

## Сгенерированный код:

```
////////////////////////////////////  
// AssistantController.cs  
// Implementation of the Class AssistantController  
// Generated by Enterprise Architect  
// Created on: 08-дек-2020 18:58:48  
// Original author: Ilya  
////////////////////////////////////
```

```
using System;  
using System.Collections.Generic;  
using System.Text;  
using System.IO;
```

```
public class AssistantController : MainDBController {  
  
    public AssistantController(){  
  
    }  
  
    ~AssistantController(){  
  
    }  
  
    public List<Car> GetCars(){  
  
        return null;  
    }  
  
    public void Logout(){  
  
    }  
  
    public HttpResponseMessage ProcRequest(){  
  
        return null;  
    }  
  
    public List<Car> Search(){  
  
        return null;  
    }  
  
    public void SellCar(){  
  
    }  
  
} //end AssistantController
```

```
////////////////////////////////////  
// BDController.cs  
// Implementation of the Class BDController  
// Generated by Enterprise Architect  
// Created on: 08-дек-2020 18:58:48  
// Original author: Ilya
```

```
////////////////////////////////////
```

```
using System;
using System.Collections.Generic;
using System.Text;
using System.IO;
```

```
public class BDController : DAOInterface {
```

```
    private String password;
    private String URL;
    private String UserName;
```

```
    public BDController(){

    }

```

```
    ~BDController(){

    }

```

```
    public void Add(){

    }

```

```
    public void Delete(){

    }

```

```
    public void DeleteByID(){

    }

```

```
    public void GetByID(){

    }

```

```
    public void Save(){

    }

```

```
    public void Update(){

    }

```

```
}//end BDController
```

```
////////////////////////////////////
```

```
// Car.cs
// Implementation of the Class Car
// Generated by Enterprise Architect
// Created on: 08-дек-2020 18:58:48
// Original author: Ilya
```

```
////////////////////////////////////
```

```
using System;
using System.Collections.Generic;
```

```
using System.Text;
using System.IO;
```

```
public class Car {

    private int id;
    private Model model;
    private string name;
    public Model m_Model;

    public Car(){

    }

    ~Car(){

    }

}

} //end Car
```

```
////////////////////////////////////
// Customer.cs
// Implementation of the Class Customer
// Generated by Enterprise Architect
// Created on: 08-дек-2020 18:58:48
// Original author: Ilya
////////////////////////////////////
```

```
using System;
using System.Collections.Generic;
using System.Text;
using System.IO;
```

```
public class Customer {

    public String adress;
    public int ID;
    public String Login;
    public Srting name;
    /// <summary>
    /// ame
    /// </summary>
    public String passwordHash;
    public String secondName;

    public Customer(){

    }

    ~Customer(){

    }

}

} //end Customer
```

```
////////////////////////////////////  
// CustomerController.cs  
// Implementation of the Class CustomerController  
// Generated by Enterprise Architect  
// Created on: 08-дек-2020 18:58:48  
// Original author: Ilya  
////////////////////////////////////
```

```
using System;  
using System.Collections.Generic;  
using System.Text;  
using System.IO;
```

```
public class CustomerController : MainDBController {  
  
    private Customer customer;  
    private OrderController order;  
    public OrderController m_OrderController;  
    public Customer m_Customer;  
  
    public CustomerController(){  
  
    }  
  
    ~CustomerController(){  
  
    }  
  
    public int AddToOrder(){  
  
        return 0;  
    }  
  
    public bool BuyCar(){  
  
        return false;  
    }  
  
    public void DeleteFromOrder(){  
  
    }  
  
    public void LogOut(){  
  
    }  
  
    public HttpResponseMessage ProcRequest(){  
  
        return null;  
    }  
  
} //end CustomerController
```

```
////////////////////////////////////  
// DAOInterface.cs  
// Implementation of the Interface DAOInterface  
// Generated by Enterprise Architect
```

```
// Created on: 08-дек-2020 18:58:48
// Original author: Ilya
////////////////////////////////////
```

```
using System;
using System.Collections.Generic;
using System.Text;
using System.IO;
```

```
public interface DAOInterface {
```

```
    void Add();
```

```
    void Delete();
```

```
    void DeleteByID();
```

```
    void GetByID();
```

```
    void Save();
```

```
    void Update();
```

```
}//end DAOInterface
```

```
////////////////////////////////////
// DirectorController.cs
// Implementation of the Class DirectorController
// Generated by Enterprise Architect
// Created on: 08-дек-2020 18:58:48
// Original author: Ilya
////////////////////////////////////
```

```
using System;
using System.Collections.Generic;
using System.Text;
using System.IO;
```

```
public class DirectorController : MainDBController {
```

```
    private PSTransactionController paymetController;
```

```
    private PrinterController printerController;
```

```
    private ReportController reportController;
```

```
    public PSTransactionController m_PSTransactionController;
```

```
    public PrinterController m_PrinterController;
```

```
    public ReportController m_ReportController;
```

```
    public DirectorController(){
```

```
    }
```

```
    ~DirectorController(){
```

```
    }
```

```
    public void LogOut(){
```

