

trabalhoPOO\_27967\_Fase2

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<b>1 Namespace Index</b>	<b>1</b>
1.1 Package List	1
<b>2 Hierarchical Index</b>	<b>3</b>
2.1 Class Hierarchy	3
<b>3 Class Index</b>	<b>5</b>
3.1 Class List	5
<b>4 File Index</b>	<b>9</b>
4.1 File List	9
<b>5 Namespace Documentation</b>	<b>11</b>
5.1 BestSale Namespace Reference	11
5.2 BestSale_Validations Namespace Reference	11
5.3 Business_Layer Namespace Reference	11
5.4 Business_Object Namespace Reference	11
5.5 Data_BestSale Namespace Reference	12
5.6 Exceptions Namespace Reference	13
5.7 trabalhoPOO_27967 Namespace Reference	13
5.8 trabalhoPOO_27967.Interface Namespace Reference	14
5.9 trabalhoPOO_27967.Store Namespace Reference	14
<b>6 Class Documentation</b>	<b>15</b>
6.1 BestSale.BestSale Class Reference	15
6.1.1 Detailed Description	15
6.2 Data_BestSale.Campaign Class Reference	15
6.2.1 Detailed Description	16
6.2.2 Constructor & Destructor Documentation	16
6.2.2.1 Campaign() [1/2]	16
6.2.2.2 Campaign() [2/2]	16
6.2.3 Member Function Documentation	17
6.2.3.1 Equals()	17
6.2.3.2 operator!=(())	17
6.2.3.3 operator==(())	17
6.2.3.4 VerifyApplicability()	18
6.2.4 Property Documentation	18
6.2.4.1 CampaignCount	18
6.2.4.2 Discount	18
6.2.4.3 EndDate	19
6.2.4.4 Id	19
6.2.4.5 Name	19
6.2.4.6 StartDate	19
6.3 trabalhoPOO_27967.Campaign Class Reference	19

6.3.1 Detailed Description	20
6.3.2 Constructor & Destructor Documentation	20
6.3.2.1 Campaign() [1/2]	20
6.3.2.2 Campaign() [2/2]	20
6.3.3 Member Function Documentation	21
6.3.3.1 Equals()	21
6.3.3.2 operator!=(())	21
6.3.3.3 operator==(())	21
6.3.3.4 VerifyApplicability()	22
6.3.4 Property Documentation	22
6.3.4.1 CampaignCount	22
6.3.4.2 Discount	22
6.3.4.3 EndDate	23
6.3.4.4 Id	23
6.3.4.5 Name	23
6.3.4.6 StartDate	23
6.4 Data_BestSale.Campaigns Class Reference	23
6.5 trabalhoPOO_27967.Campaigns Class Reference	24
6.5.1 Detailed Description	24
6.5.2 Constructor & Destructor Documentation	24
6.5.2.1 Campaigns() [1/2]	24
6.5.2.2 Campaigns() [2/2]	24
6.5.3 Member Function Documentation	25
6.5.3.1 Add()	25
6.5.3.2 Exist()	25
6.5.3.3 Remove()	25
6.5.4 Property Documentation	26
6.5.4.1 Camps	26
6.6 Data_BestSale.Categories Class Reference	26
6.6.1 Detailed Description	27
6.6.2 Constructor & Destructor Documentation	27
6.6.2.1 Categories() [1/2]	27
6.6.2.2 Categories() [2/2]	27
6.6.3 Member Function Documentation	27
6.6.3.1 Add()	27
6.6.3.2 ClearCategories()	28
6.6.3.3 Exist()	28
6.6.3.4 GetCategory()	28
6.6.3.5 Remove()	29
6.6.4 Property Documentation	29
6.6.4.1 Cats	29
6.7 trabalhoPOO_27967.Categories Class Reference	29

