Light_store - name: string - working_hours: string - location: string - number_of_goods: int + get_info: void + buy_good: void + search_by_category: void + sort_by_price: void Manager - first_name: string - last_name: string - list_goods: list<Good> - number_of_goods: int - order_goods: void - add_new_good: void Good - count: int - price: double **Switch Bulb** Lamp - name: string - name: string - capacity: int - material: string - material: string - light_color: int - number_of_switches: int - type: string - type_of_bulb: string - color: string - number_of_bulbs: int - type_of_socle: string