<u>FN</u>

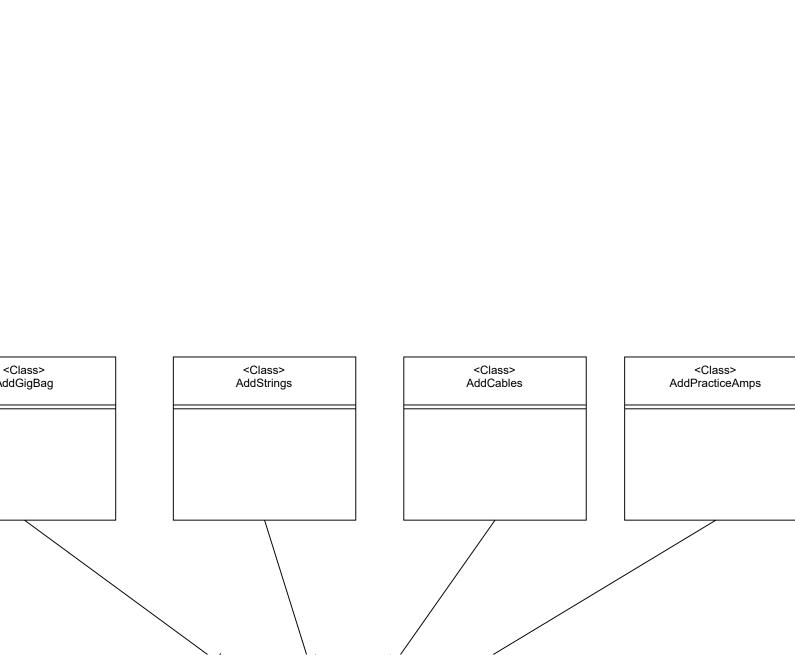
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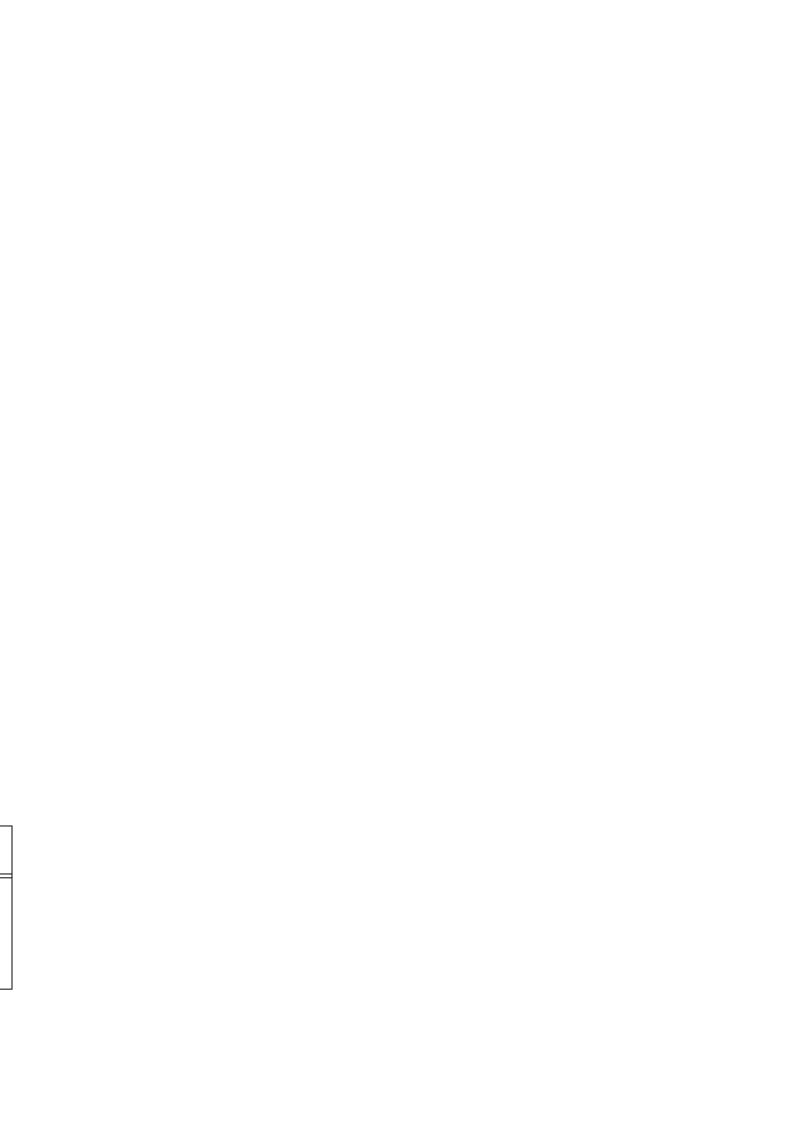
С

IMS oject 4 UML Team member: Srinivas Akhil Mallela, Likhitha Katakam, Vishal Prabhachandar

