

## 0.1 Gift Card

Listing 1: 'GiftCard Object'

```
pub struct GiftCard {
    id: String,
    owner: CustomerId,
    balance: u32,
    history: Vec<Transaction>
}

pub struct Transaction {
    id: i32,
    amount: i32,
    reference: Reference,
    date_created: DateTime<Utc>,
    created_by: UserId,
}

pub enum Reference {
    Purchase(PurchaseId),
    MoneyIn(CashId),
    MoneyBack(CashId)
}
```