







**FN**

**Pro**

**C**

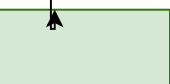


# IMS

## Project 4 UML

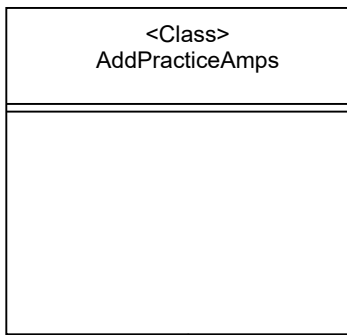
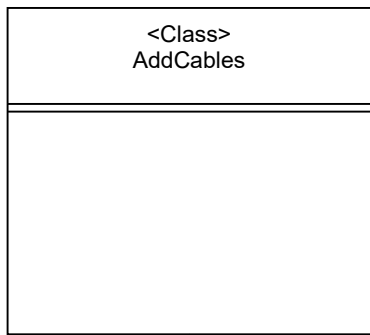
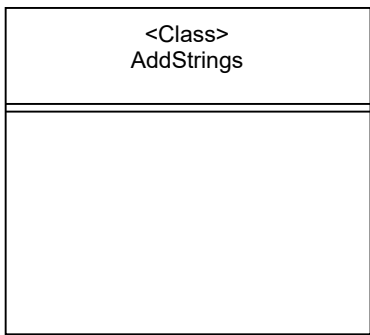
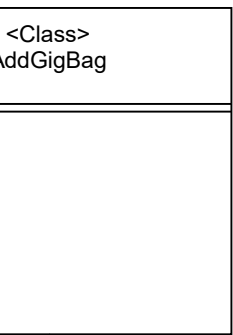
**Team member:** Srinivas Akhil Mallela, Likhitha Katakam, Vishal Prabhachandar

olor code



**New additions**

A







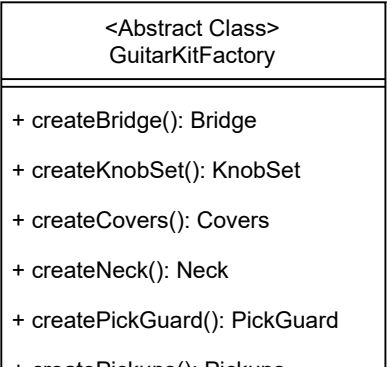






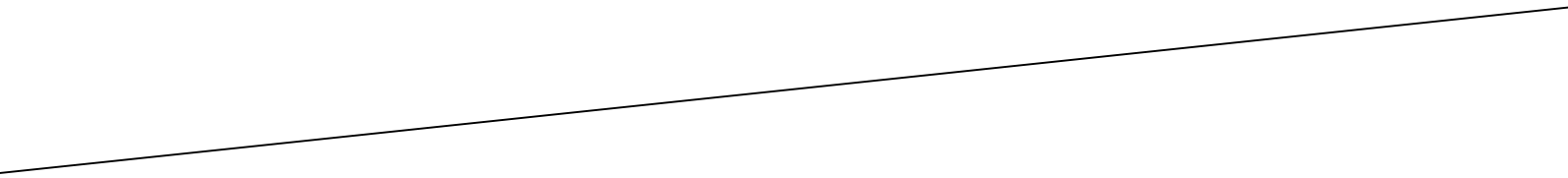


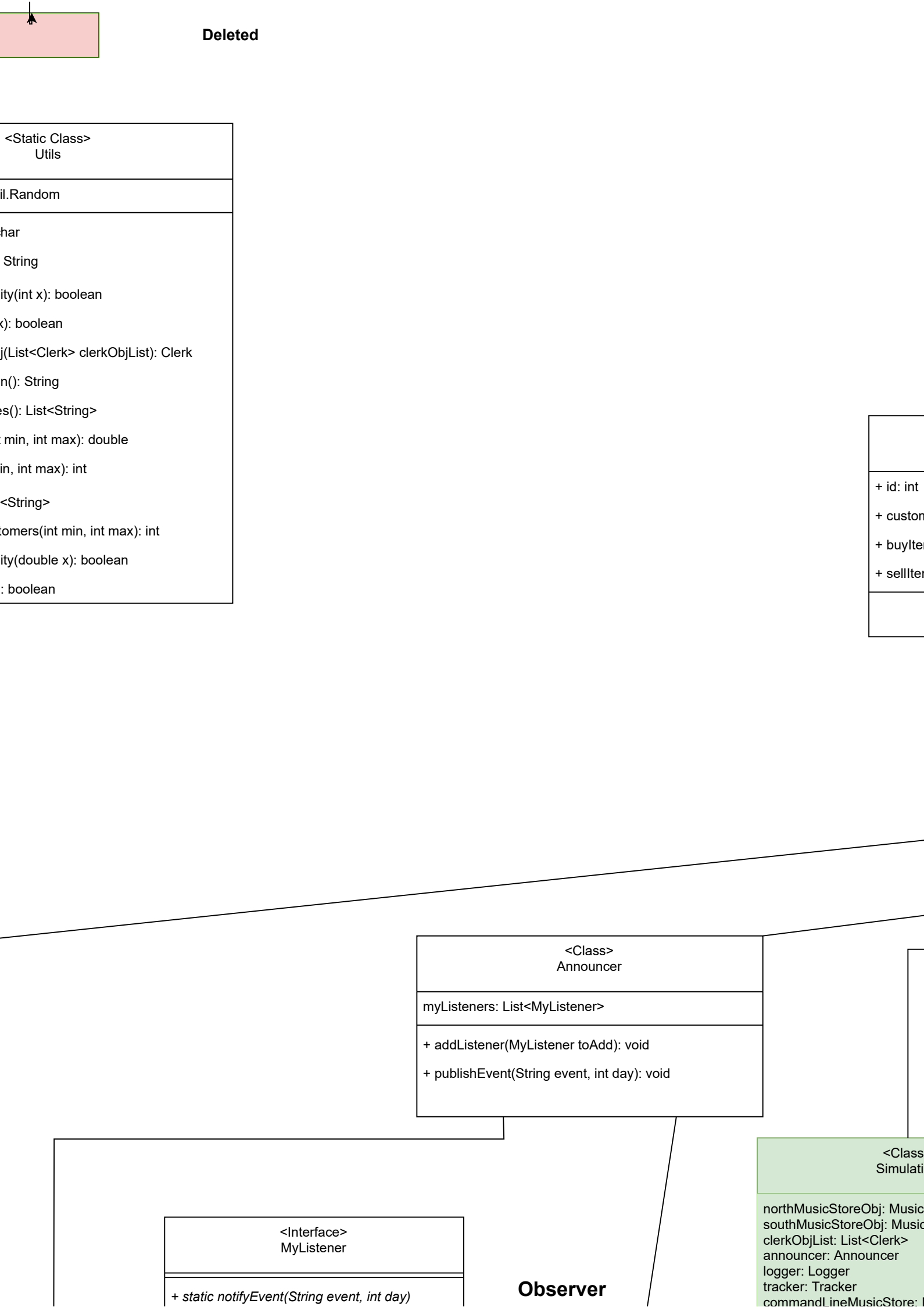




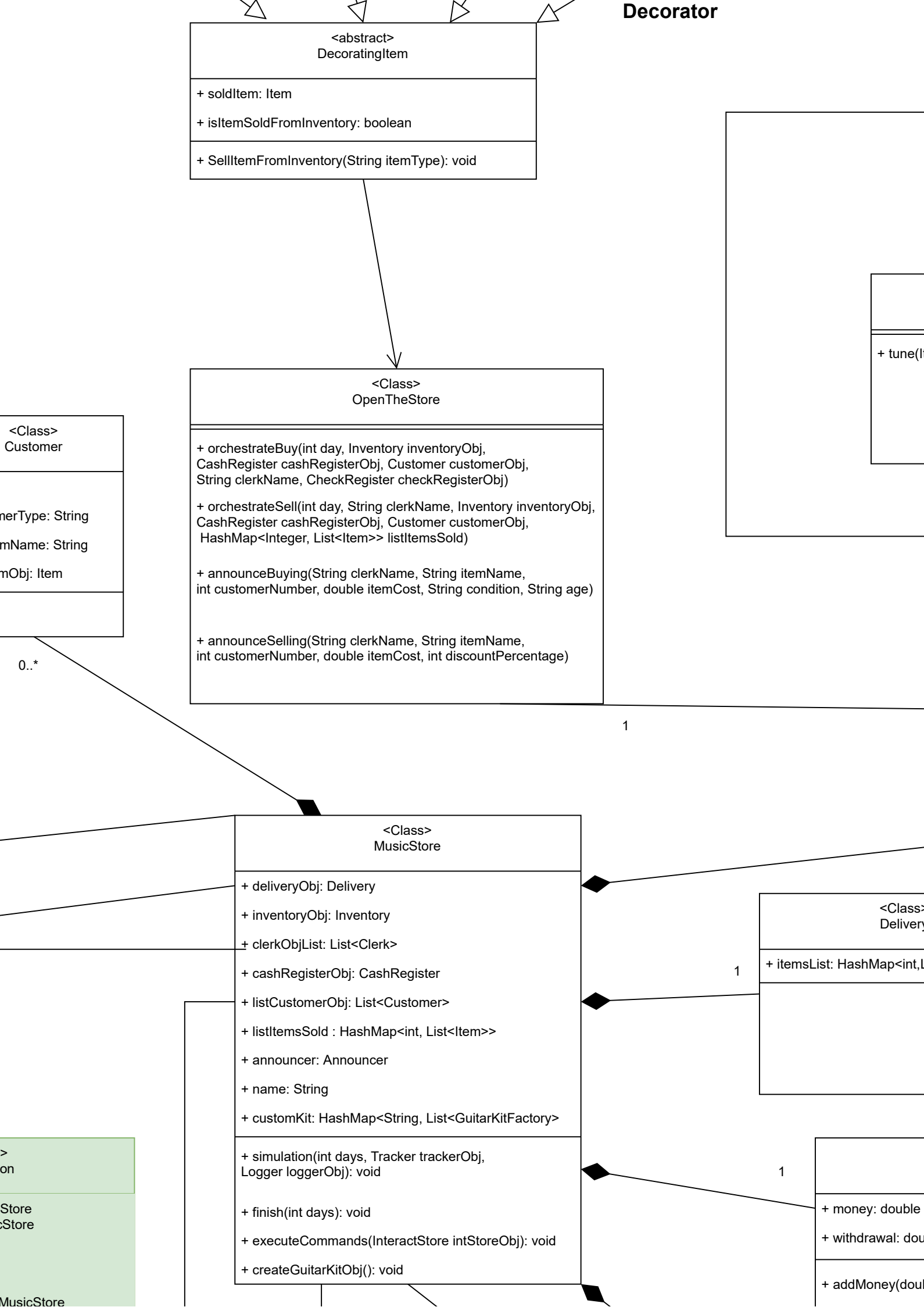
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+ getRandomSize(): c
+ getRandomName():
+ getRandomProbabil
+ getRandomBuy(int x
+ getRandomClerkOb
+ getRandomConditio
+ getRandomItemtype
+ getRandomPrice(int
+ getRandomInt(int m
+ getItemTypes(): List
+ getRandomBuyCust
+ getRandomProbabil
+ getRandomBoolean