olor code

New additions

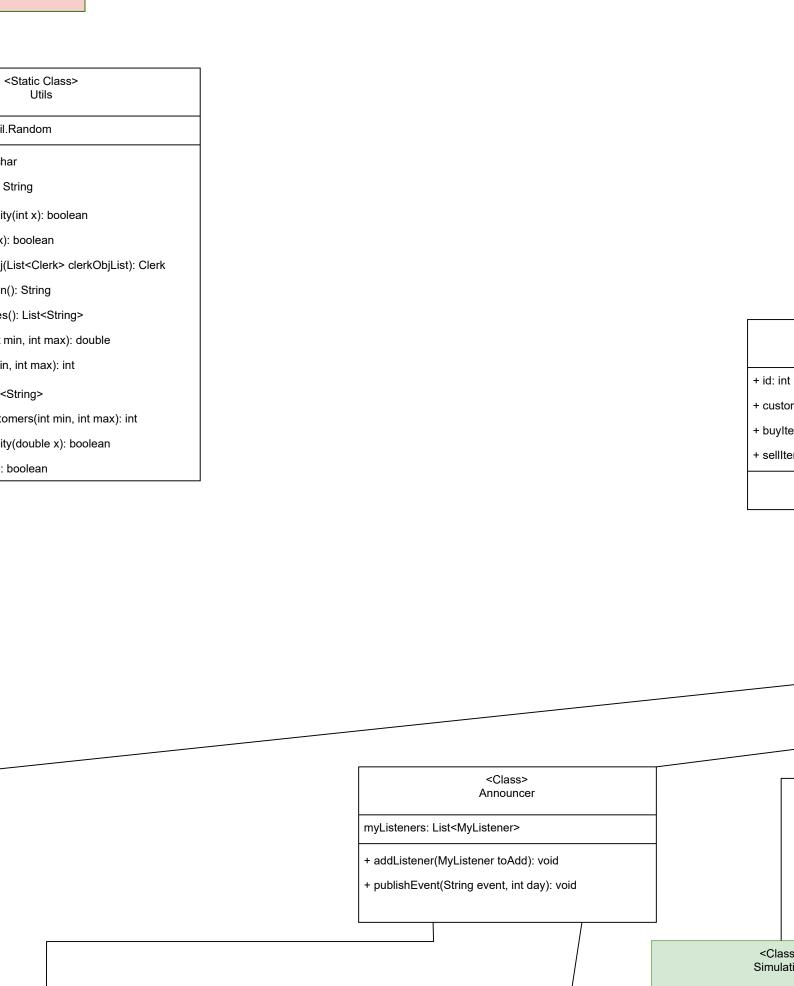




<abstract class=""></abstract>
GuitarKitFactory

- + createBridge(): Bridge
- + createKnobSet(): KnobSet
- + createCovers(): Covers
- + createNeck(): Neck
- + createPickGuard(): PickGuard

- + randomGen: java.ut
- + getRandomSize(): c
- + getRandomName():
- + getRandomProbabil
- + getRandomBuy(int :
- + getRandomClerkOb
- 90.....
- + getRandomConditio+ getRandomItemtype
- + getRandomPrice(int
- + getRandomInt(int m
- + getItemTypes(): List
- + getRandomBuyCus
- + getRandomProbabil
- + getRandomBoolean



northMusicStoreObj: Music southMusicStoreObj: Music clerkObjList: List<Clerk> announcer: Announcer logger: Logger

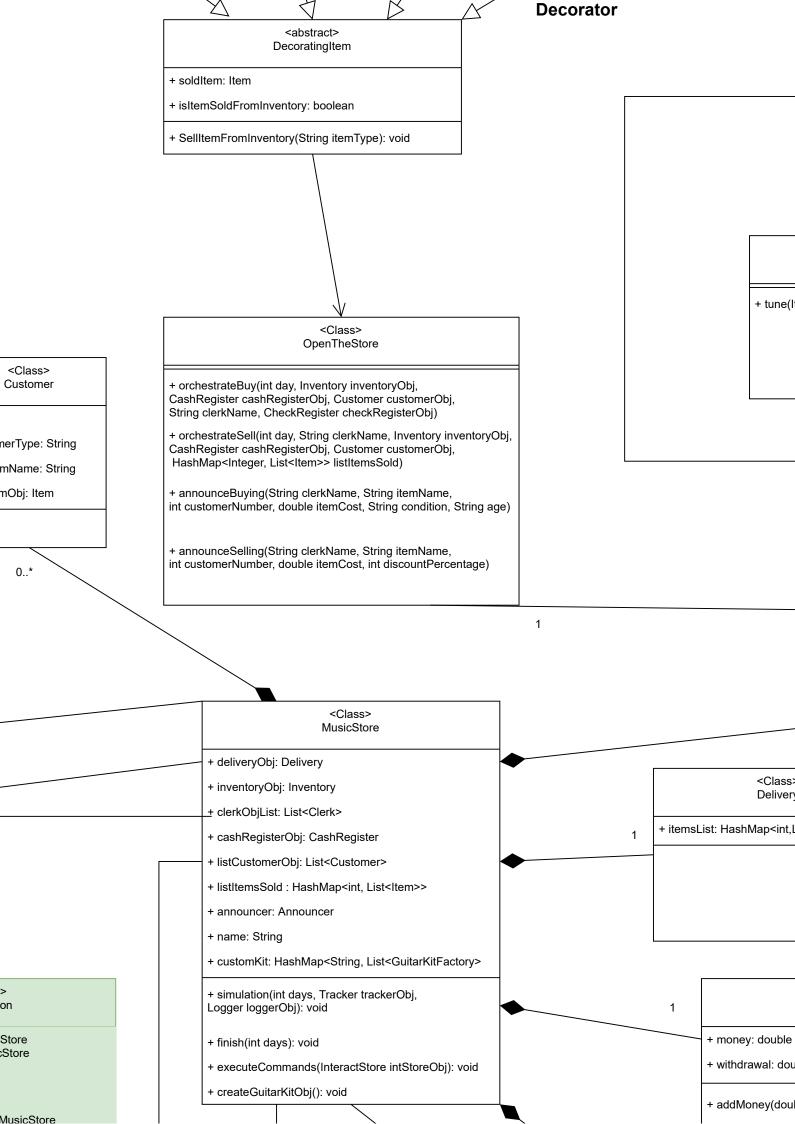
logger: Logger tracker: Tracker commandl ineMusicStore:

