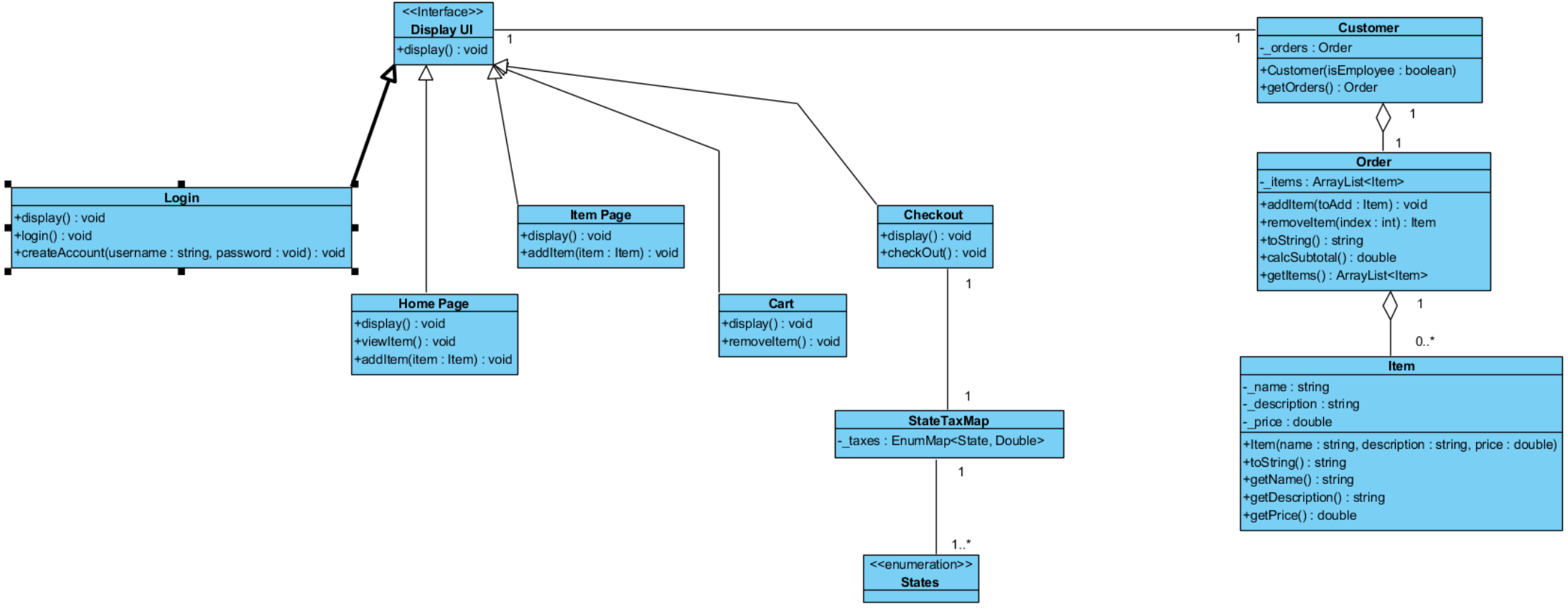
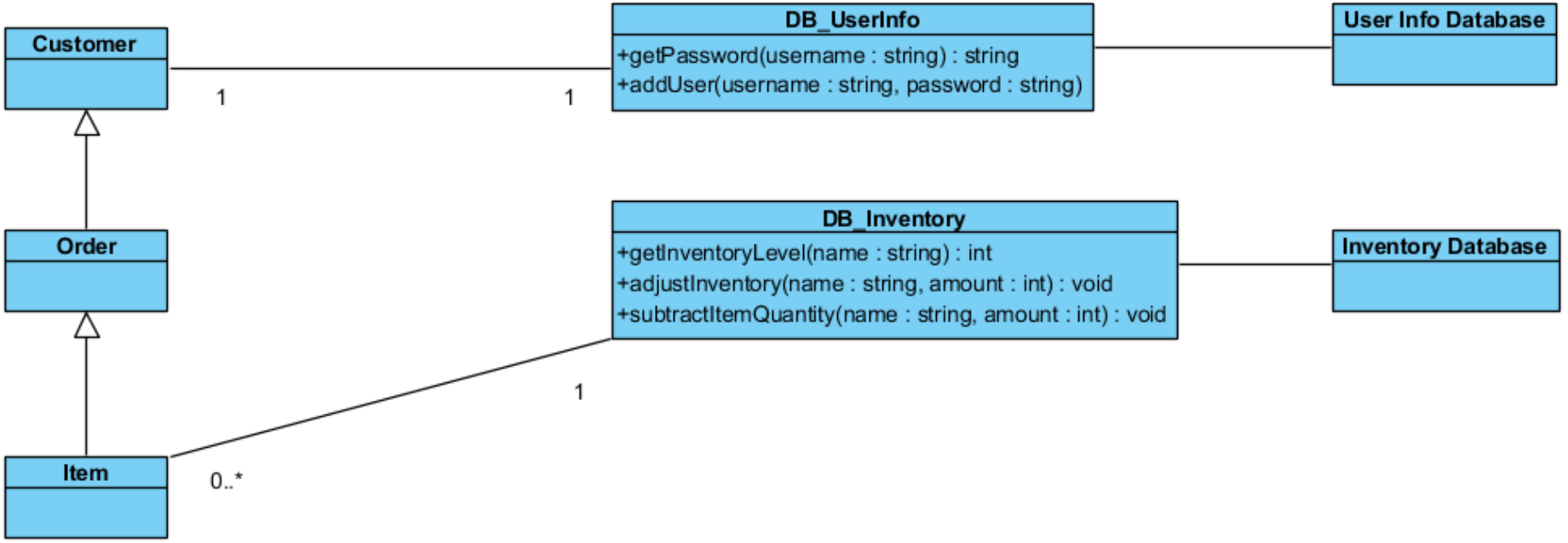
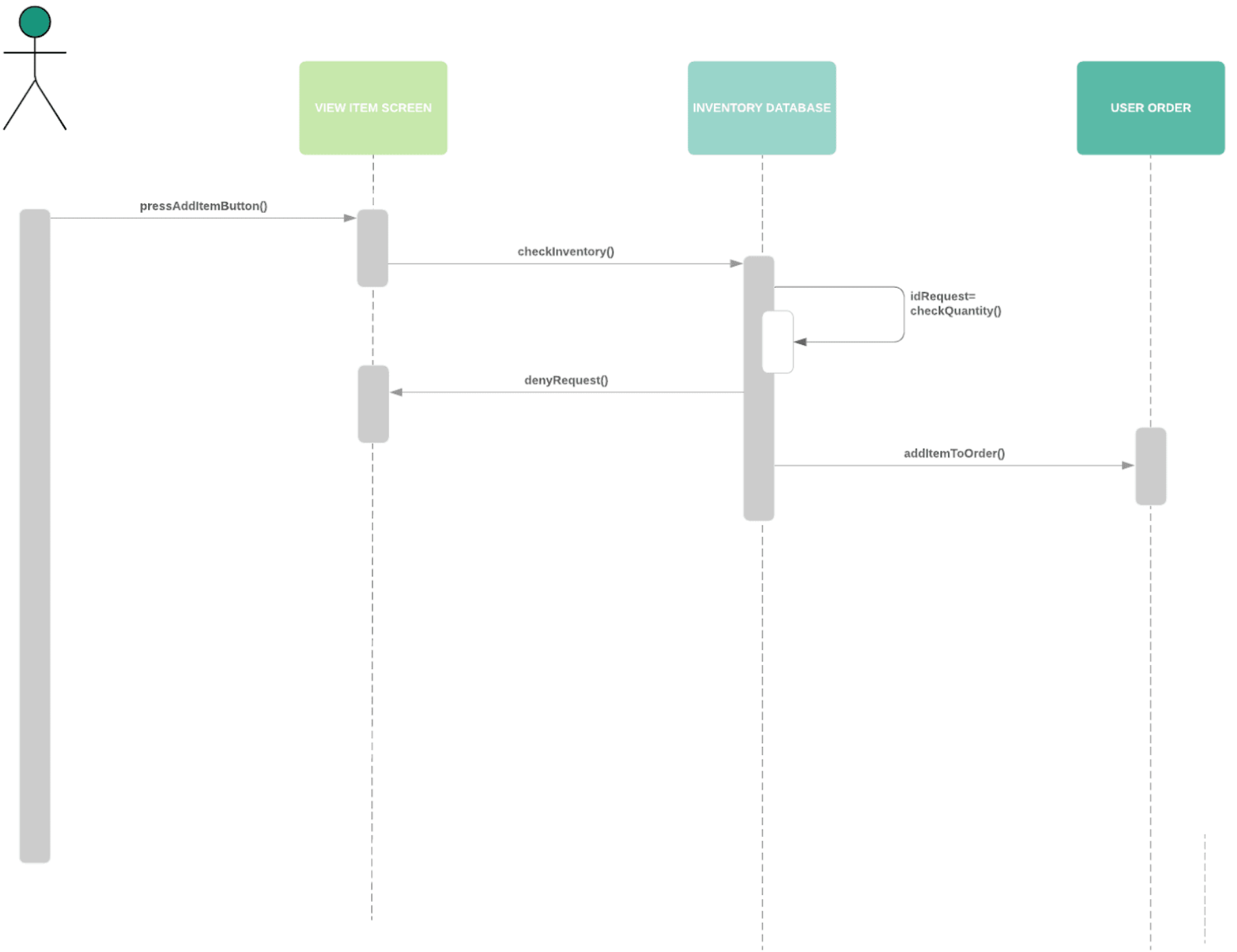
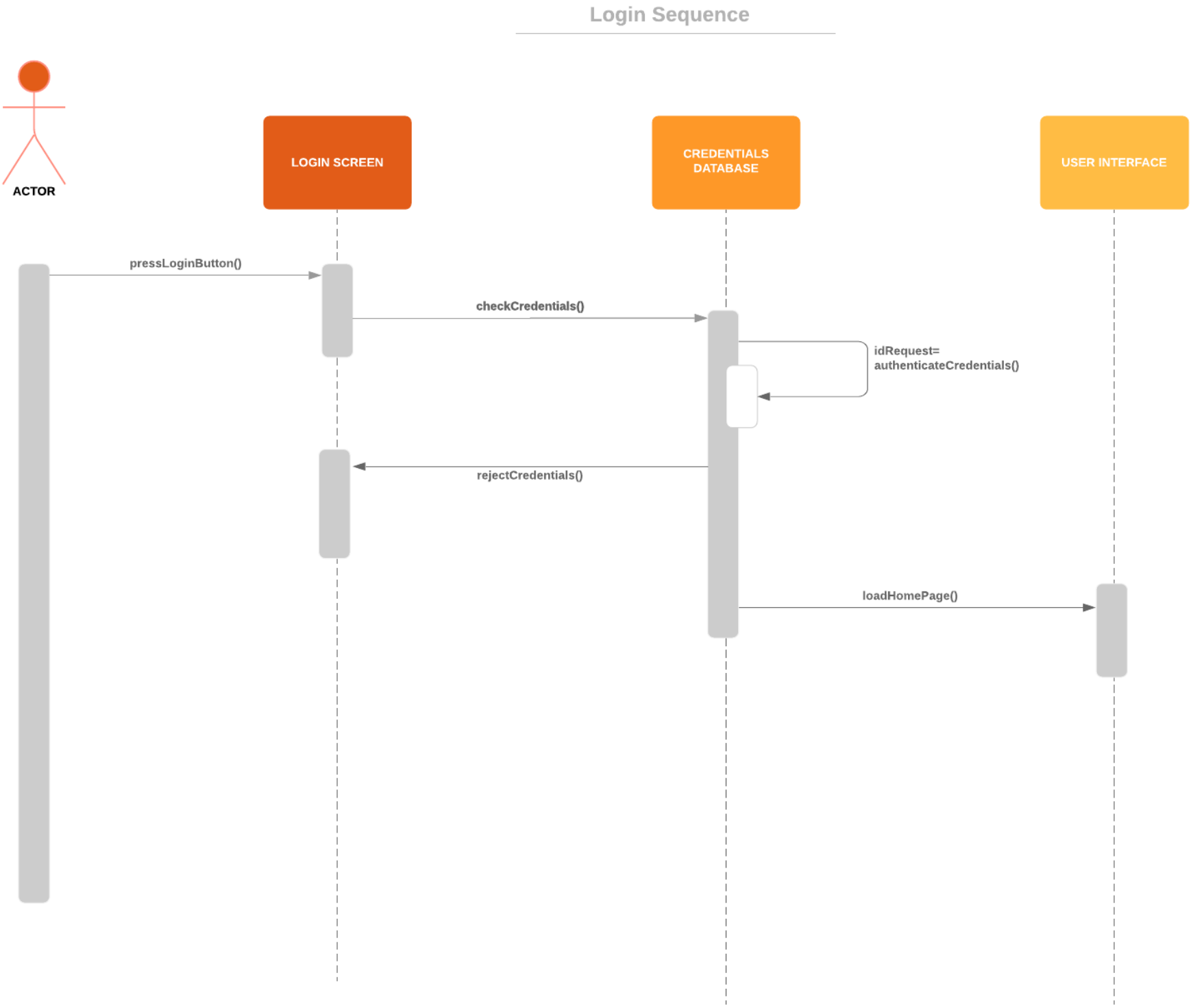

<<Interface>>
Display UI
+display() : void
Login
+display() : void
+login() : void
+createAccount(username : string, password : void) : void
Home Page
+display() : void
+viewItem() : void
+addItem(item : Item) : void
Item Page
+display() : void
+addItem(item : Item) : void