[illegible]

```
using System.Collections.Generic;
using System.Text;
using System.IO;
```

```
public class MainDBController {

    private DAOInterface DBRealisation;
    public BDController m_BDController;

    public MainDBController(){

    }

    ~MainDBController(){

    }

    public HttpResponseMessage ProcRequest(){

        return null;

    }

} //end MainDBController
```

```
////////////////////////////////////
// Model.cs
// Implementation of the Class Model
// Generated by Enterprise Architect
// Created on: 08-дек-2020 18:58:49
// Original author: Ilya
////////////////////////////////////
```

```
using System;
using System.Collections.Generic;
using System.Text;
using System.IO;
```

```
public class Model {

    private int description;
    private int id;

    public Model(){

    }

    ~Model(){

    }

} //end Model
```

```
////////////////////////////////////
// Order.cs
// Implementation of the Class Order
```

```
// Generated by Enterprise Architect
// Created on: 08-дек-2020 18:58:49
// Original author: Ilya
////////////////////////////////////////////////////////////////
```

```
using System;
using System.Collections.Generic;
using System.Text;
using System.IO;
```

```
public class Order {

    private List<Car> cars;
    private int id;
    private Customer user;

    public Order(){

    }

    ~Order(){

    }

}
```

```
//end Order
```

```
////////////////////////////////////////////////////////////////
// OrderController.cs
// Implementation of the Class OrderController
// Generated by Enterprise Architect
// Created on: 08-дек-2020 18:58:49
// Original author: Ilya
////////////////////////////////////////////////////////////////
```

```
using System;
using System.Collections.Generic;
using System.Text;
using System.IO;
```

```
public class OrderController {

    private List<Car> cars;
    public Car m_Car;

    public OrderController(){

    }

    ~OrderController(){

    }

    public void Add(){

    }

}
```



```
public void Delete(){  
  
}  
  
} //end OrderController  
  
/////////////////////////////////////  
// OrdersManagerController.cs  
// Implementation of the Class OrdersManagerController  
// Generated by Enterprise Architect  
// Created on:   08-дек-2020 18:58:49  
// Original author: Ilya  
/////////////////////////////////////////  
  
using System;  
using System.Collections.Generic;  
using System.Text;  
using System.IO;  
  
public class OrdersManagerController : MainDBController {  
  
    public OrdersManagerController()  
  
    {  
  
        ~OrdersManagerController(){  
  
        }  
  
        public void ConfirmOrder(){  
  
        }  
  
        public void DeclineOrder(){  
  
        }  
  
        public void Logout(){  
  
        }  
  
        public HttpResponseMessage ProcRequest(){  
  
            return null;  
  
        }  
  
} //end OrdersManagerController  
  
/////////////////////////////////////  
// PaymentController.cs  
// Implementation of the Class PaymentController  
// Generated by Enterprise Architect  
// Created on:   08-дек-2020 18:58:49  
// Original author: Ilya  
/////////////////////////////////////////
```

```
using System;
using System.Collections.Generic;
using System.Text;
using System.IO;
```

```
public class PaymentController {

    public PaymentController(){

    }

    ~PaymentController(){

    }

    public void GeneratePaymentReport(){

    }

}

} //end PaymentController
```

```
////////////////////////////////////
// PrinterController.cs
// Implementation of the Class PrinterController
// Generated by Enterprise Architect
// Created on: 08-дек-2020 18:58:49
// Original author: Ilya
////////////////////////////////////
```

```
using System;
using System.Collections.Generic;
using System.Text;
using System.IO;
```

```
public class PrinterController {

    public PrinterController(){

    }

    ~PrinterController(){

    }

    public void PrintReport(){

    }

}

} //end PrinterController
```

```
////////////////////////////////////
// Provider.cs
// Implementation of the Class Provider
// Generated by Enterprise Architect
// Created on: 08-дек-2020 18:58:49
```

```
// Original author: Ilya
////////////////////////////////////
```

```
using System;
using System.Collections.Generic;
using System.Text;
using System.IO;
```

```
public class Provider {

    private int ID;
    public String name;

    public Provider(){

    }

    ~Provider(){

    }

}
```

```
//end Provider
```

```
////////////////////////////////////
// ProviderController.cs
// Implementation of the Class ProviderController
// Generated by Enterprise Architect
// Created on: 08-дек-2020 18:58:49
// Original author: Ilya
////////////////////////////////////
```

```
using System;
using System.Collections.Generic;
using System.Text;
using System.IO;
```

```
public class ProviderController {

    private Provider provider;
    public Provider m_Provider;

    public ProviderController(){

    }

    ~ProviderController(){

    }

    public void GetCars(){

    }

}
```

```
//end ProviderController
```

```
////////////////////////////////////  
// PSTransactionController.cs  
// Implementation of the Class PSTransactionController  
// Generated by Enterprise Architect  
// Created on: 08-дек-2020 18:58:49  
// Original author: Ilya  
////////////////////////////////////
```

```
using System;  
using System.Collections.Generic;  
using System.Text;  
using System.IO;
```

```
public class PSTransactionController {  
  
    public PaymentController m_PaymentController;  
  
    public PSTransactionController(){  
  
    }  
  
    ~PSTransactionController(){  
  
    }  
  
    public void GetPaymentReport(){  
  
    }  
  
} //end PSTransactionController
```

```
////////////////////////////////////  
// ReportController.cs  
// Implementation of the Class ReportController  
// Generated by Enterprise Architect  
// Created on: 08-дек-2020 18:58:49  
// Original author: Ilya  
////////////////////////////////////
```

```
using System;  
using System.Collections.Generic;  
using System.Text;  
using System.IO;
```

```
public class ReportController {  
  
    public ReportController(){  
  
    }  
  
    ~ReportController(){  
  
    }  
  
    public void GenersteReport(){
```

```

    }

} //end ReportController

/////////////////////////////////////////////////////////////////
// Sale.cs
// Implementation of the Class Sale
// Generated by Enterprise Architect
// Created on: 08-дек-2020 18:58:49
// Original author: Ilya
/////////////////////////////////////////////////////////////////

using System;
using System.Collections.Generic;
using System.Text;
using System.IO;

public class Sale {

    private int id;
    private Order order;
    public int status;
    private Transaction transaction;
    public Shop m_Shop;
    public Customer m_Customer;
    public Order m_Order;
    public Transaction m_Transaction;

    public Sale(){

    }

    ~Sale(){

    }

} //end Sale

/////////////////////////////////////////////////////////////////
// Shop.cs
// Implementation of the Class Shop
// Generated by Enterprise Architect
// Created on: 08-дек-2020 18:58:49
// Original author: Ilya
/////////////////////////////////////////////////////////////////

using System;
using System.Collections.Generic;
using System.Text;
using System.IO;

public class Shop {

    public String adress;

