User

-username:string
+getOfferings(store):Vector<Offering>;
+search(productName): Result[0...*]
+search(category,type):Floor[0...*]

searches for a floor

Search

+floorCategory:string
+floorType:string
+query:string
+search(query):Results

Result

+results :
HashTable<floorName>
+getResults(query):
Vector<Offering>

Store

-name:string;
+inStock : Vector<Offering>
+getFloor():Floor
+getFloorName():string;

1

0..*

Employee

employer:string
+addFloor(floorName):void
-editFloor(floorName):void
-removeFloor(floorName):void;

gets results from store offerings

AllFloors

+allFloors: HashTable<floorName:string,
Floor>;
+getFloor(floorName) : Floor;
+addFloor(floorName, Floor): void;

1   1..*

Offering

+storeName:string;
+floorOffered:Floor;
+quantity:int;
+getFloor():Floor
+getQuantity():int = quantity
+getFloorName();

floor is offered at store

Floor

+floorName:string
+category: string
+color:string
+brand:string
+type:string
+species:string
+price:double
+material:string
-width:int
-height:int
+size: int =
calculateSqFt(width,height):int;
+calculateSqFt(width,height):int;
getName():string;