Cart
+display() : void
+removeItem() : void
Checkout
+display() : void
+checkOut() : void
StateTaxMap
-_taxes : EnumMap<State, Double>
<<enumeration>>
States
Customer
-_orders : Order
+Customer(isEmployee : boolean)
+getOrders() : Order
Order
-_items : ArrayList<Item>
+addItem(toAdd : Item) : void
+removeItem(index : int) : Item
+toString() : string
+calcSubtotal() : double
+getItems() : ArrayList<Item>
Item
-_name : string
-_description : string
-_price : double
+Item(name : string, description : string, price : double)
+toString() : string
+getName() : string
+getDescription() : string
+getPrice() : double
1
1
1
1
1
1
1
1
1
1
0..*
1..*


Customer
DB_UserInfo
+getPassword(username : string) : string
+addUser(username : string, password : string)
User Info Database
1
1
Order
DB_Inventory
+getInventoryLevel(name : string) : int
+adjustInventory(name : string, amount : int) : void
+subtractItemQuantity(name : string, amount : int) : void
Inventory Database
1
Item
0..*

Add Item


VIEW ITEM SCREEN
INVENTORY DATABASE
USER ORDER
pressAddItemButton()
checkInventory()
idRequest=
checkQuantity()
denyRequest()
addItemToOrder()


Login Sequence
ACTOR
LOGIN SCREEN
CREDENTIALS DATABASE
USER INTERFACE
pressLoginButton()
checkCredentials()
idRequest= authenticateCredentials()
rejectCredentials()
loadHomePage()