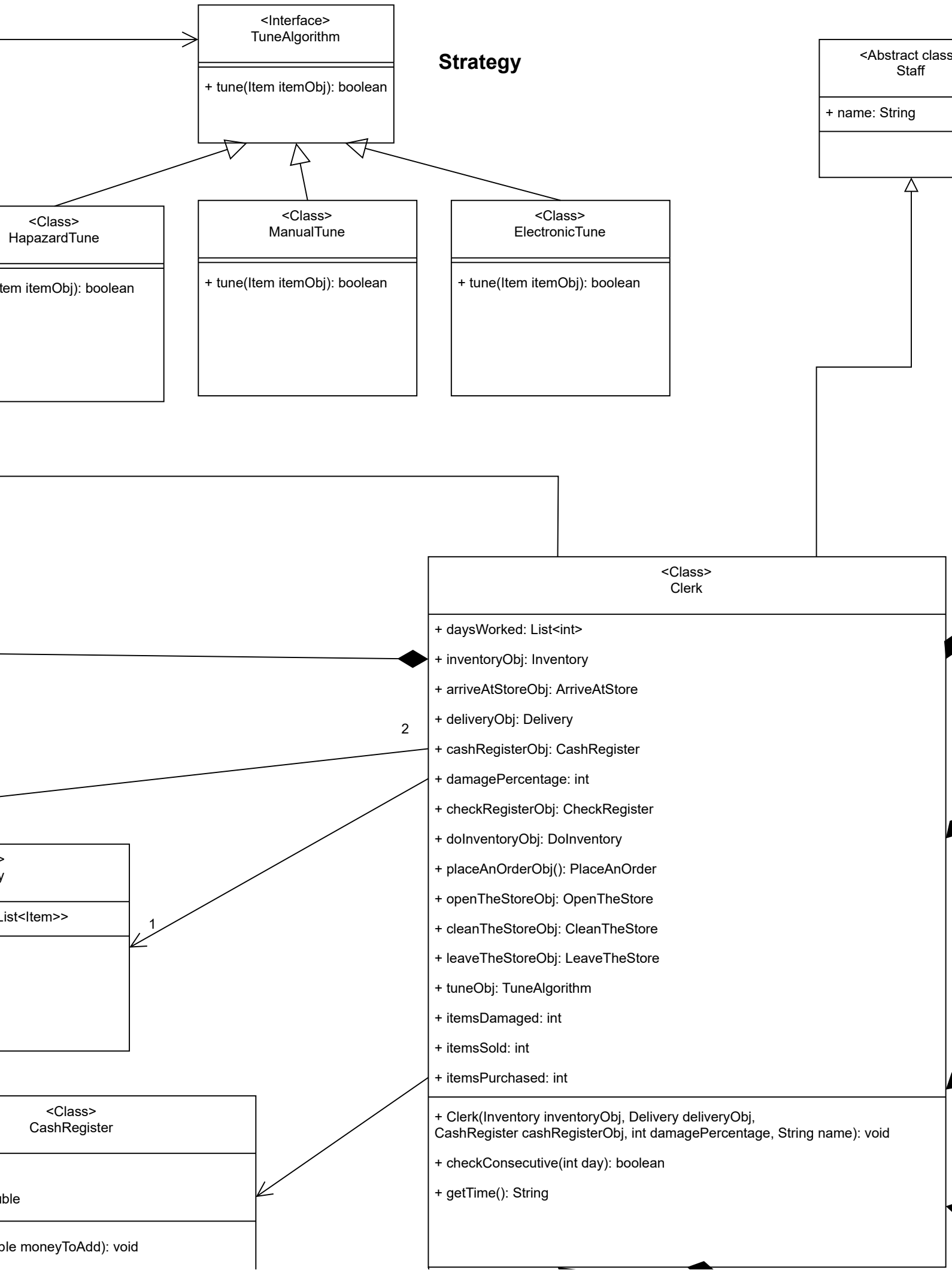


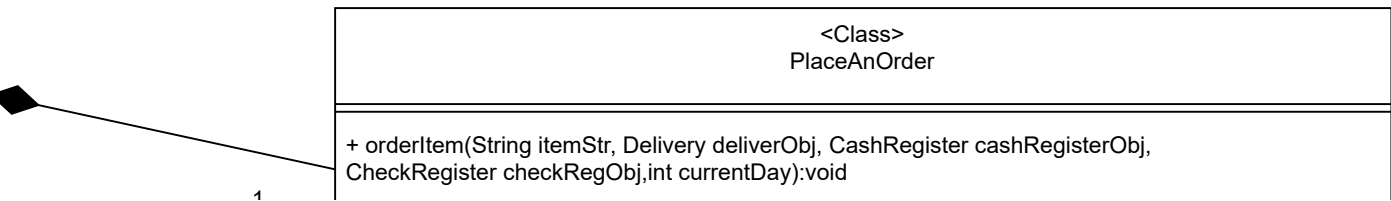
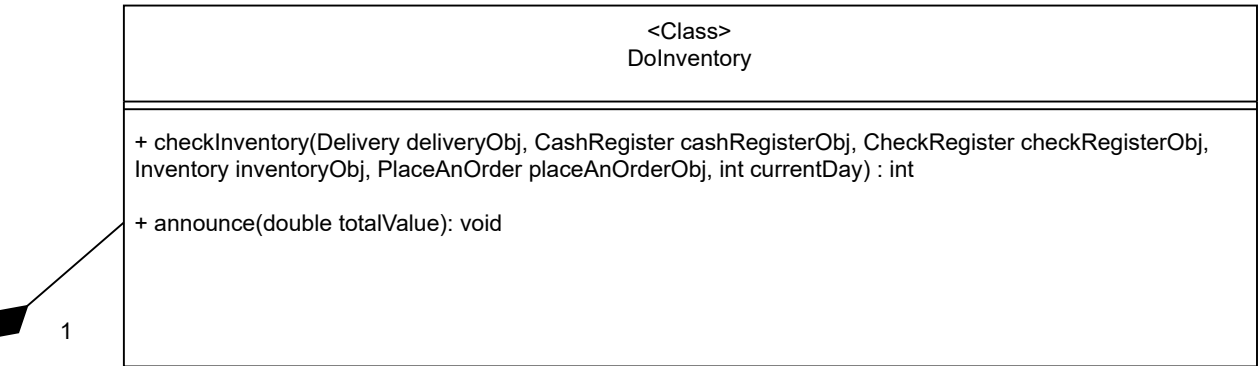
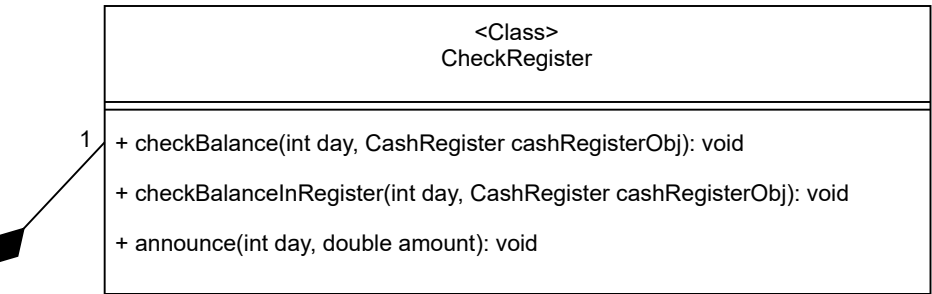
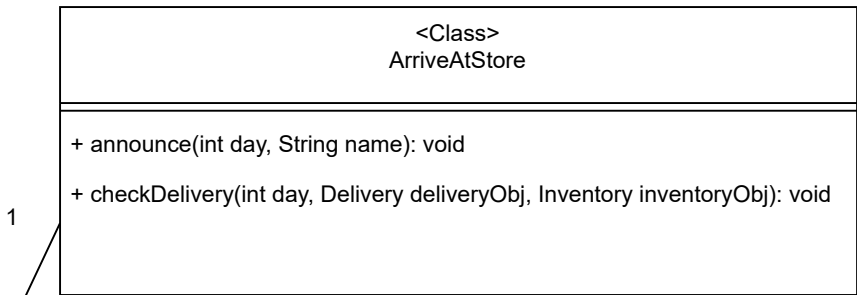
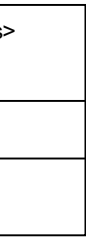