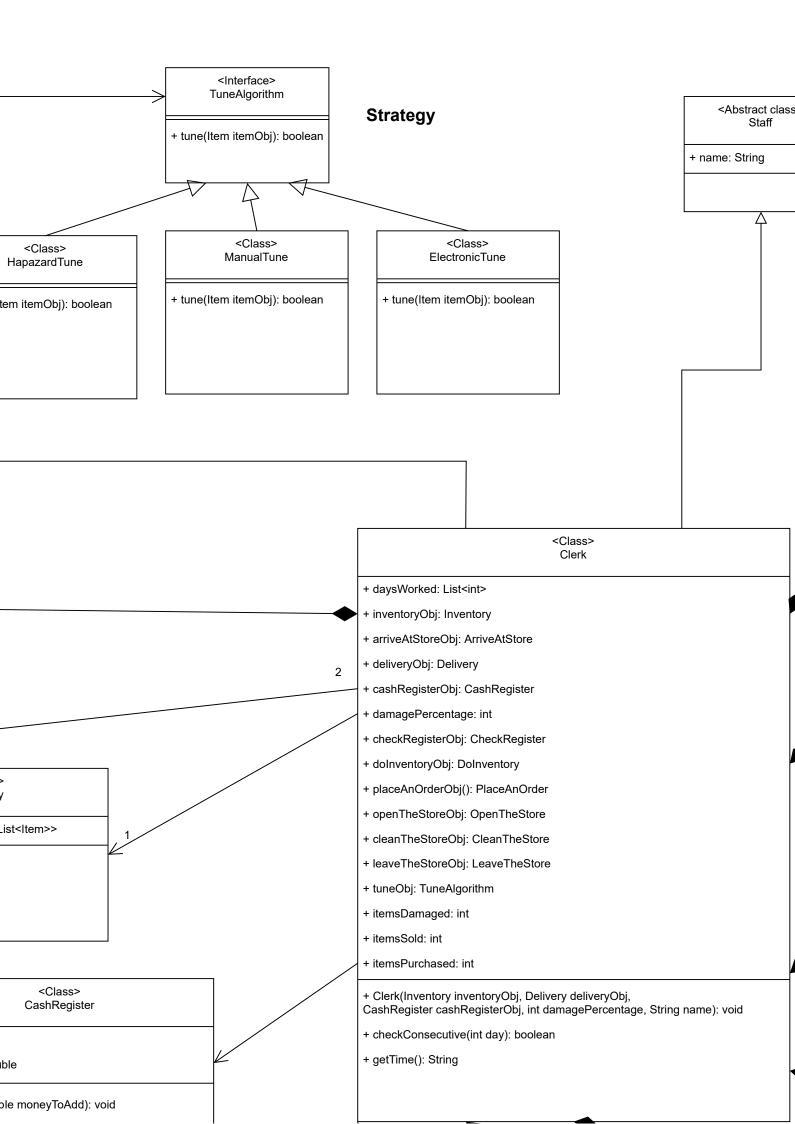
+ static notifyEvent(String event, int day)

Observer

<Interface>

MyListener





<Class> ArriveAtStore

- + announce(int day, String name): void
- + checkDelivery(int day, Delivery deliveryObj, Inventory inventoryObj): void

<Class> CheckRegister

- + checkBalance(int day, CashRegister cashRegisterObj): void
- + checkBalanceInRegister(int day, CashRegister cashRegisterObj): void
- + announce(int day, double amount): void

<Class> Dolnventory

- + checkInventory(Delivery deliveryObj, CashRegister cashRegisterObj, CheckRegisterObj, CheckRegisterObj, Inventory inventoryObj, PlaceAnOrder placeAnOrderObj, int currentDay): int
- + announce(double totalValue): void

1

<Class> PlaceAnOrder

+ orderItem(String itemStr, Delivery deliverObj, CashRegister cashRegisterObj, CheckRegister checkRegObj,int currentDay):void

