

"Category" can be considered an entity object. The Category object represents a specific category of pastries available on the website. It encapsulates information about the category, such as its name, description, and associated products.

As an entity object, the Category object would have attributes to store the relevant data, and it could also have methods or functions to perform operations related to the category, such as adding or removing products from the category or updating its details.

In terms of state diagrams, the Category object itself may not have explicit states and transitions since it represents a static entity. Instead, the states and transitions would likely revolve around the actions performed on the categories or the management of category-related processes.

Here's an example of a state diagram related to categories:

Managing Categories:

Idle: The initial state when no action is being performed on categories.

Creating Category: The state when an admin is creating a new category.

Transition: Save Category (moves back to the "Idle" state), Cancel Creation (moves back to the "Idle" state).

Editing Category: The state when an admin is modifying the details of an existing category.

Transition: Save Changes (moves back to the "Idle" state), Cancel Editing (moves back to the "Idle" state).

Deleting Category: The state when an admin is deleting a category.