

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()

Core Entities

C Person

- name : char[100]
- contact : char[100]

- person_init()
- person_display()
- person_serialize()
- person_deserialize()

C Product

- 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()

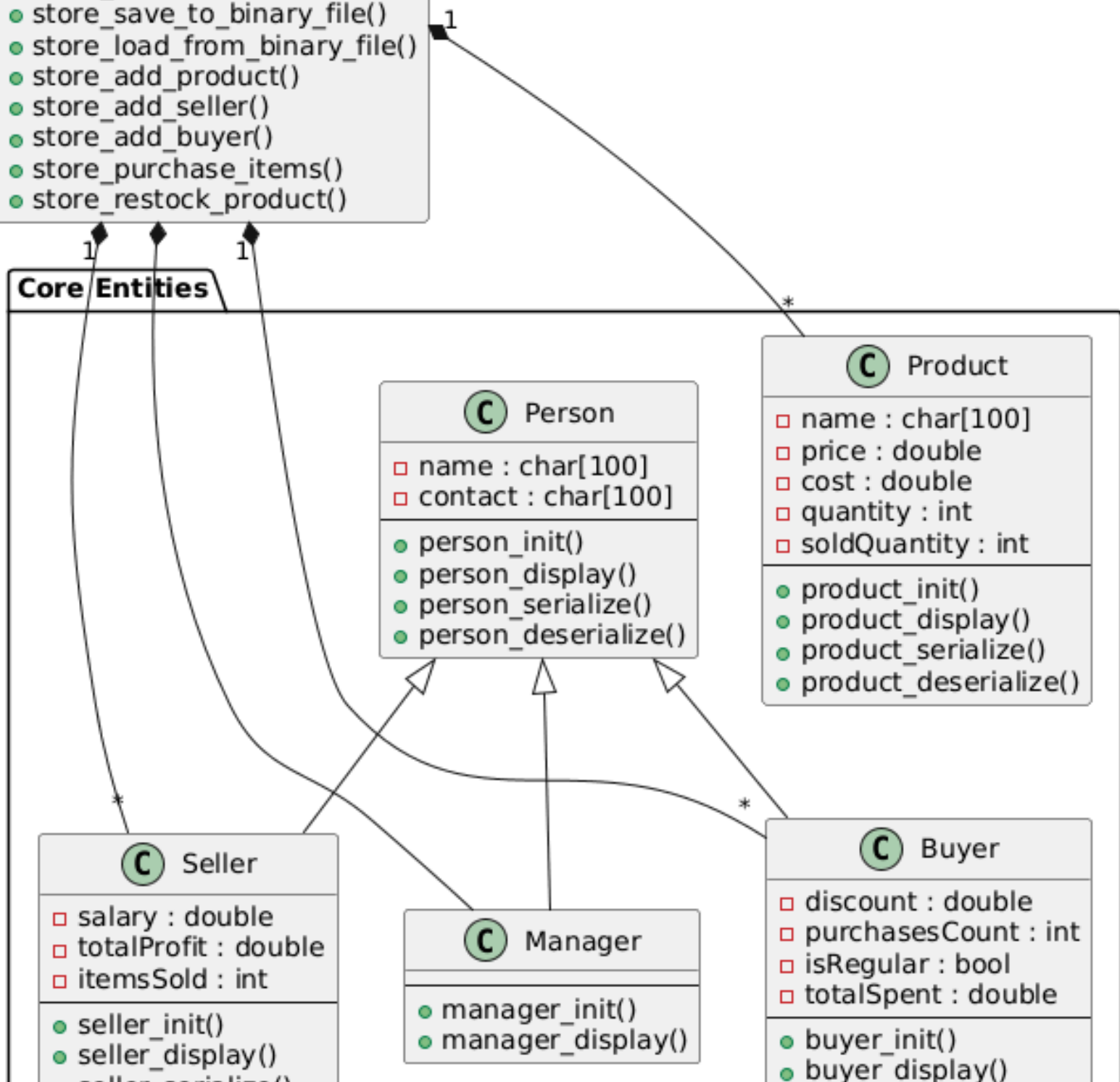
C Manager

- 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()