6.7.1 Detailed Description . . . . .	30
6.7.2 Constructor & Destructor Documentation . . . . .	30
6.7.2.1 Categories() [1/2] . . . . .	30
6.7.2.2 Categories() [2/2] . . . . .	30
6.7.3 Member Function Documentation . . . . .	30
6.7.3.1 Add() . . . . .	30
6.7.3.2 Exist() . . . . .	31
6.7.3.3 Remove() . . . . .	31
6.7.4 Property Documentation . . . . .	32
6.7.4.1 Cats . . . . .	32
6.8 Data_BestSale.Category Class Reference . . . . .	32
6.8.1 Detailed Description . . . . .	33
6.8.2 Constructor & Destructor Documentation . . . . .	33
6.8.2.1 Category() [1/2] . . . . .	33
6.8.2.2 Category() [2/2] . . . . .	33
6.8.3 Member Function Documentation . . . . .	33
6.8.3.1 CreateCategory() . . . . .	33
6.8.3.2 Equals() . . . . .	34
6.8.3.3 operator!=( ) . . . . .	35
6.8.3.4 operator==( ) . . . . .	35
6.8.4 Property Documentation . . . . .	36
6.8.4.1 Id . . . . .	36
6.8.4.2 Name . . . . .	36
6.9 trabalhoPOO_27967.Category Class Reference . . . . .	36
6.9.1 Detailed Description . . . . .	37
6.9.2 Constructor & Destructor Documentation . . . . .	37
6.9.2.1 Category() [1/2] . . . . .	37
6.9.2.2 Category() [2/2] . . . . .	37
6.9.3 Member Function Documentation . . . . .	37
6.9.3.1 Equals() . . . . .	37
6.9.3.2 operator!=( ) . . . . .	37
6.9.3.3 operator==( ) . . . . .	38
6.9.4 Property Documentation . . . . .	38
6.9.4.1 Id . . . . .	38
6.9.4.2 Name . . . . .	38
6.10 Data_BestSale.Client Class Reference . . . . .	39
6.10.1 Detailed Description . . . . .	39
6.10.2 Constructor & Destructor Documentation . . . . .	39
6.10.2.1 Client() [1/2] . . . . .	39
6.10.2.2 Client() [2/2] . . . . .	40
6.10.3 Member Function Documentation . . . . .	40
6.10.3.1 CreateClientFromNameContact() . . . . .	40

6.10.3.2 Equals()	40
6.10.3.3 operator"!=()	40
6.10.3.4 operator==(())	41
6.10.3.5 ToString()	41
6.10.4 Property Documentation	41
6.10.4.1 ClientCount	41
6.10.4.2 ClientID	42
6.10.4.3 Contact	42
6.10.4.4 Name	42
6.11 trabalhoPOO_27967.Client Class Reference	42
6.11.1 Detailed Description	43
6.11.2 Constructor & Destructor Documentation	43
6.11.2.1 Client() [1/2]	43
6.11.2.2 Client() [2/2]	43
6.11.3 Member Function Documentation	43
6.11.3.1 Equals()	43
6.11.3.2 operator"!=()	44
6.11.3.3 operator==(())	44
6.11.3.4 ToString()	45
6.11.4 Property Documentation	45
6.11.4.1 ClientCount	45
6.11.4.2 ClientID	45
6.11.4.3 Contact	45
6.11.4.4 Name	45
6.12 Data_BestSale.Clients Class Reference	46
6.12.1 Detailed Description	46
6.12.2 Constructor & Destructor Documentation	46
6.12.2.1 Clients()	46
6.12.3 Member Function Documentation	46
6.12.3.1 Add()	46
6.12.3.2 ClearClients()	47
6.12.3.3 Exist()	47
6.12.3.4 GetClient()	47
6.12.3.5 Remove()	48
6.12.4 Property Documentation	48
6.12.4.1 ClientList	48
6.13 trabalhoPOO_27967.Clients Class Reference	48
6.13.1 Detailed Description	49
6.13.2 Constructor & Destructor Documentation	49
6.13.2.1 Clients()	49
6.13.3 Member Function Documentation	49
6.13.3.1 Add()	49