Decorator









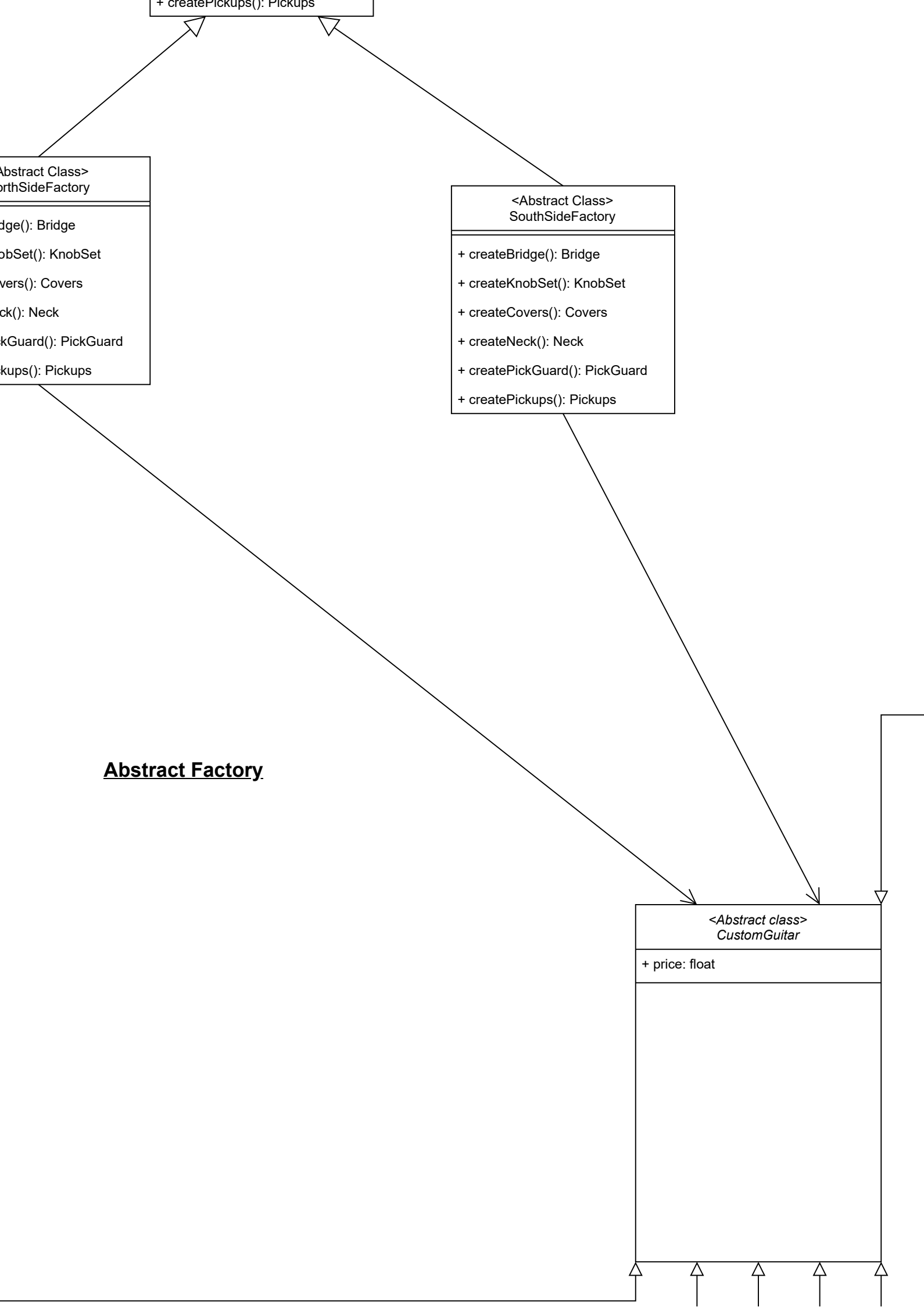


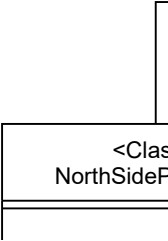
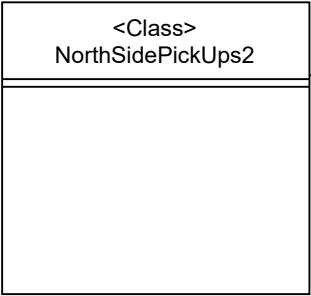
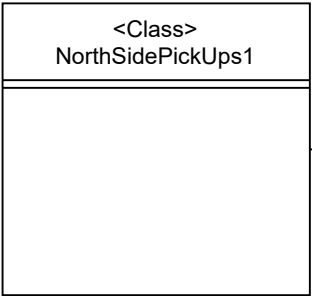
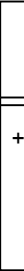