```

```
public int amount;
private List<Car> cars;
private int id;
private List<Order> orders;
public int price;
private Provider provider;
public Car m_Car;
public Order m_Order;
public Provider m_Provider;
```

```
public Shop(){
```

```
}
```

```
~Shop(){
```

```
}
```

```
}//end Shop
```

```
////////////////////////////////////
// StorageManagerController.cs
// Implementation of the Class StorageManagerController
// Generated by Enterprise Architect
// Created on: 08-дек-2020 18:58:49
// Original author: Ilya
////////////////////////////////////
```

```
using System;
using System.Collections.Generic;
using System.Text;
using System.IO;
```

```
public class StorageManagerController : MainDBController {
```

```
private ProviderController providerController;
public ProviderController m_ProviderController;
```

```
public StorageManagerController(){
```

```
}
```

```
~StorageManagerController(){
```

```
}
```

```
public void AddToCatalog(){
```

```
}
```

```
public void AddToStorage(){
```

```
}
```

```
public void DeleteFromCatalog(){
```

```
}
```

```

        public void DeleteFromStorage(){

        }

        public void LogOut(){

        }

        public HttpResponseMessage ProcRequest(){

                return null;

        }

} //end StorageManagerController

////////////////////////////////////
// Transacrion.cs
// Implementation of the Class Transacrion
// Generated by Enterprise Architect
// Created on: 08-дек-2020 18:58:49
// Original author: Ilya
////////////////////////////////////

using System;
using System.Collections.Generic;
using System.Text;
using System.IO;

public class Transacrion {

        public Date date;
        private int id;
        public double price;

        public Transacrion(){

        }

        ~Transacrion(){

        }

} //end Transacrion

```