6.13.3.2 Exist()	50
6.13.3.3 GetClient()	50
6.13.3.4 Remove()	50
6.13.4 Property Documentation	51
6.13.4.1 ClientList	51
6.14 Data_BestSale.IListManagement Interface Reference	51
6.14.1 Detailed Description	51
6.14.2 Member Function Documentation	51
6.14.2.1 Add()	51
6.14.2.2 Exist()	52
6.14.2.3 Remove()	52
6.15 trabalhoPOO_27967.Interface.IListManagement Interface Reference	52
6.15.1 Detailed Description	52
6.15.2 Member Function Documentation	52
6.15.2.1 Add()	52
6.15.2.2 Exist()	53
6.15.2.3 Remove()	53
6.16 Exceptions.InvalidPhoneNumberException Class Reference	53
6.16.1 Detailed Description	53
6.16.2 Constructor & Destructor Documentation	53
6.16.2.1 InvalidPhoneNumberException() [1/3]	53
6.16.2.2 InvalidPhoneNumberException() [2/3]	54
6.16.2.3 InvalidPhoneNumberException() [3/3]	54
6.17 Data_BestSale.Make Class Reference	54
6.17.1 Detailed Description	55
6.17.2 Constructor & Destructor Documentation	55
6.17.2.1 Make() [1/2]	55
6.17.2.2 Make() [2/2]	55
6.17.3 Member Function Documentation	55
6.17.3.1 CreateMake()	55
6.17.3.2 Equals()	56
6.17.3.3 GetMakeID()	56
6.17.3.4 operator"!="()	56
6.17.3.5 operator=="()	57
6.17.3.6 ToString()	57
6.17.4 Property Documentation	57
6.17.4.1 ID	57
6.17.4.2 Name	58
6.18 trabalhoPOO_27967.Make Class Reference	58
6.18.1 Detailed Description	58
6.18.2 Constructor & Destructor Documentation	59
6.18.2.1 Make() [1/2]	59

6.18.2.2 Make() [2/2]	59
6.18.3 Member Function Documentation	59
6.18.3.1 Equals()	59
6.18.3.2 operator!=(())	59
6.18.3.3 operator==(())	60
6.18.3.4 ToString()	60
6.18.4 Property Documentation	60
6.18.4.1 ID	60
6.18.4.2 Name	61
6.19 Data_BestSale.Makes Class Reference	61
6.19.1 Detailed Description	62
6.19.2 Constructor & Destructor Documentation	62
6.19.2.1 Makes() [1/2]	62
6.19.2.2 Makes() [2/2]	62
6.19.3 Member Function Documentation	62
6.19.3.1 Add()	62
6.19.3.2 ClearMakes()	63
6.19.3.3 Exist()	63
6.19.3.4 GetMake()	63
6.19.3.5 Remove()	63
6.19.4 Property Documentation	64
6.19.4.1 MakeList	64
6.20 trabalhoPOO_27967.Makes Class Reference	64
6.20.1 Detailed Description	65
6.20.2 Constructor & Destructor Documentation	65
6.20.2.1 Makes() [1/2]	65
6.20.2.2 Makes() [2/2]	65
6.20.3 Member Function Documentation	65
6.20.3.1 Add()	65
6.20.3.2 Exist()	66
6.20.3.3 Remove()	66
6.20.4 Property Documentation	67
6.20.4.1 MakeList	67
6.21 Data_BestSale.Product Class Reference	67
6.21.1 Detailed Description	68
6.21.2 Constructor & Destructor Documentation	68
6.21.2.1 Product() [1/3]	68
6.21.2.2 Product() [2/3]	68
6.21.2.3 Product() [3/3]	69
6.21.3 Member Function Documentation	69
6.21.3.1 CreateProductWithWarranty()	69
6.21.3.2 Equals()	69