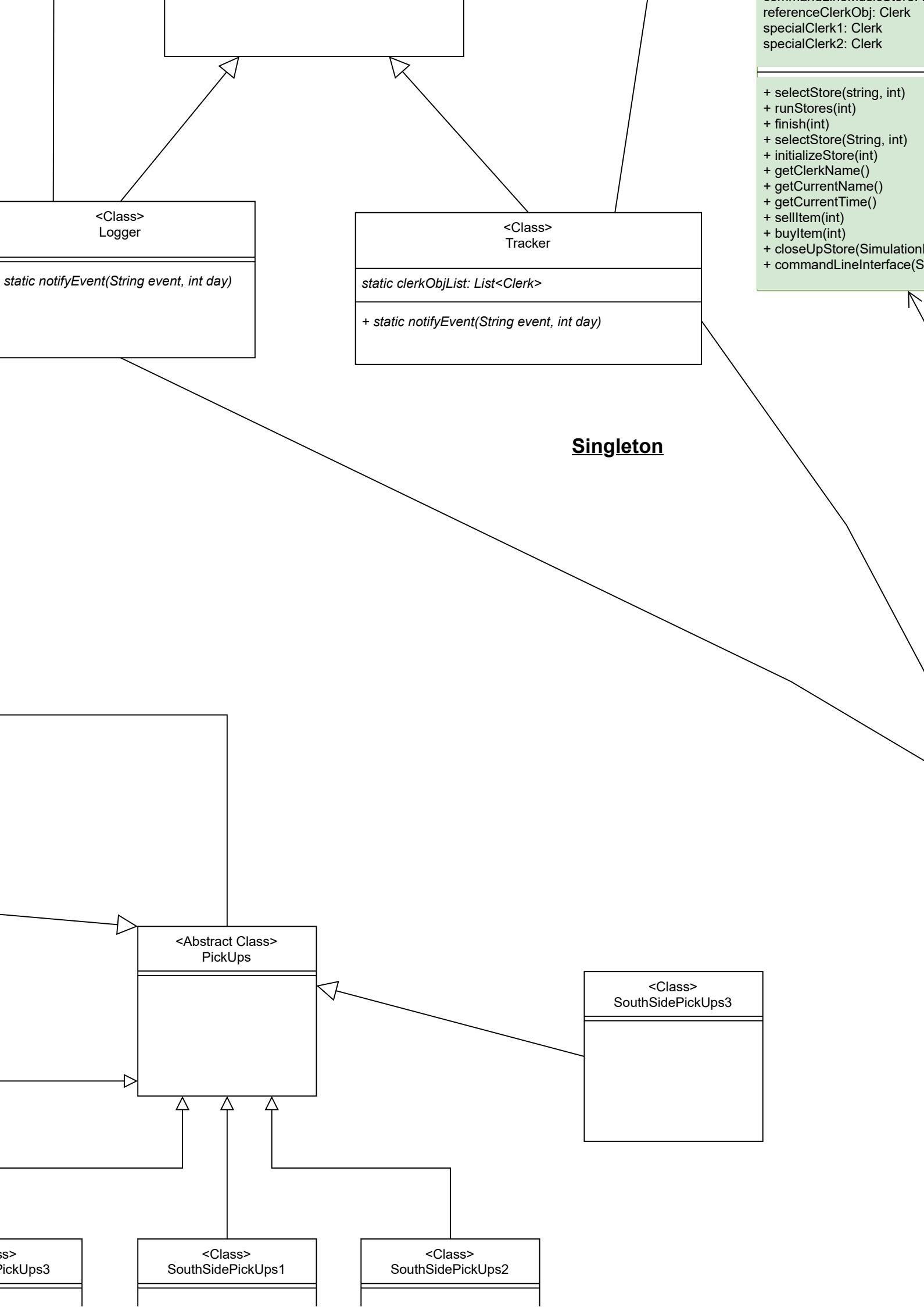
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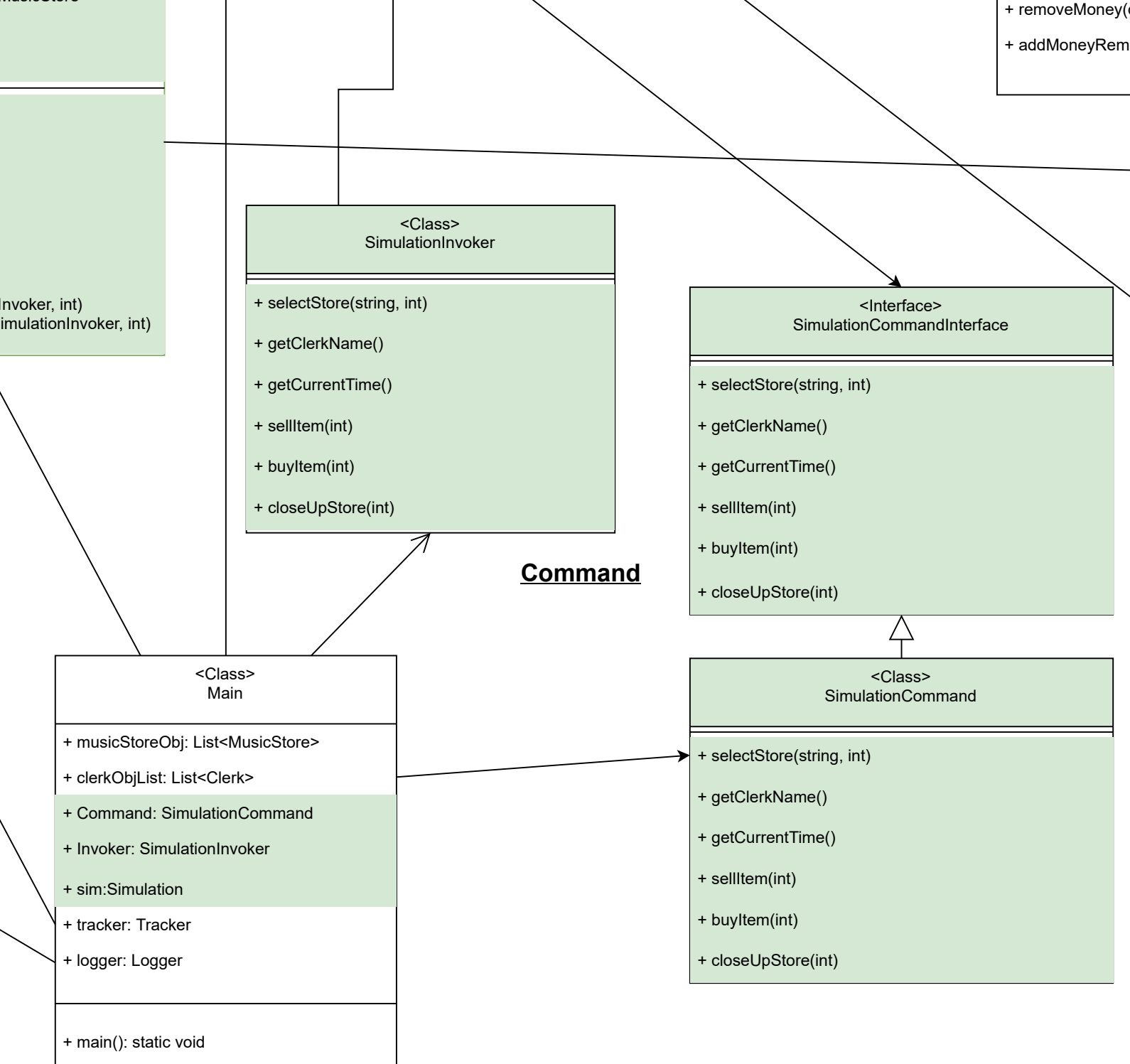
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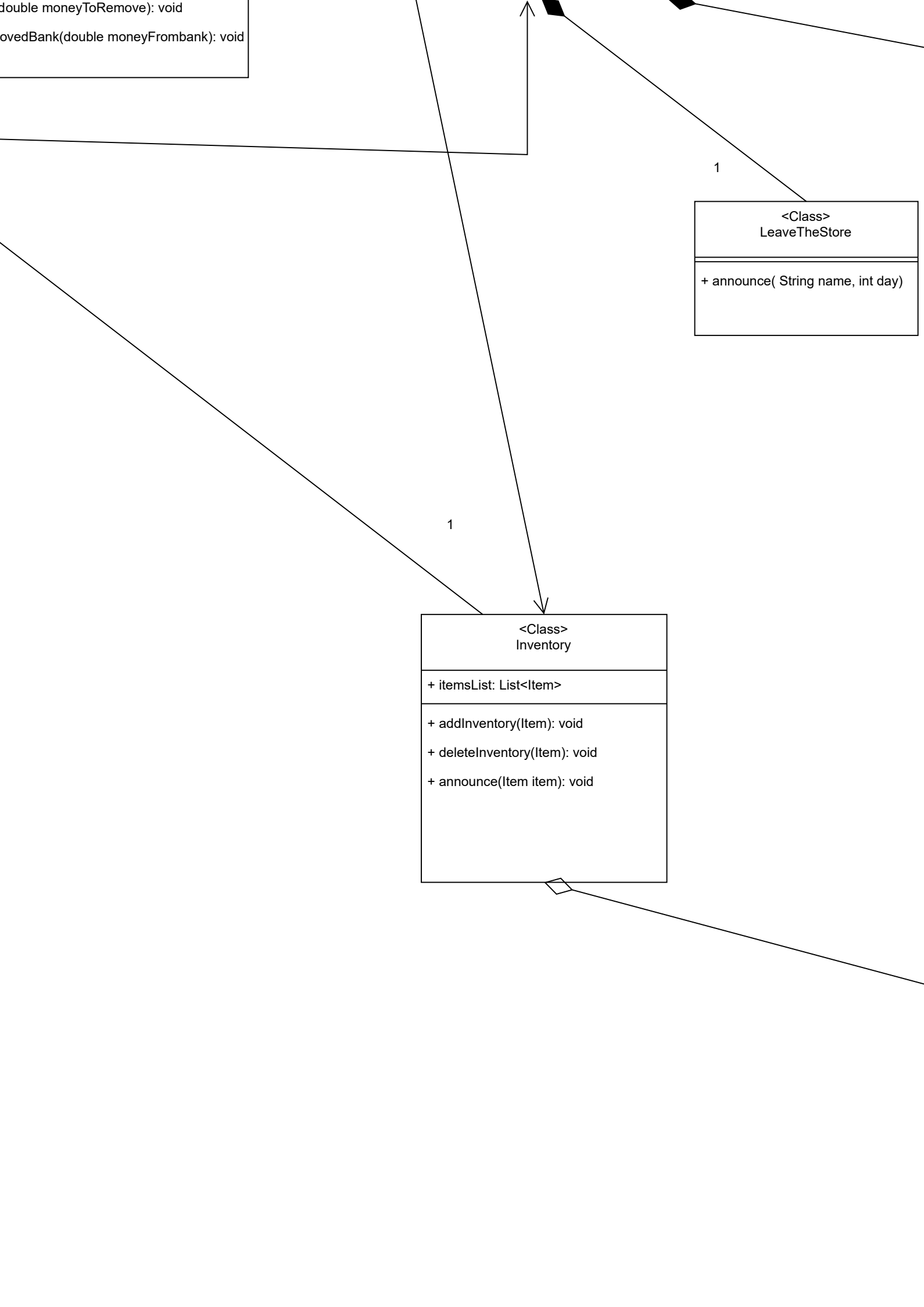












