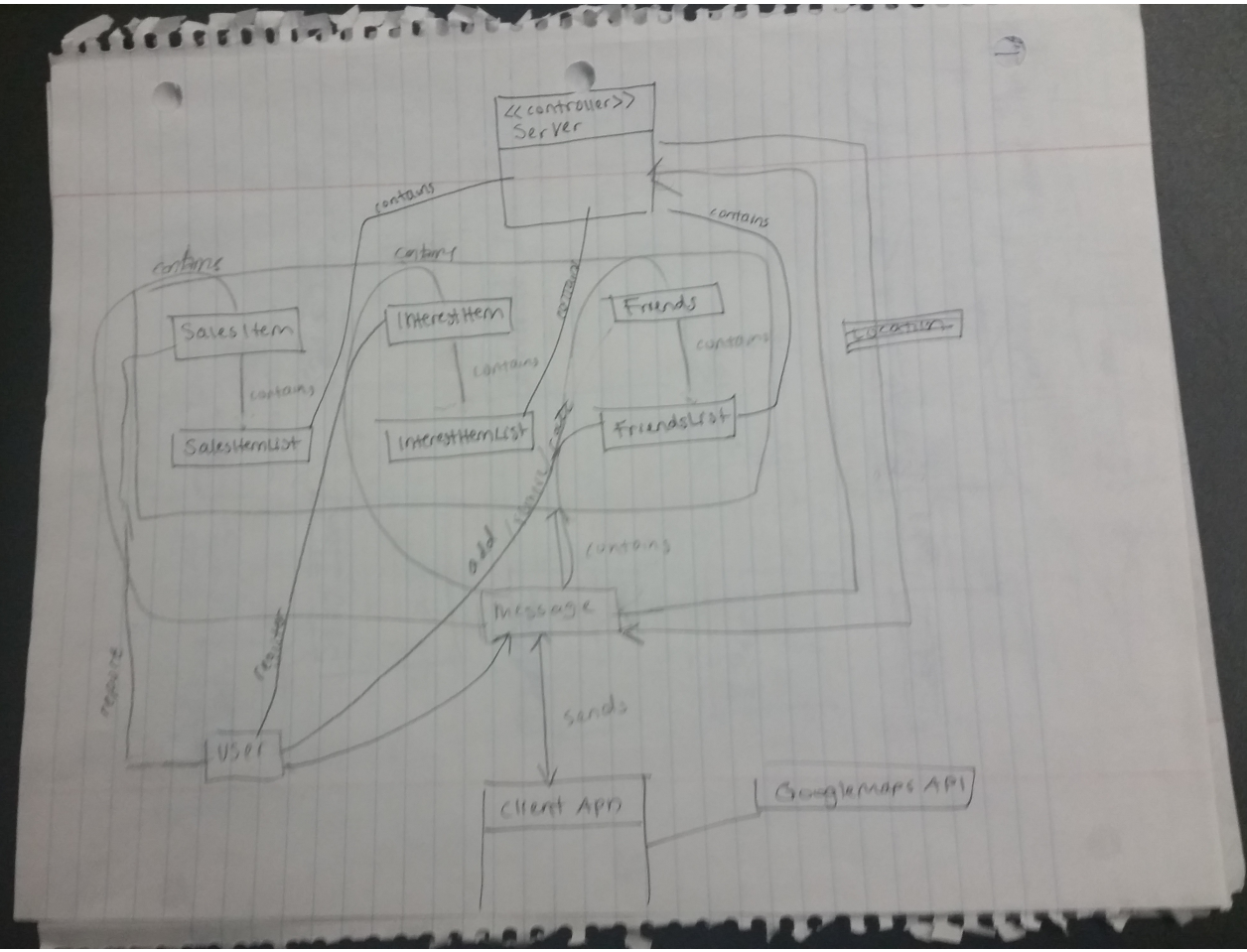
- Filtered Classes



- Brainstorming




-register sale
- checks friends' favorites
- compares prices
<< controller >>
-report
-register interest
-add/delete friends
-rate friend.
info holder
<< controller >>
User
-name
-password
-type (admin)
-rating
<< interfacer >>
Friend
Database
<< info holder >>
Database
<< info holder >>
Friendlist
Searching
(registering interest)
<< info-holder >>
Item
-stocked-in
-stocked-out
-store
-cost
<< structure >>
Location
<< info holder >>
Sale Item
Friendship
-rating interaction between friends)
-register to them
-rate them


<<controller>>
Server
contains
contains
contains
contains
SalesItem
InterestItem
Friends
Location
contains
contains
contains
SalesItemList
InterestItemList
FriendsList
contains
Message
sends
User
Client App
Googlemaps API

Database Tables

User Table

Id
Username
Password
Session Id
~~logged~~ timed out

Friendship Table

Id
User 1
User 2
Rating

Interest table

Id
Item Name
Threshold price
Interested party

Sales Table

Id
Item Name
Price
Qty
Store Name
Location