

# ITEM

```

# name: string ✓
# type: string ✓
# width: double ✓
# height: double ✓
# depth: double ✓
# packages: Packages X
+ Items (m: string, f: string, w: double,
n: double, d: double), c
+ getname(): string ✓
+ gettype(): string ✓
+ getwidth(): double ✓
+ getdepth(): double ✓
+ getheight(): double ✓
+ getweight(): double ✓
+ getbestpackagefor (m: string, f: string, w: double,
n: double, d: double), c

```

## WEIGHED

```

- weight: float ✓
- price: float ✓
- cost: float ✓
+ weighed (w: float, p: float, c: float) X
+ get_price(): float ✓
+ calculate_benefit (p: float, c: float, w: float) X
+ calculate_price (p: float, w: float): float X
+ sellItem

```

## UNIT

```

- price: float ✓
- cost: float ✓
- num_units: int ✓
- quantity: int ✓
+ Unit (p: float, b: float) X
+ get_price(): float ✓
+ calculate_benefit (p: float, c: float): float X
+ calculate_price (p: float, m: float): float X
+ sellItem

```

## AUCTION

```

- date: int string ✓
- time: int ✓
- highest_bid: float X
- fixed_fee: float ✓
- percentage_price: float ✓
+ Auction (date: int, time: int, n: float,
p: float, p: float) X
+ calculate_benefit (p: float, c: float,
n: float): float X
+ makeBid
+ get/setters

```

## PACKAGING

```

- boxes: int X
- envelope: int X
- width: double ✓
- height: double ✓
- depth: double X
+ Packaging (b: int, c: int,
w: double, h: double, d: double)
+ get/setters

```

## BOXES

```

- depth: double ✓
+ Boxes (w: double, h: double, d: double)
+ getwidth(): double X
+ getheight(): double X
+ getdepth(): double X
+ isSuitable

```

## ENVELOPE

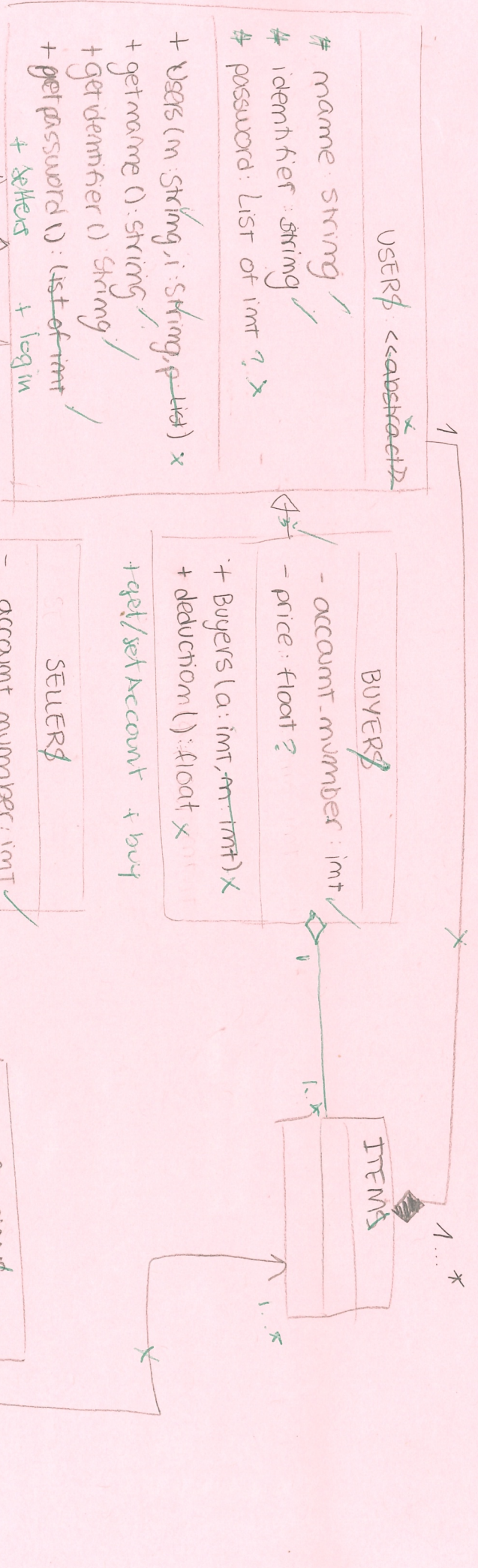
```

- name: string ✓
+ Envelope (is_double: double, d: double) X
+ isEnvelope (d: double) X
+ get_size(): int X

```

+ get/setters  
+ isSuitable





Evaluation

- relationships: 3.5/3.5
- cardinality: 0.25/1
- attributes: 3.42/3.5
- methods: 3.25/3.5
- types: 0.75/0.5
- visibility: 0.26/0.5

5.46/10

+ getters/setters