6.21.3.3 operator"!=()	70
6.21.3.4 operator==( )	70
6.21.3.5 ToString()	71
6.21.4 Property Documentation	71
6.21.4.1 CategoryID	71
6.21.4.2 MakeID	71
6.21.4.3 Price	71
6.21.4.4 Reference	71
6.21.4.5 Stock	72
6.21.4.6 Warranty	72
6.22 trabalhoPOO_27967.Product Class Reference	72
6.22.1 Detailed Description	73
6.22.2 Constructor & Destructor Documentation	73
6.22.2.1 Product() [1/2]	73
6.22.2.2 Product() [2/2]	73
6.22.3 Member Function Documentation	73
6.22.3.1 Equals()	73
6.22.3.2 operator"!=()	74
6.22.3.3 operator==( )	74
6.22.3.4 ToString()	75
6.22.4 Property Documentation	75
6.22.4.1 Category	75
6.22.4.2 Make	75
6.22.4.3 Price	75
6.22.4.4 Reference	75
6.22.4.5 Stock	76
6.22.4.6 Warranty	76
6.23 Data_BestSale.Products Class Reference	76
6.23.1 Detailed Description	77
6.23.2 Constructor & Destructor Documentation	77
6.23.2.1 Products() [1/2]	77
6.23.2.2 Products() [2/2]	77
6.23.3 Member Function Documentation	77
6.23.3.1 Add()	77
6.23.3.2 ClearProducts()	78
6.23.3.3 Exist()	78
6.23.3.4 Remove()	78
6.23.3.5 SearchProduct()	79
6.23.3.6 ToString()	79
6.23.3.7 TotalPrice()	80
6.23.3.8 ValueInPosition()	80
6.23.3.9 WarratyExpirationDateForProduct()	81

6.23.4 Property Documentation . . . . .	81
6.23.4.1 Prods . . . . .	81
6.24 trabalhoPOO_27967.Products Class Reference . . . . .	81
6.24.1 Detailed Description . . . . .	82
6.24.2 Constructor & Destructor Documentation . . . . .	82
6.24.2.1 Products() [1/2] . . . . .	82
6.24.2.2 Products() [2/2] . . . . .	82
6.24.3 Member Function Documentation . . . . .	83
6.24.3.1 Add() . . . . .	83
6.24.3.2 Exist() . . . . .	83
6.24.3.3 Remove() . . . . .	83
6.24.3.4 SearchProduct() . . . . .	84
6.24.3.5 ToString() . . . . .	84
6.24.3.6 TotalPrice() . . . . .	84
6.24.3.7 ValueInPosition() . . . . .	84
6.24.3.8 WarratyExpirationDateForProduct() . . . . .	85
6.24.4 Property Documentation . . . . .	85
6.24.4.1 Prods . . . . .	85
6.25 Data_BestSale.Sale Class Reference . . . . .	85
6.25.1 Detailed Description . . . . .	86
6.25.2 Constructor & Destructor Documentation . . . . .	87
6.25.2.1 Sale() [1/2] . . . . .	87
6.25.2.2 Sale() [2/2] . . . . .	87
6.25.3 Member Function Documentation . . . . .	87
6.25.3.1 Equals() . . . . .	87
6.25.3.2 ExistProductOnSale() . . . . .	87
6.25.3.3 InsertProductOnSale() . . . . .	88
6.25.3.4 operator"!=() . . . . .	88
6.25.3.5 operator==( ) . . . . .	88
6.25.3.6 RemoveProductFromSale() . . . . .	89
6.25.3.7 ToString() . . . . .	89
6.25.3.8 TotalPrice() . . . . .	89
6.25.3.9 WarrantyExpirationDate() . . . . .	89
6.25.4 Property Documentation . . . . .	90
6.25.4.1 Campaigns . . . . .	90
6.25.4.2 Client . . . . .	90
6.25.4.3 Id . . . . .	90
6.25.4.4 Products . . . . .	90
6.25.4.5 SaleDate . . . . .	91
6.25.4.6 TotPrice . . . . .	91
6.26 trabalhoPOO_27967.Sale Class Reference . . . . .	91
6.26.1 Detailed Description . . . . .	92