+ announce(List<Item> itemObjs, int expectedDay, int currentDay): void

1

<Class>  
CleanTheStore

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

+ orchestrate( int damagePercentage, Inventory inventoryObj):int

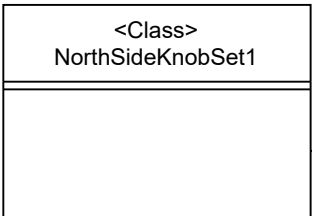
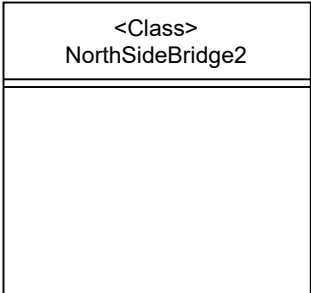
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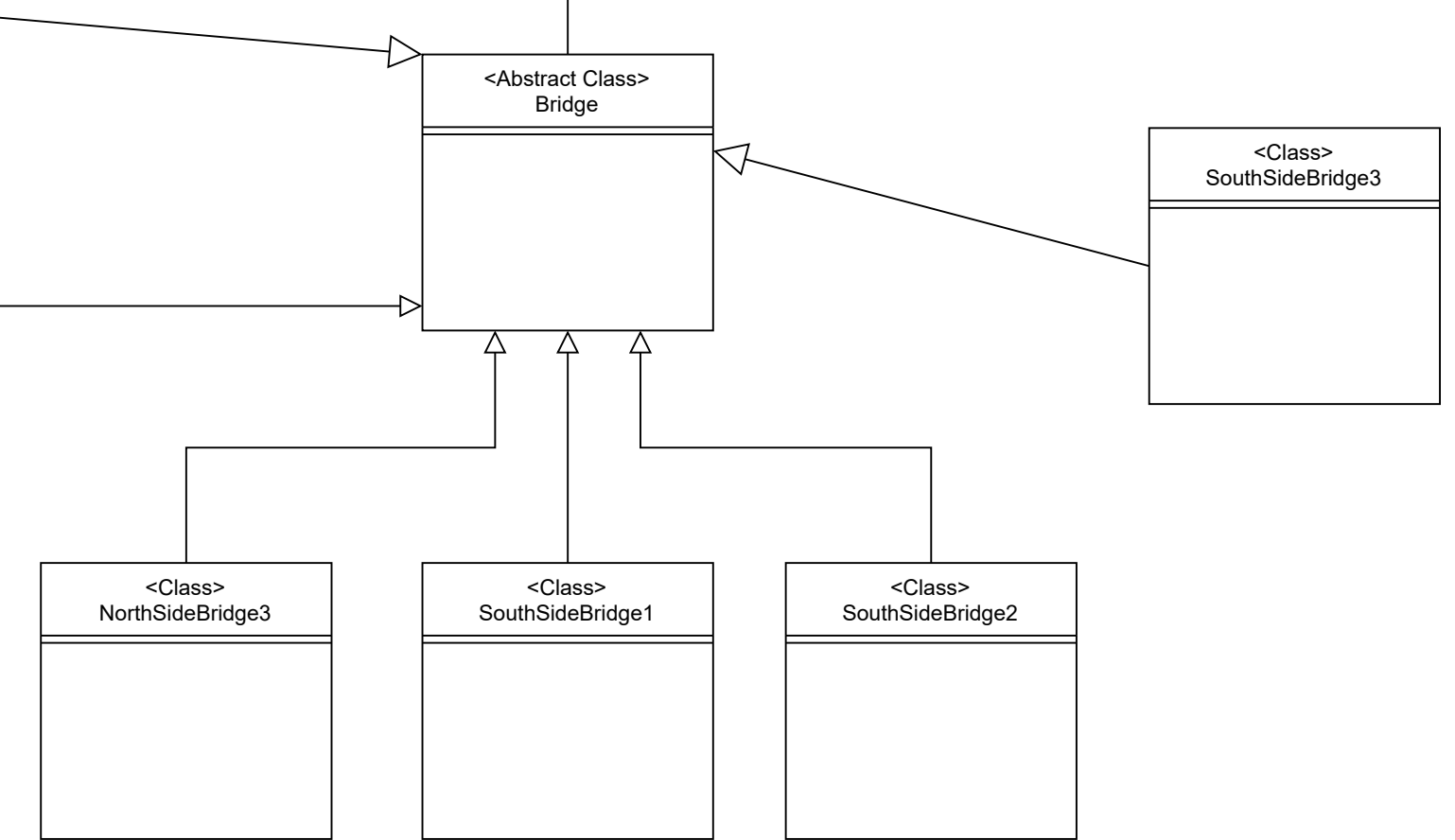
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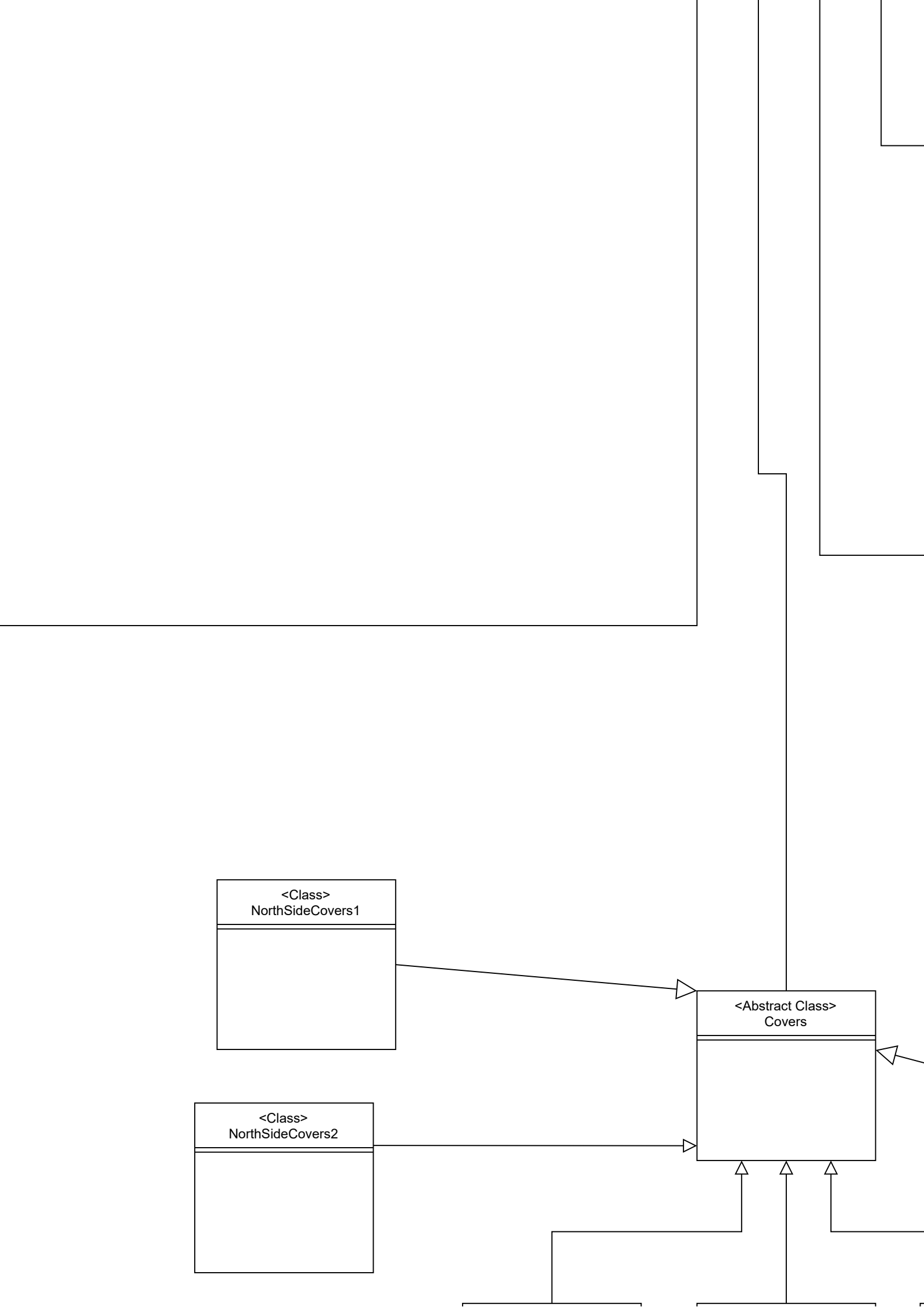


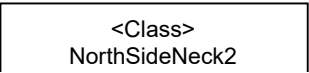
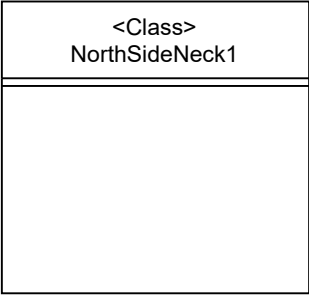
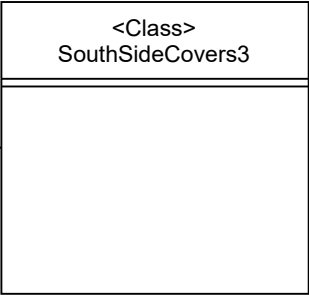


