Inheritance

Location

#id:string
#product: string
#quantity: int
-NONE: string

+isEmpty(): bool
+isAvailable(): bool
+print()
+getCapacity(): int --> check add or not
+add(prod: string, int amount): bool
+remove(int amount): bool

WHLocation

-code: char
-capacity: int
-nextId: int

+getCapacity(): int
+add(prod: string, int amount): bool
+remove(int amount): bool

StoreLocation

-code: char
-capacity: int
-nextId: int

+getFreeSpace: int
+getCapacity(): int
+add(prod: string, int amount): bool
+remove(int amount): bool

Control

- PRODUCTS: string[10]
- QUANTITIES: int[10]

+launch( )
-initStore(in store: Store*)
-locationTest()
-queueTest()
-receiveProduct()
-fillOrder()

Store

-name: string

+findAvailableSLoc(sloc: StoreLocation**)
+findAvailableWHLoc(wloc: WHLocation**)
+findProduct(name: string& , prod: Product**)
+printStoreStock()
+printWareHouseStock()
+printProducts()
+receiveProduct(product: string&, quantity: int)
+fillOrder(product: string&, amount:int&)
+print()

View

+showMenu(out choice: int&)
+getProduct(out name: string&)
+getQuantity(out quantity: int&)

Product

-name: string

+addWHLocation(w: WHLocation*)
+getFromStoreLocation(amount: int&)
+getFromWHLocations(amount: int&)
+fillOrder(amount: int&)
+stockStoreLocation()
+print()

WHLocation

-code: char
-capacity: int
-nextId: int

+getCapacity(): int
+add(prod: string, int amount): bool
+remove(int amount): bool

StoreLocation

-code: char
-capacity: int
-nextId: int

+getFreeSpace: int
+getCapacity(): int
+add(prod: string, int amount): bool
+remove(int amount): bool

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1
0..*
0..*
0..*
0..*
0..*