6.26.2 Constructor & Destructor Documentation	92
6.26.2.1 Sale() [1/2]	92
6.26.2.2 Sale() [2/2]	92
6.26.3 Member Function Documentation	93
6.26.3.1 Equals()	93
6.26.3.2 ExistProductOnSale()	93
6.26.3.3 InsertProductOnSale()	93
6.26.3.4 operator"!="()	94
6.26.3.5 operator==(())	94
6.26.3.6 RemoveProductFromSale()	94
6.26.3.7 ToString()	95
6.26.3.8 TotalPrice()	95
6.26.3.9 WarrantyExpirationDate()	95
6.26.4 Property Documentation	96
6.26.4.1 Campaigns	96
6.26.4.2 Client	96
6.26.4.3 Id	96
6.26.4.4 Products	96
6.26.4.5 SaleDate	96
6.26.4.6 TotPrice	96
6.27 Data_BestSale.Sales Class Reference	97
6.27.1 Detailed Description	97
6.27.2 Constructor & Destructor Documentation	97
6.27.2.1 Sales() [1/2]	97
6.27.2.2 Sales() [2/2]	97
6.27.3 Member Function Documentation	98
6.27.3.1 Add()	98
6.27.3.2 ClearSales()	98
6.27.3.3 Exist()	98
6.27.3.4 GetSale()	98
6.27.3.5 Remove()	99
6.27.4 Property Documentation	99
6.27.4.1 SalesStored	99
6.28 trabalhoPOO_27967.Sales Class Reference	99
6.28.1 Detailed Description	100
6.28.2 Constructor & Destructor Documentation	100
6.28.2.1 Sales() [1/2]	100
6.28.2.2 Sales() [2/2]	100
6.28.3 Member Function Documentation	101
6.28.3.1 Add()	101
6.28.3.2 Exist()	101
6.28.3.3 GetSale()	101

6.28.3.4 Remove()	102
6.28.4 Property Documentation	102
6.28.4.1 SalesStored	102
6.29 Business_Object.SimpleProduct Class Reference	102
6.29.1 Detailed Description	103
6.29.2 Constructor & Destructor Documentation	103
6.29.2.1 SimpleProduct() [1/2]	103
6.29.2.2 SimpleProduct() [2/2]	103
6.29.3 Property Documentation	104
6.29.3.1 Make	104
6.29.3.2 Price	104
6.29.3.3 Reference	104
6.30 Data_BestSale.Store Class Reference	104
6.30.1 Detailed Description	105
6.30.2 Constructor & Destructor Documentation	105
6.30.2.1 Store() [1/2]	105
6.30.2.2 Store() [2/2]	106
6.30.3 Member Function Documentation	106
6.30.3.1 ClearStore()	106
6.30.3.2 GetCategoryIdFromNameInStore()	106
6.30.3.3 GetMakeIdFromNameInStore()	106
6.30.3.4 GetMakeNameFromID()	107
6.30.3.5 GetProductPriceInStoreFromReference()	107
6.30.3.6 InsertCategoryInStore()	107
6.30.3.7 InsertClientInStore()	108
6.30.3.8 InsertMakeInStore()	108
6.30.3.9 InsertProductInStore()	108
6.30.3.10 LoadStoreBin()	109
6.30.3.11 SaveStoreBin()	109
6.30.4 Property Documentation	110
6.30.4.1 CatList	110
6.30.4.2 ClientList	110
6.30.4.3 MakeList	110
6.30.4.4 ProdList	110
6.30.4.5 SaleList	110
6.31 trabalhoPOO_27967.Store.Store Class Reference	111
6.31.1 Detailed Description	111
6.31.2 Constructor & Destructor Documentation	111
6.31.2.1 Store() [1/2]	111
6.31.2.2 Store() [2/2]	112
6.31.3 Member Function Documentation	112
6.31.3.1 GetMakeNameFromID()	112

