Connector Type

Item

- ItemID: Int
- Name: String
- Type: ItemType
- Brand: String
- Description: String
- Pricing: Float
- InventoryLevel: Int
- ReorderPoint: Int
- ShelfLife: Int
- Weight: Float
- Dimensions: Dimensions
- SupplierInfo: String
- NutritionInfo: String
+ isExpired(): boolean
+ isAvailable(): boolean

Inventory

- InventoryID: Int
- MachineID: Int
- ItemID: Int
- Quantity: Int
- LastStockedDate: Date
- ExpiryDate: Date
- StockStatus: StockStatus

+ addToInventory(item: Item, quantity: int): void
+ removeFromInventory(item: Item, quantity: int): void

Machine

- MachineID: Int
- Location: String
- Configurations: List<Config>
- SelfMaintenance: boolean
- CoolingStatus: boolean
- WarmingStatus: boolean
- Cashless: boolean
- FailOverCapable: boolean
- SelfMonitoring: boolean

+ startMachine(): void
+ stopMachine(): void

1   Contains

1   1 Available in   Many

- Many

1

Many Supplies

Distributor

- DistributorID: int
- Name: string
- ContactInfo: ContactInfo
- Status: Status(Active/Inactive)
- Location: string
- Preferred: PaymentTerms
+ placeOrder(items: Item[], quantities: int[]): PurchaseOrder
+ updateItemAvailability(item: Item, available: boolean): void

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Customer

- CustomerID: int
- Name: string
- Email: string
- LoyaltyStatus: LoyaltyStatu(Loyal/Non-Loyal)
- AccountBalance: float Account
+ makePurchase(item: Item, quantity: int): Purchase
+ viewPurchaseHistory(): Purchase[]

Many

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Account

- AccountID: int
- CustomerID: int
- Balance: float
- FundingOption: FundingOption
- AccountType: AccountType
+ getBalance(): decimal
+ depositFunds(amount: decimal): void
+ withdrawFunds(amount: decimal): void

iVending Class Diagram

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