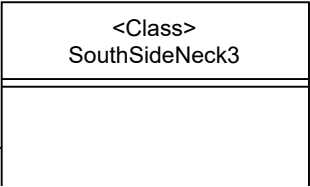
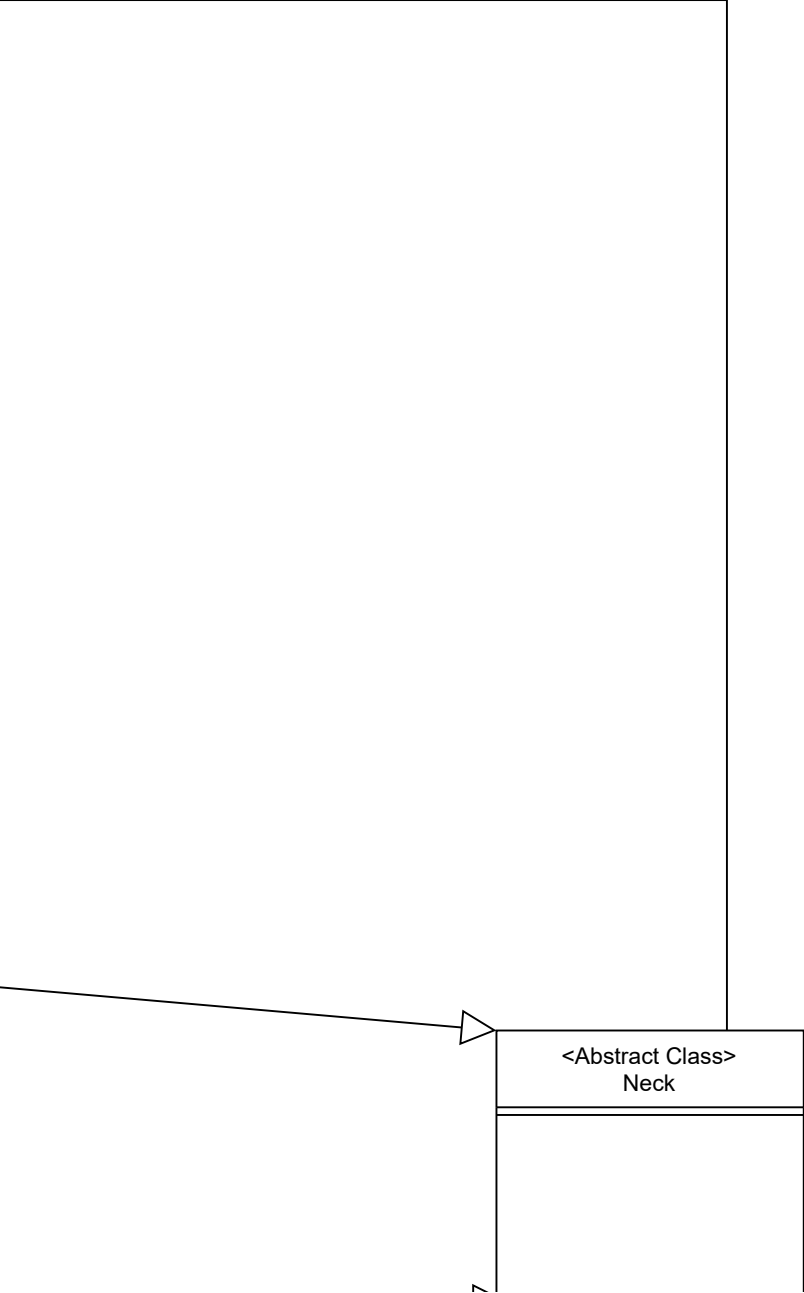
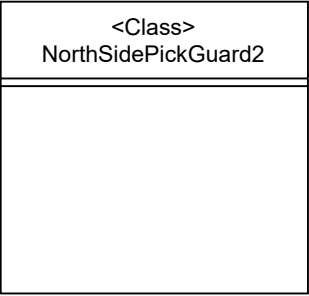
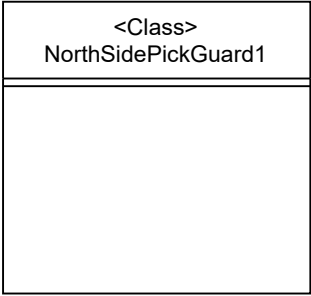
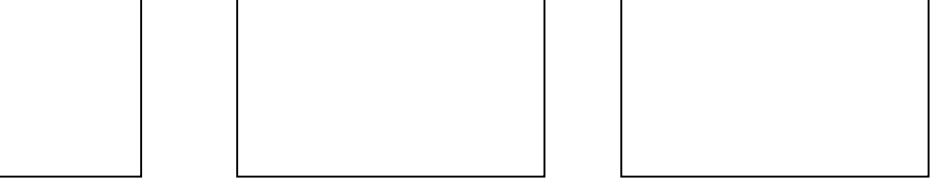