</

+ createBri

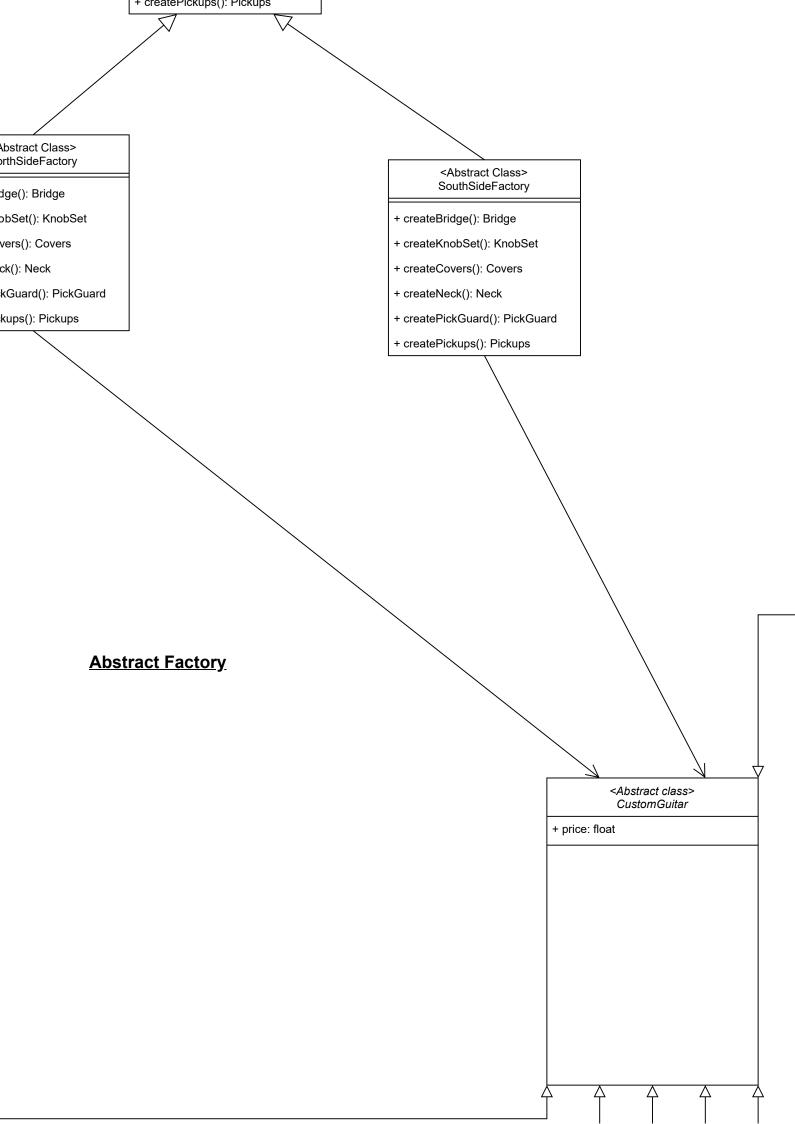
+ createKn

+ createCo

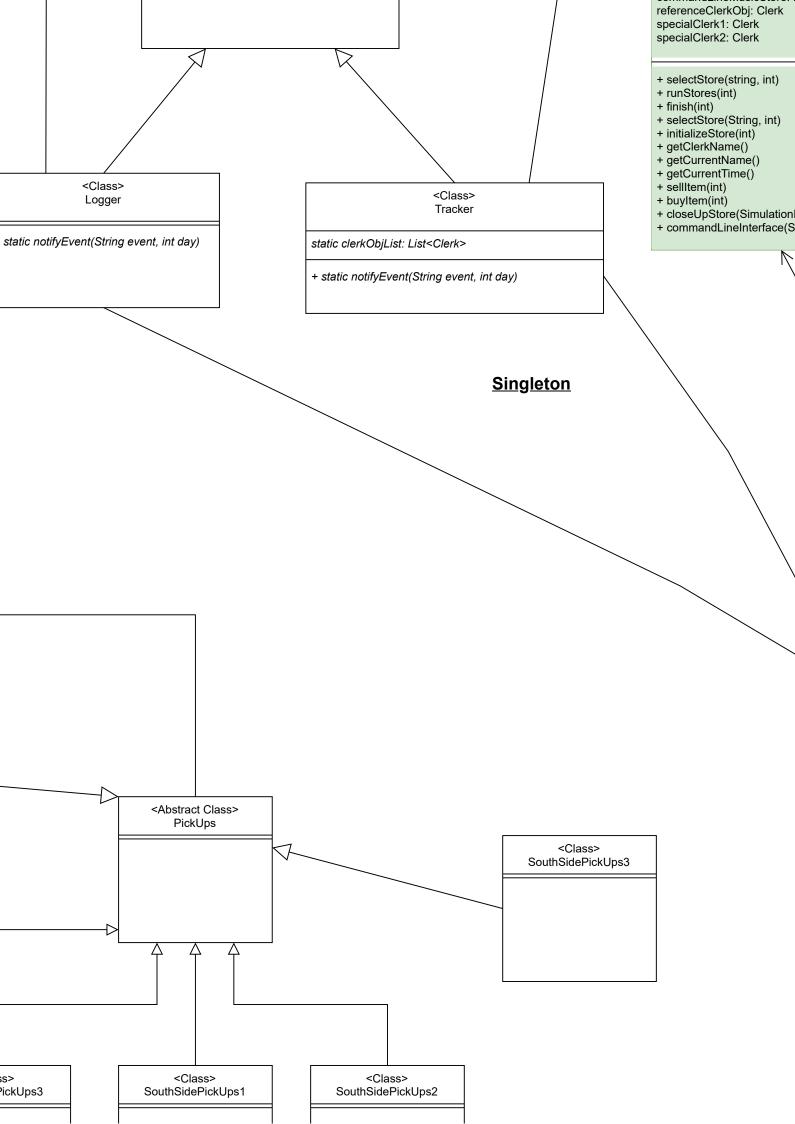
+ createNe

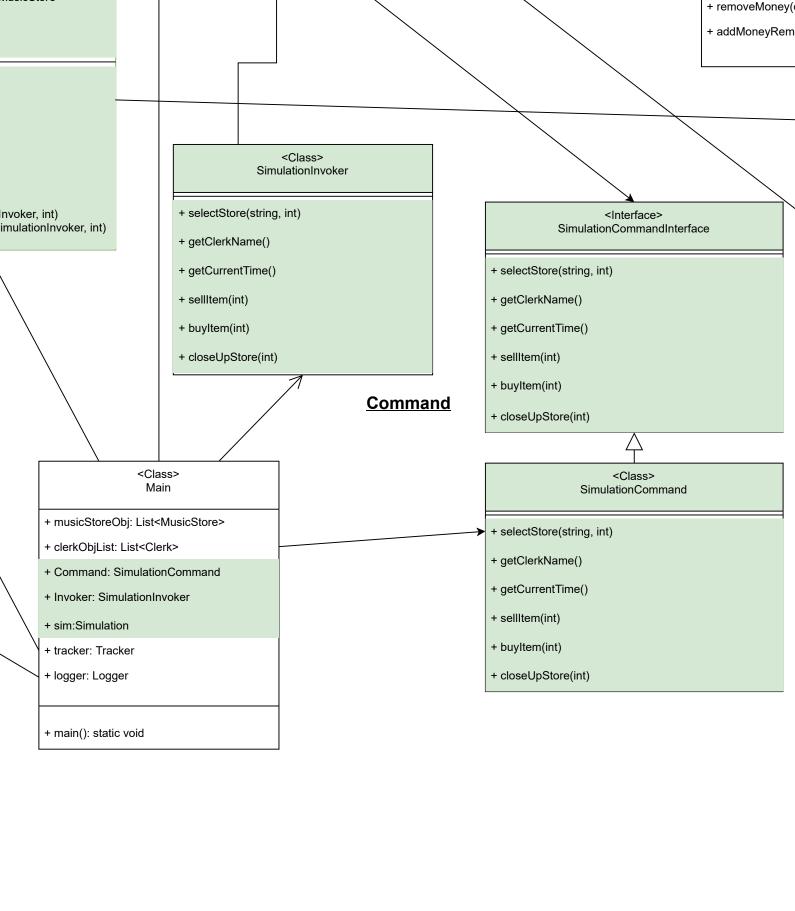
+ createPic

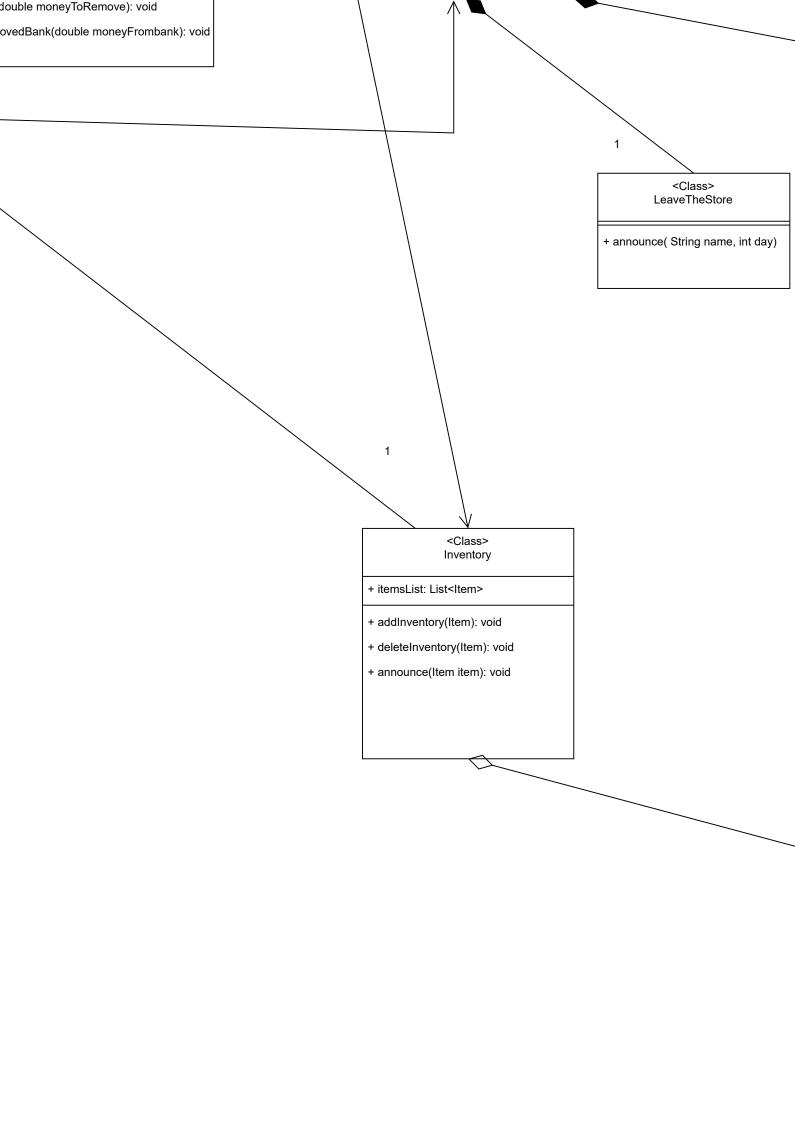
+ createPic



<Class> NorthSidePickUps1 <Class> NorthSidePickUps2 <Class







