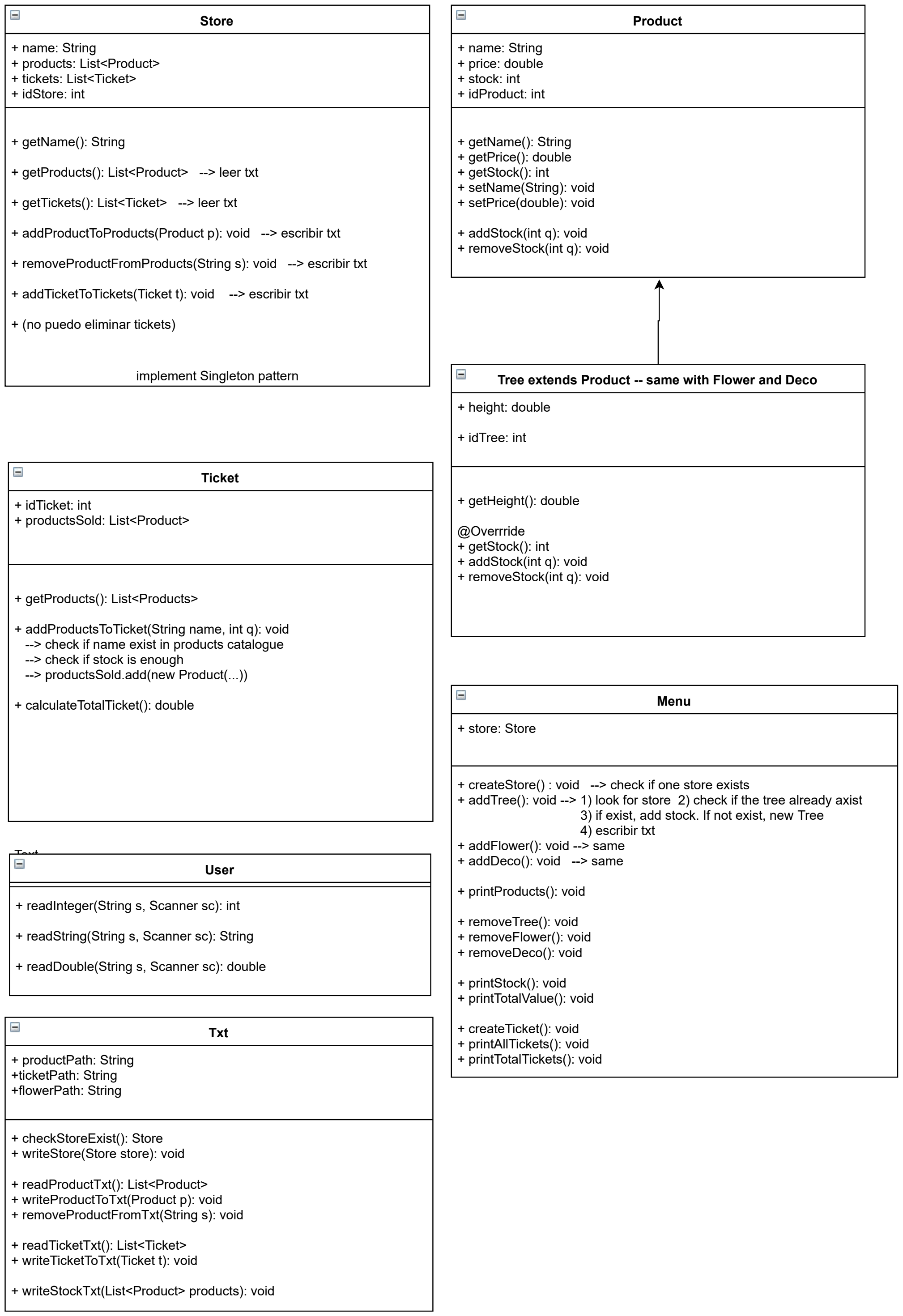

Store

+ name: String
+ products: List<Product>
+ tickets: List<Ticket>
+ idStore: int

+ getName(): String

+ getProducts(): List<Product> --> leer txt

+ getTickets(): List<Ticket> --> leer txt

+ addProductToProducts(Product p): void --> escribir txt

+ removeProductFromProducts(String s): void --> escribir txt

+ addTicketToTickets(Ticket t): void --> escribir txt

+ (no puedo eliminar tickets)

implement Singleton pattern

Ticket

+ idTicket: int
+ productsSold: List<Product>

+ getProducts(): List<Products>

+ addProductsToTicket(String name, int q): void
  --> check if name exist in products catalogue
  --> check if stock is enough
  --> productsSold.add(new Product(...))

+ calculateTotalTicket(): double

User

+ readInteger(String s, Scanner sc): int

+ readString(String s, Scanner sc): String

+ readDouble(String s, Scanner sc): double

Txt

+ productPath: String
+ticketPath: String
+flowerPath: String

+ checkStoreExist(): Store
+ writeStore(Store store): void

+ readProductTxt(): List<Product>
+ writeProductToTxt(Product p): void
+ removeProductFromTxt(String s): void

+ readTicketTxt(): List<Ticket>
+ writeTicketToTxt(Ticket t): void

+ writeStockTxt(List<Product> products): void

Product

+ name: String
+ price: double
+ stock: int
+ idProduct: int

+ getName(): String
+ getPrice(): double
+ getStock(): int
+ setName(String): void
+ setPrice(double): void

+ addStock(int q): void
+ removeStock(int q): void

Tree extends Product -- same with Flower and Deco

+ height: double

+ idTree: int

+ getHeight(): double

@Overrride
+ getStock(): int
+ addStock(int q): void
+ removeStock(int q): void

Menu

+ store: Store

+ createStore() : void --> check if one store exists
+ addTree(): void --> 1) look for store 2) check if the tree already axist
3) if exist, add stock. If not exist, new Tree
4) escribir txt
+ addFlower(): void --> same
+ addDeco(): void --> same

+ printProducts(): void

+ removeTree(): void
+ removeFlower(): void
+ removeDeco(): void

+ printStock(): void
+ printTotalValue(): void

+ createTicket(): void
+ printAllTickets(): void
+ printTotalTickets(): void