6.31.4 Property Documentation . . . . .	112
6.31.4.1 CatList . . . . .	112
6.31.4.2 ClientList . . . . .	113
6.31.4.3 MakeList . . . . .	113
6.31.4.4 ProdList . . . . .	113
6.31.4.5 SaleList . . . . .	113
6.31.4.6 WarrantList . . . . .	113
6.32 Data_BestSale.Warranties Class Reference . . . . .	114
6.32.1 Detailed Description . . . . .	114
6.32.2 Constructor & Destructor Documentation . . . . .	114
6.32.2.1 Warranties() [1/2] . . . . .	114
6.32.2.2 Warranties() [2/2] . . . . .	114
6.32.3 Member Function Documentation . . . . .	115
6.32.3.1 Add() . . . . .	115
6.32.3.2 ClearWarranties() . . . . .	115
6.32.3.3 Exist() . . . . .	115
6.32.3.4 Remove() . . . . .	115
6.32.4 Property Documentation . . . . .	116
6.32.4.1 Warrants . . . . .	116
6.33 trabalhoPOO_27967.Warranties Class Reference . . . . .	116
6.33.1 Detailed Description . . . . .	117
6.33.2 Constructor & Destructor Documentation . . . . .	117
6.33.2.1 Warranties() [1/2] . . . . .	117
6.33.2.2 Warranties() [2/2] . . . . .	117
6.33.3 Member Function Documentation . . . . .	117
6.33.3.1 Add() . . . . .	117
6.33.3.2 Exist() . . . . .	118
6.33.3.3 Remove() . . . . .	118
6.33.4 Property Documentation . . . . .	119
6.33.4.1 Warrants . . . . .	119
6.34 Data_BestSale.Warranty Class Reference . . . . .	119
6.34.1 Detailed Description . . . . .	120
6.34.2 Constructor & Destructor Documentation . . . . .	120
6.34.2.1 Warranty() [1/2] . . . . .	120
6.34.2.2 Warranty() [2/2] . . . . .	120
6.34.3 Member Function Documentation . . . . .	120
6.34.3.1 CreateWarranty() . . . . .	120
6.34.3.2 Equals() . . . . .	121
6.34.3.3 ExpirationDate() . . . . .	121
6.34.3.4 operator!=(()) . . . . .	121
6.34.3.5 operator==(()) . . . . .	122
6.34.3.6 ToString() . . . . .	122

6.34.4 Property Documentation	122
6.34.4.1 Conditions	122
6.34.4.2 DurationInYears	123
6.34.4.3 ProdID	123
6.35 trabalhoPOO_27967.Warranty Class Reference	123
6.35.1 Detailed Description	124
6.35.2 Constructor & Destructor Documentation	124
6.35.2.1 Warranty() [1/2]	124
6.35.2.2 Warranty() [2/2]	124
6.35.3 Member Function Documentation	124
6.35.3.1 Equals()	124
6.35.3.2 ExpirationDate()	125
6.35.3.3 operator!=(())	125
6.35.3.4 operator==(())	125
6.35.3.5 ToString()	126
6.35.4 Property Documentation	126
6.35.4.1 Conditions	126
6.35.4.2 DurationInYears	126
6.35.4.3 ProdID	126
<b>7 File Documentation</b>	<b>127</b>
7.1 BestSale.cs	127
7.2 BestSale.cs	128
7.3 .NETFramework,Version=v4.7.2.AssemblyAttributes.cs	128
7.4 .NETFramework,Version=v4.7.2.AssemblyAttributes.cs	128
7.5 .NETFramework,Version=v4.7.2.AssemblyAttributes.cs	128
7.6 .NETFramework,Version=v4.7.2.AssemblyAttributes.cs	129
7.7 .NETFramework,Version=v4.7.2.AssemblyAttributes.cs	129
7.8 .NETFramework,Version=v4.7.2.AssemblyAttributes.cs	129
7.9 .NETFramework,Version=v4.7.2.AssemblyAttributes.cs	129
7.10 AssemblyInfo.cs	129
7.11 AssemblyInfo.cs	130
7.12 AssemblyInfo.cs	130
7.13 AssemblyInfo.cs	130
7.14 AssemblyInfo.cs	131
7.15 AssemblyInfo.cs	131
7.16 AssemblyInfo.cs	132
7.17 BestSale_Validations.cs	132
7.18 ClientManagement.cs	133
7.19 FileManagement.cs	133
7.20 ProductManagement.cs	134
7.21 SimpleProduct.cs	135