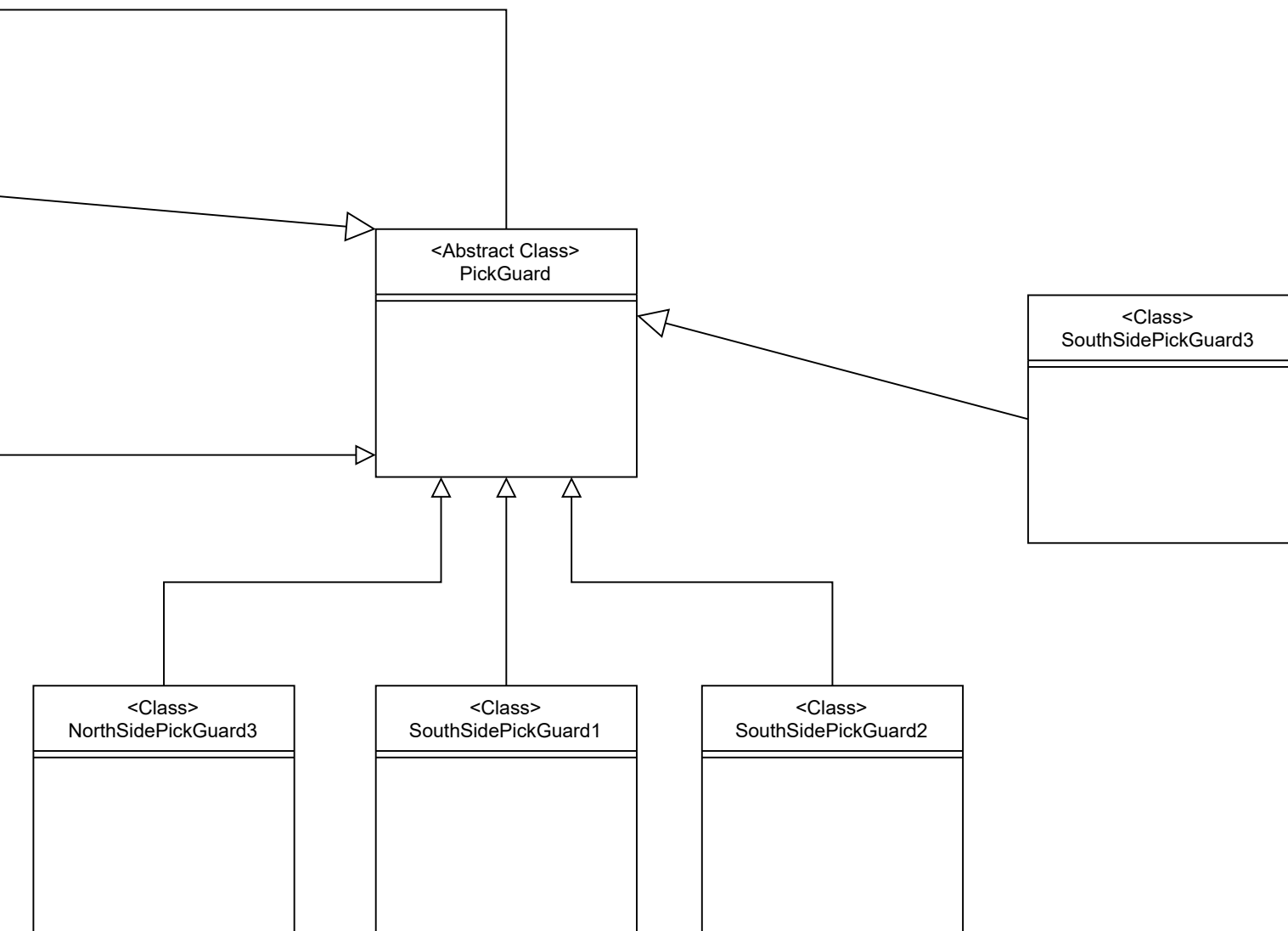


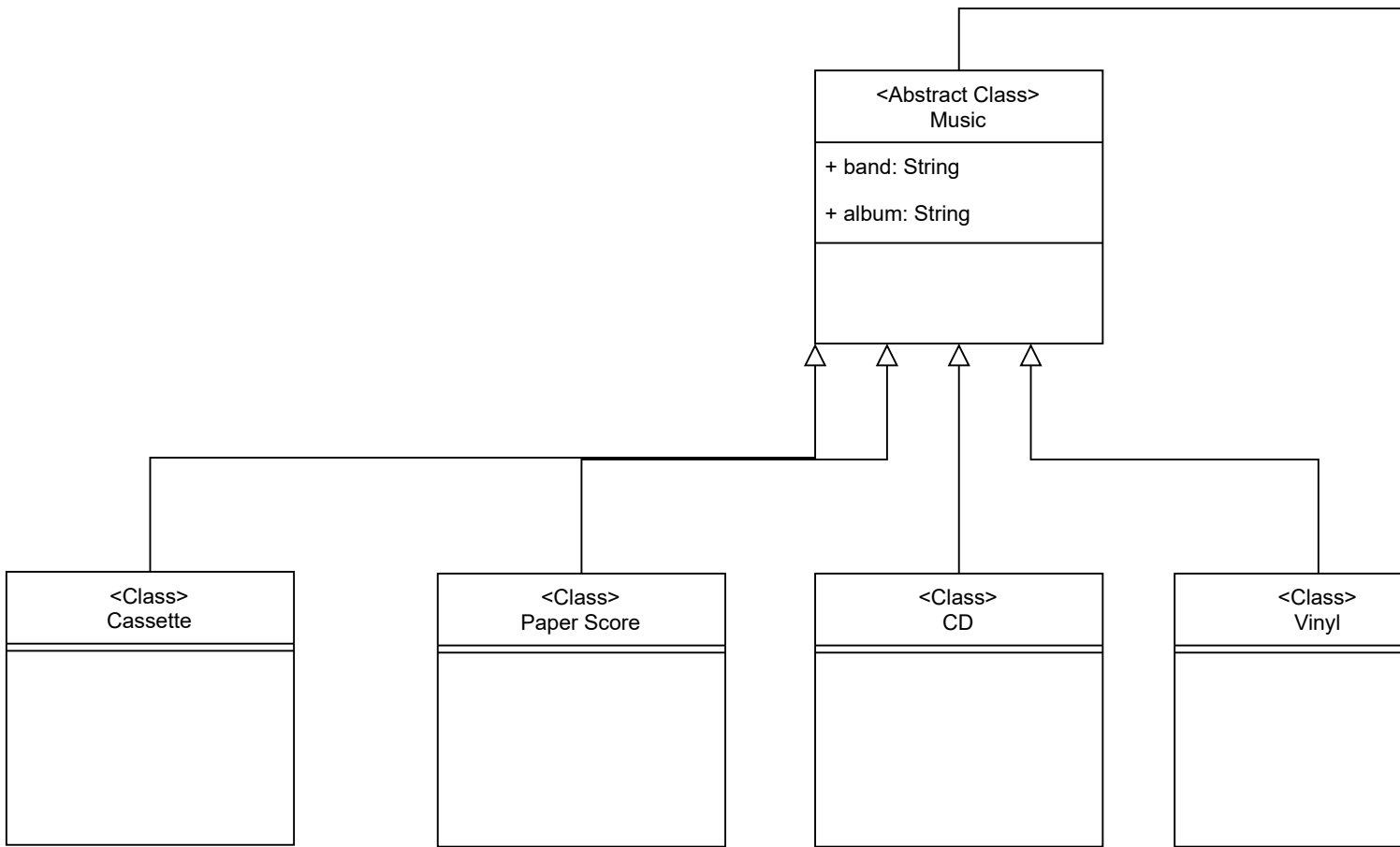




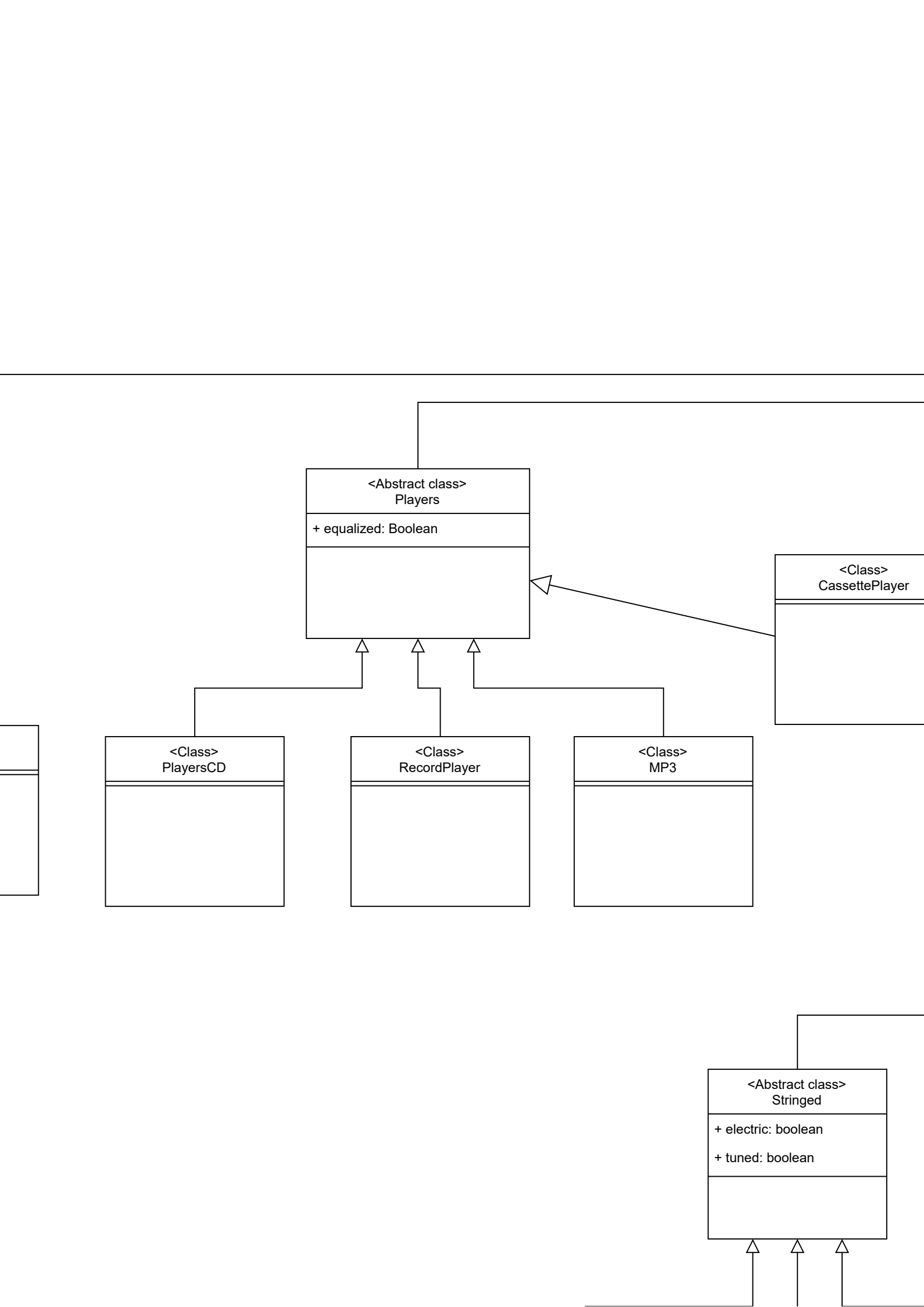


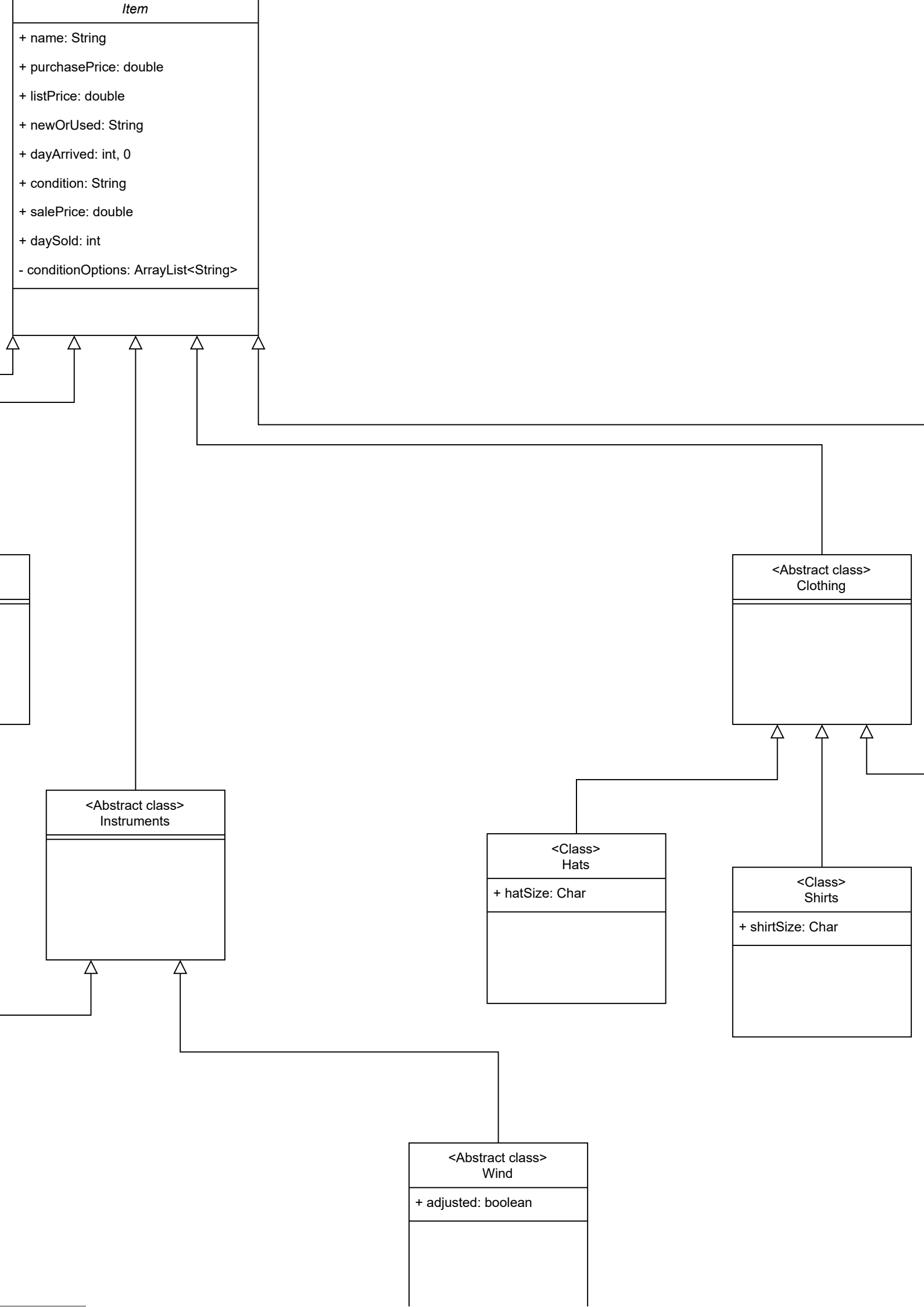


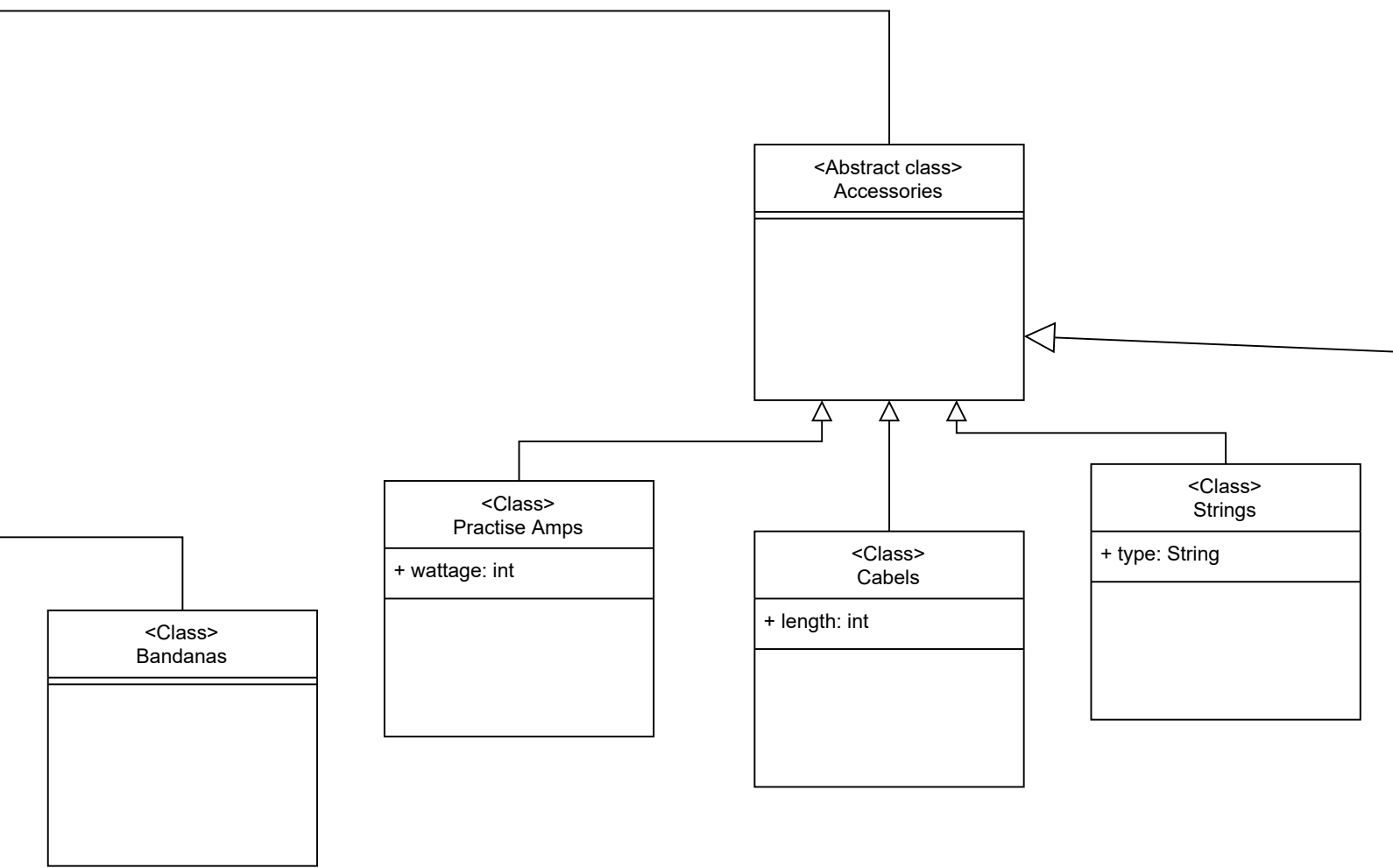