+ announce(List<Item> itemObjs, int expectedDay, int currentDay): void

1

<Class> CleanTheStore

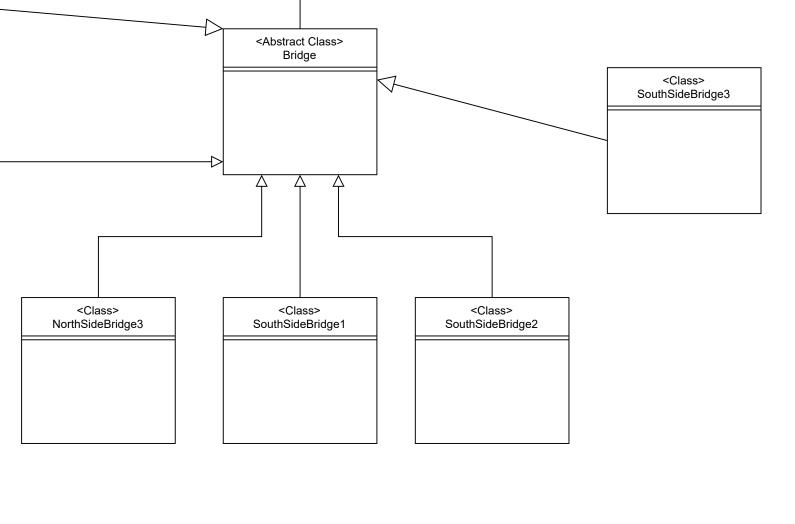
+ announce(int damagePercentage, String itemType, double listPrice, String condition):void

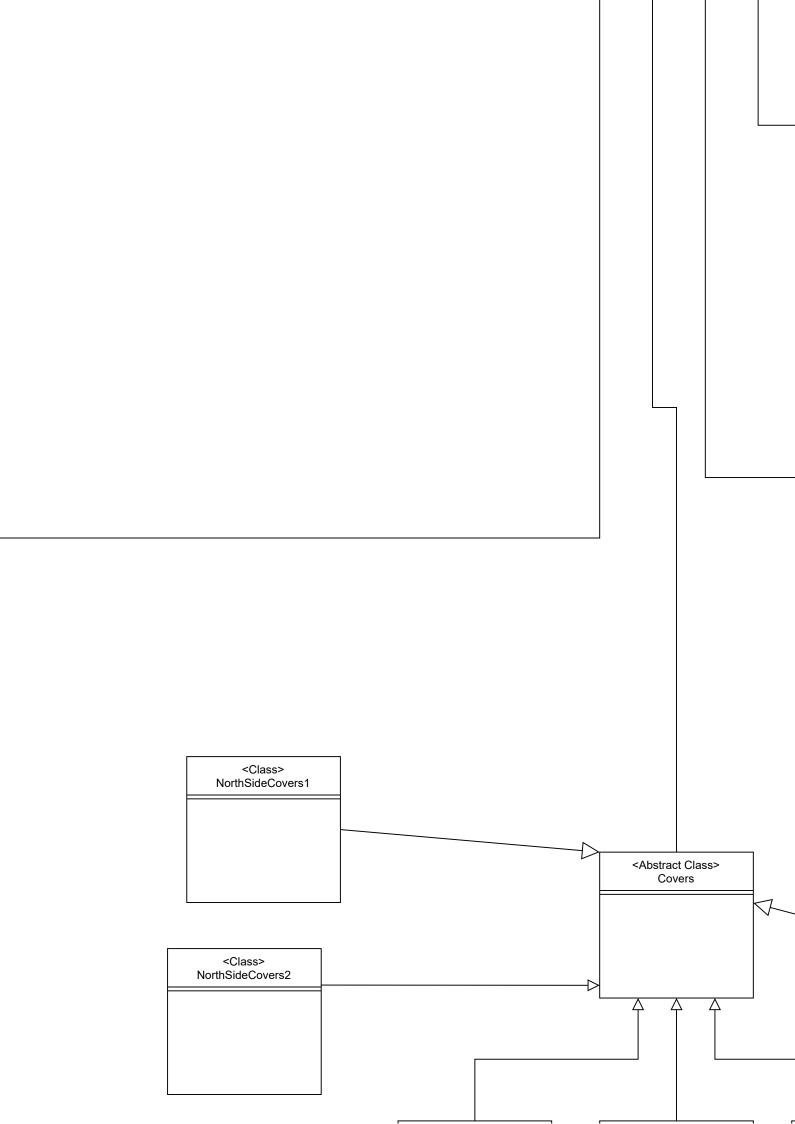
+ orchestrate(int damagePercentage, Inventory inventoryObj):int

