

C

Store

□ manager : Manager
 □ balance : double
 □ autoSave : bool
 □ products : Product*
 □ sellers : Seller*
 □ buyers : Buyer*
 □ productsCount : int
 □ sellersCount : int
 □ buyersCount : int

● store_init()
 ● store_destroy()
 ● store_save_to_binary_file()
 ● store_load_from_binary_file()
 ● store_add_product()
 ● store_add_seller()
 ● store_add_buyer()
 ● store_purchase_items()
 ● store_restock_product()

1

Core Entities**C** Person

□ name : char[100]
 □ contact : char[100]
 ● person_init()
 ● person_display()
 ● person_serialize()
 ● person_deserialize()

□ name : char[100]
 □ price : double
 □ cost : double
 □ quantity : int
 □ soldQuantity : int
 ● product_init()
 ● product_display()
 ● product_serialize()
 ● product_deserialize()

C

Seller

□ salary : double
 □ totalProfit : double
 □ itemsSold : int
 ● seller_init()
 ● seller_display()
 ● seller_serialize()

C

Manager

● manager_init()
 ● manager_display()

C

Buyer

□ discount : double
 □ purchasesCount : int
 □ isRegular : bool
 □ totalSpent : double
 ● buyer_init()
 ● buyer_display()

- seller_serialize()
- seller_deserialize()

- buyer_serialize()
- buyer_deserialize()