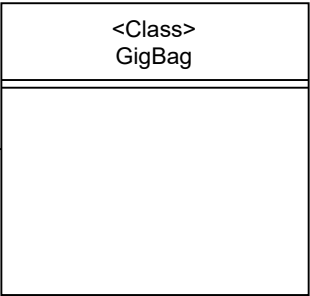


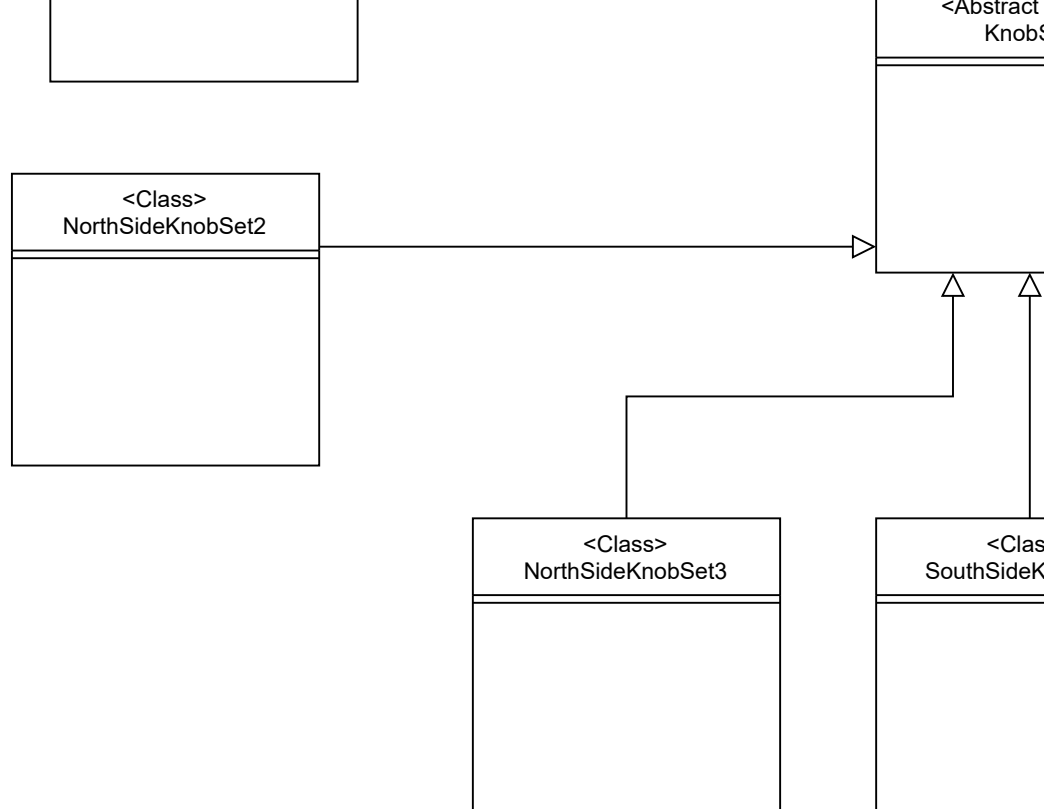


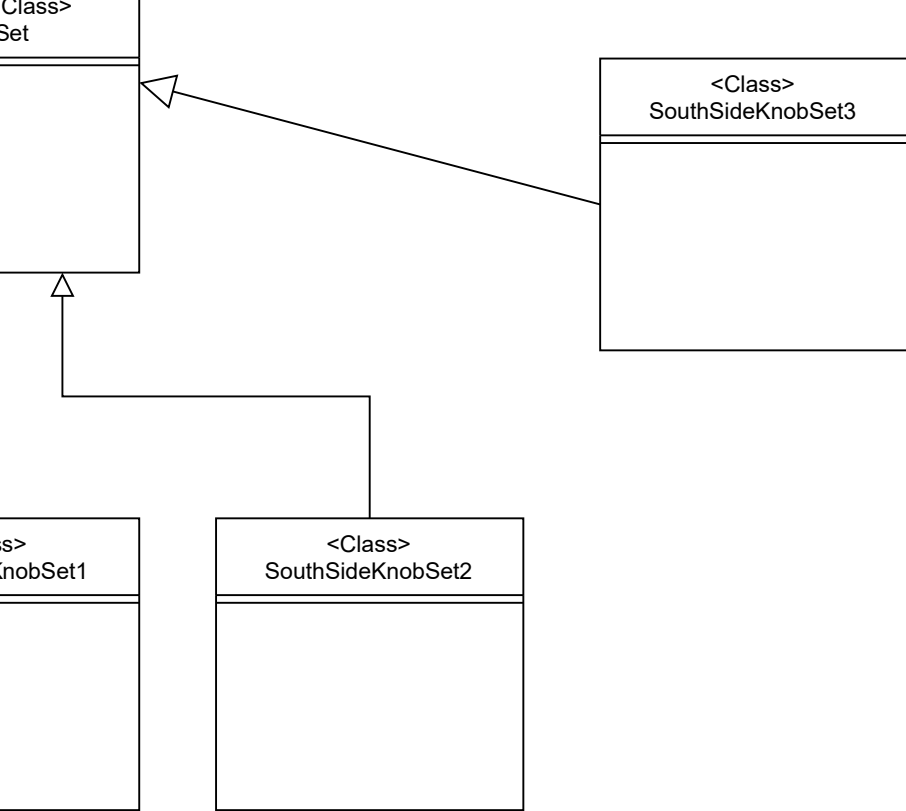












<Class>  
NorthSideCovers3

<Class>  
SouthSideCovers1

<Class> SouthSideCovers2