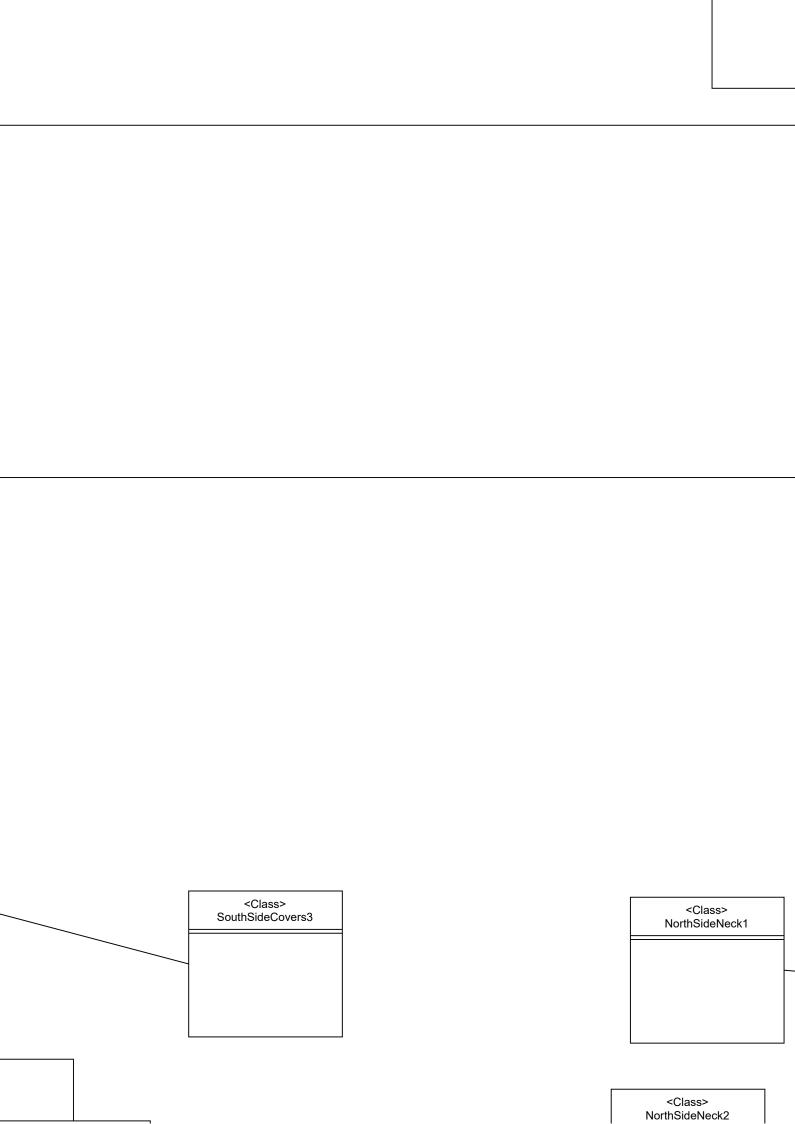
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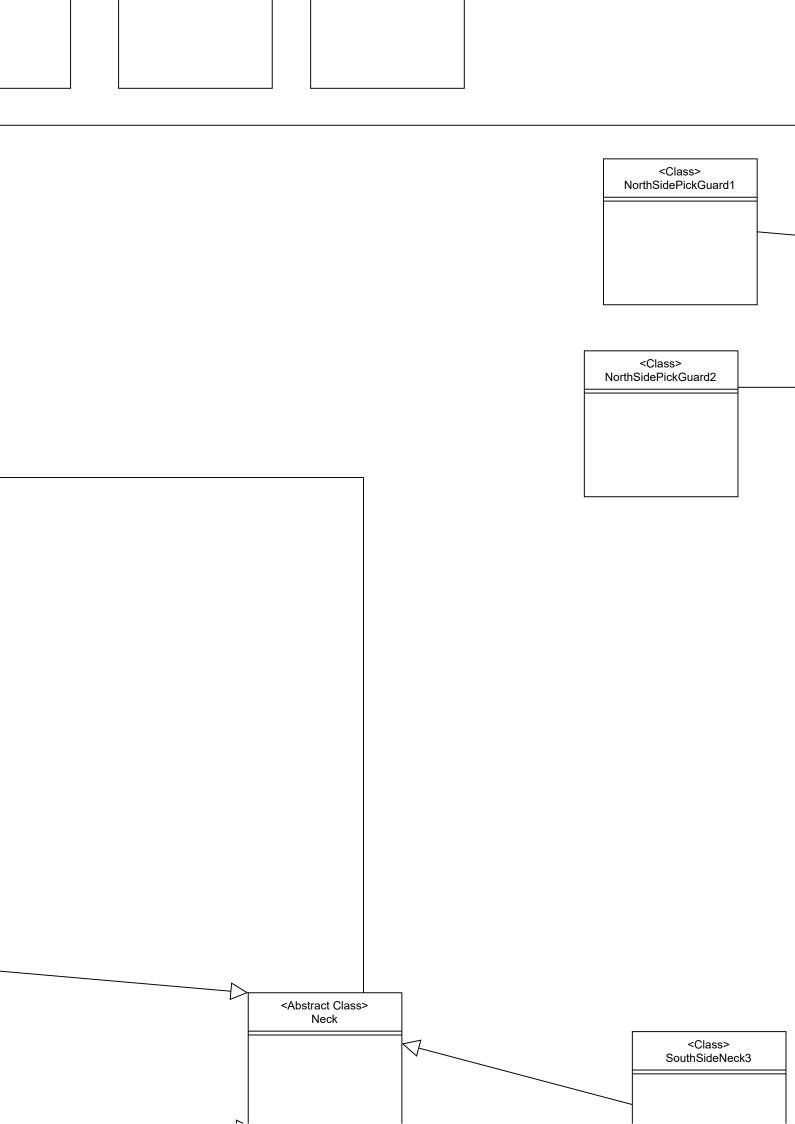
<class> NorthSideBridge2</class>

