TSRandom Class diagram Consumer ItemProporties <<enum>> - wish list : List<litem> - Lock : Object - <Static> instance: TSRandom - stores : List<Store> enum: Itemproporties - skill: int - log: Log - _rng: TSRandom + Instance : static + Next(): int + Name {get;}: string + Next(int max): int 1-* + StartConsumer(): void + Next(int min, int max) : int - OnNewItem (Store store, litem item): void + Shutdown(): void **FeatureDecoratorFurry FeatureDecoratorGold** - original item: litem - orginal item : iitem Bot B + GetDesc(): strings + GetDesc(): strings Log <singelton> consumer list : List<Consumer> + GetName(): strings + GetName(): strings - store list : List <Store> + GetPrice(): double + GetPrice() : double - entries : List <LogItem> - producer list : List<Producer> - lock : Object - listOfConsumerNames : List<string> - instance : Log - listOfStoreNames : List<string> **FeatureDecoratorDiamonds FeatureDecoratorLeather** - sw : Streamwriter - listOfProducerNames: List<string> - orginal item : iitem - orginal item : iitem + Start(): void + readFile(string filname) : List<string> + GetDesc(): strings + GetDesc(): strings + Write (item : LogItem) : void + GetName(): strings + GetName(): strings + Write (sender : string, msg : string) : void + GetPrice(): double + GetPrice(): double + save () :void Producer - name: string 0-* **FeatureDecoratorTigerPrint** - presets : List<List<itemProporties>> Logitem - _stores : List<Store> - _rng : TSRandom - orginal item : item - running bool + Sender {get;} : string + Messge {get;} : string + GetDesc(): strings + start(): void + GetName(): strings - sendItem(): void + GetPrice(): double Item litem <<interface>> Store - name : string - price : double - items : List<litem> - log: Log - desc : string --> - _rng: TSRandom ItemDecorator <<abstract>> + GetName (): string - lock : Object + GetName (): string + GetPrice (): double + Items {get; private set} : Listtem> + GetPrice (): double - original item: Item + GetDesc (): string + Name { get;} : string + GetDesc (): string + Buy (int item_id) : Item + DeliverItem (Item item): void + <<abstract>> GetName () : string **Item Factory** + StartStore (): void + <<abstract>> GetPrice (): double + Shutdown: void + <<abstract>> GetDesc (): string (+ CommitBurglary (int skill) : List<ilem>) + <<static>> Create(): double + <<static>> CreateSpesificItem (params props[] : ItemProperties) : litem + <<static>> CreateRandomItem (): Item