

1. Brainstormed classes:

- a. User
- b. Item
- c. Sale
- d. Seller
- e. Clerk
- f. Bookkeeper
- g. Sales admin
- h. Super user
- i. Tag
- j. Receipt
- k. Inventory
- l. Active Buyer
- m. Inactive buyer

2. Filtered classes:

- a. Bookkeeper
- b. Ledger
- c. SuperUser
- d. Transaction
- e. Cashier
- f. SalesAdmin
- g. GarageSale
- h. Payment
- i. Buyer
- j. Catalog
- k. Inventory
- l. Item
- m. ItemDescription
- n. Clerk
- o. Tag
- p. Seller

Stereotypes definitions:

1. <<thing>> = an entity that has mass and volume
2. <<event>> = an entity that has a start time and duration
3. <<role>> = an entity that executes tasks. For example: plumber, clerk, nurse
4. <<type>> = an entity that describes other entities: film genre (SciFi, comedy, etc.), film rating (P, PG, etc.)
5. <<entity>> = a thing that is virtual

Source: <http://www.cs.sjsu.edu/~pearce/modules/lectures/uml/class/ClassIcon.htm>