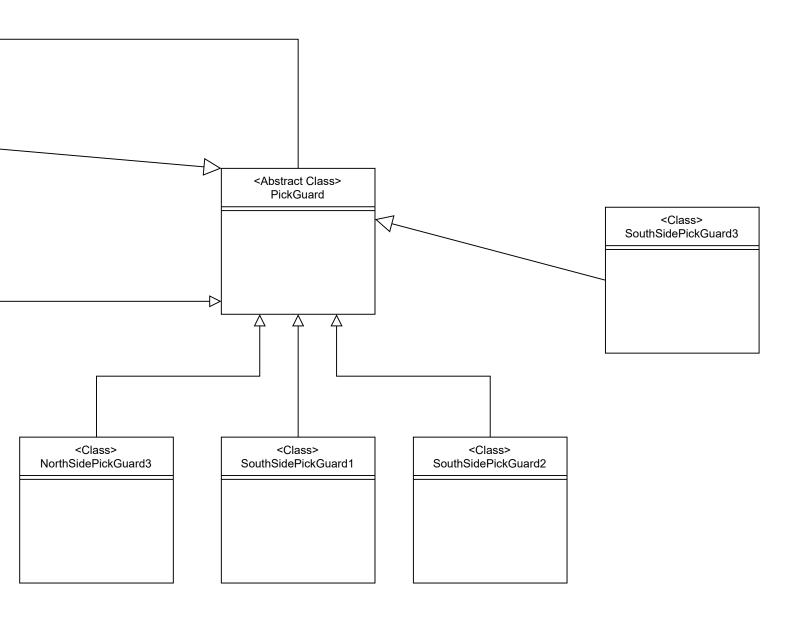
<Class>
NorthSideKnobSet1

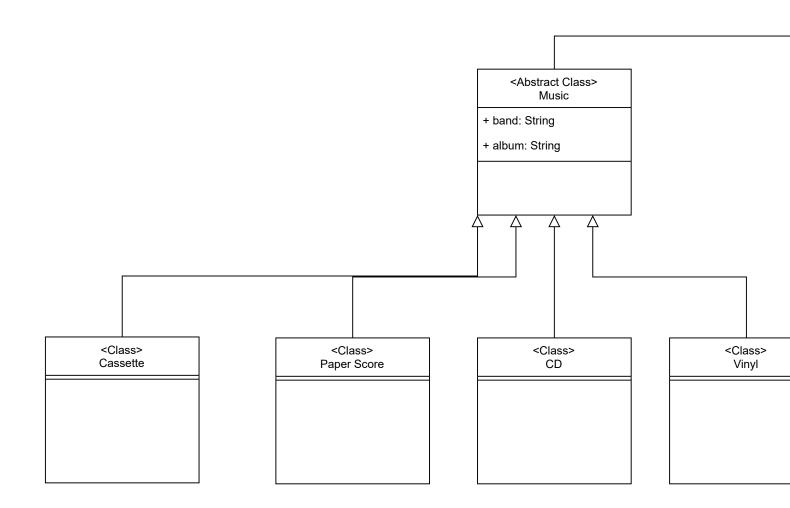


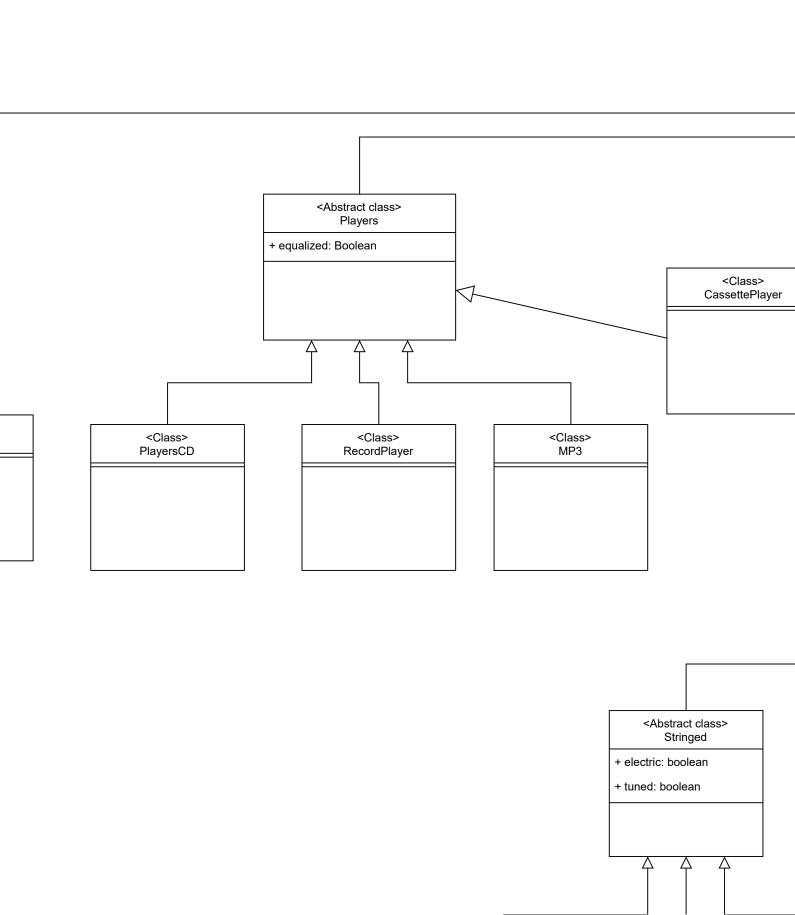


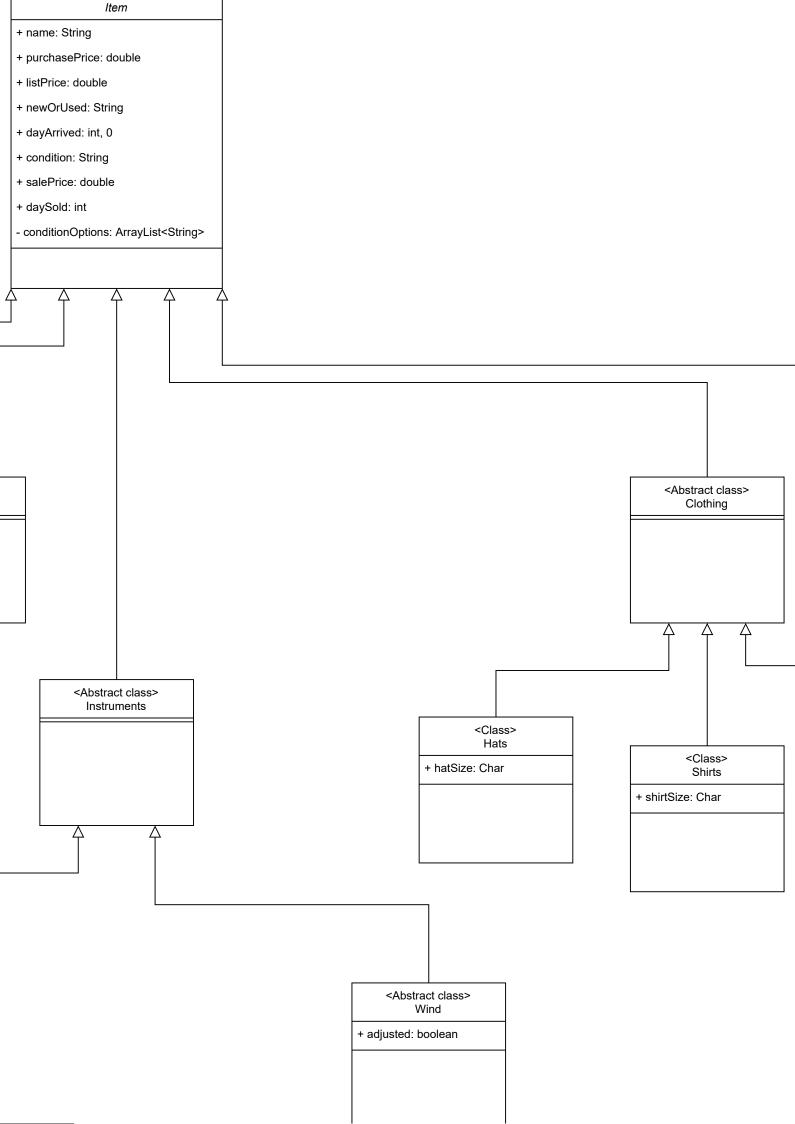


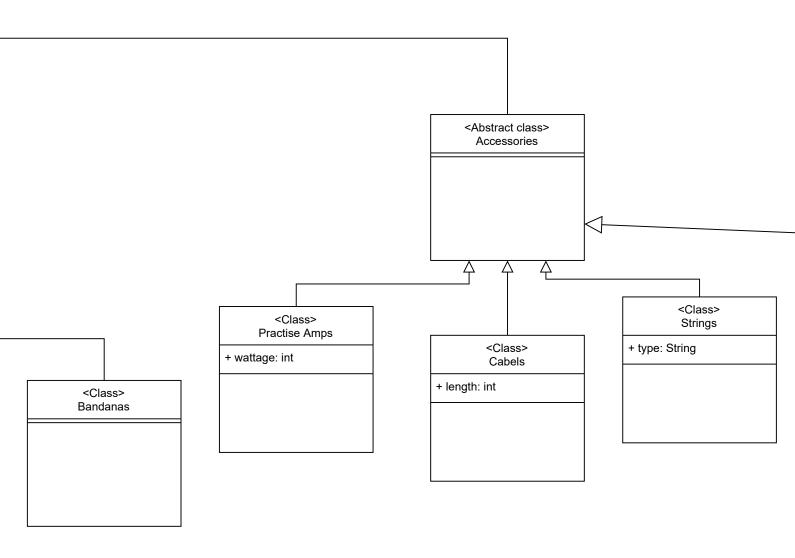




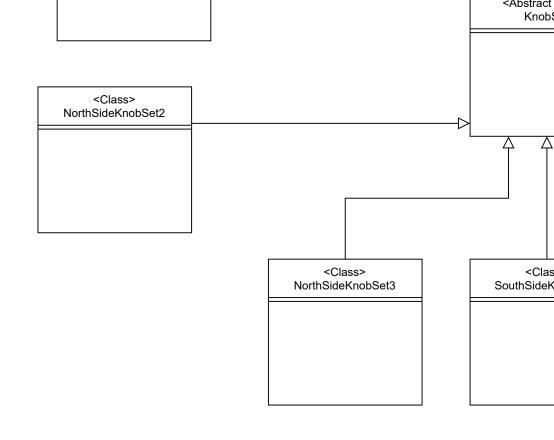


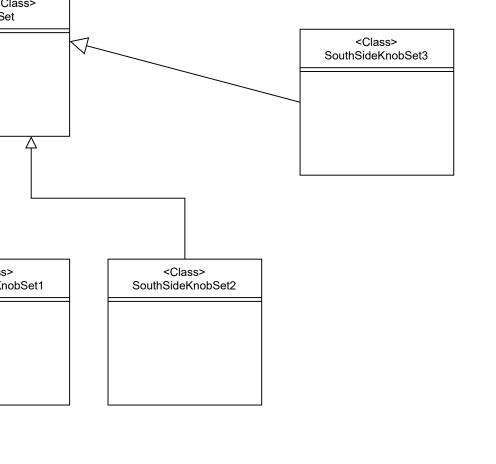






<Class> GigBag





<class> NorthSideCovers3</class>	<class> SouthSideCovers1</class>	

<class> SouthSideCovers2</class>		