7.22 Campaign.cs	136
7.23 Campaign.cs	138
7.24 Campaigns.cs	140
7.25 Campaigns.cs	141
7.26 Categories.cs	142
7.27 Categories.cs	144
7.28 Category.cs	145
7.29 Category.cs	147
7.30 Client.cs	148
7.31 Client.cs	150
7.32 Clients.cs	151
7.33 Clients.cs	153
7.34 IListManagement.cs	154
7.35 IListManagement.cs	154
7.36 Make.cs	155
7.37 Make.cs	156
7.38 Makes.cs	158
7.39 Makes.cs	159
7.40 Product.cs	161
7.41 Product.cs	163
7.42 Products.cs	164
7.43 Products.cs	166
7.44 Sale.cs	168
7.45 Sale.cs	170
7.46 Sales.cs	172
7.47 Sales.cs	174
7.48 Store.cs	175
7.49 Store.cs	178
7.50 Warranties.cs	179
7.51 Warranties.cs	181
7.52 Warranty.cs	182
7.53 Warranty.cs	183
7.54 InvalidPhoneNumberException.cs	185
<b>Index</b>	<b>187</b>





# Chapter 1

## Namespace Index

### 1.1 Package List

Here are the packages with brief descriptions (if available):

<a href="#">BestSale</a>	11
<a href="#">BestSale_Validations</a>	11
<a href="#">Business_Layer</a>	11
<a href="#">Business_Object</a>	11
<a href="#">Data_BestSale</a>	12
<a href="#">Exceptions</a>	13
<a href="#">trabalhoPOO_27967</a>	13
<a href="#">trabalhoPOO_27967.Interface</a>	14
<a href="#">trabalhoPOO_27967.Store</a>	14



## Chapter 2

# Hierarchical Index

### 2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

ApplicationException	
Exceptions.InvalidPhoneNumberException	53
BestSale.BestSale	15
Data_BestSale.Campaign	15
trabalhoPOO_27967.Campaign	19
Data_BestSale.Category	32
trabalhoPOO_27967.Category	36
Data_BestSale.Client	39
trabalhoPOO_27967.Client	42
Data_BestSale.IListManagement	51
Data_BestSale.Campaigns	23
Data_BestSale.Categories	26
Data_BestSale.Clients	46
Data_BestSale.Makes	61
Data_BestSale.Products	76
Data_BestSale.Sales	97
Data_BestSale.Warranties	114
trabalhoPOO_27967.Interface.IListManagement	52
trabalhoPOO_27967.Campaigns	24
trabalhoPOO_27967.Categories	29
trabalhoPOO_27967.Clients	48
trabalhoPOO_27967.Makes	64
trabalhoPOO_27967.Products	81
trabalhoPOO_27967.Sales	99
trabalhoPOO_27967.Warranties	116
Data_BestSale.Make	54
trabalhoPOO_27967.Make	58
Data_BestSale.Product	67
trabalhoPOO_27967.Product	72
Data_BestSale.Sale	85
trabalhoPOO_27967.Sale	91
Business_Object.SimpleProduct	102
Data_BestSale.Store	104
trabalhoPOO_27967.Store.Store	111
Data_BestSale.Warranty	119
trabalhoPOO_27967.Warranty	123



## Chapter 3

# Class Index

### 3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

<a href="#">BestSale.BestSale</a> . . . . .	15
<a href="#">Data_BestSale.Campaign</a> Purpose: Definition of <a href="#">Campaign</a> and methods to deal with <a href="#">Campaign</a> operations. Created by: Jose Alves a27967 Created on: 11/6/2024 11:21:43 AM . . . . .	15
<a href="#">trabalhoPOO_27967.Campaign</a> Purpose: Definition of <a href="#">Campaign</a> and methods to deal with <a href="#">Campaign</a> operations. Created by: Jose Alves a27967 Created on: 11/6/2024 11:21:43 AM . . . . .	19
<a href="#">Data_BestSale.Campaigns</a> Purpose: This file has the definition and methods to work with the plurality of <a href="#">Campaign</a> . Created by: Jose Alves a27967 Created on: 11/14/2024 3:57:04 PM . . . . .	23
<a href="#">trabalhoPOO_27967.Campaigns</a> Purpose: This file has the definition and methods to work with the plurality of <a href="#">Campaign</a> . Created by: Jose Alves a27967 Created on: 11/14/2024 3:57:04 PM . . . . .	24
<a href="#">Data_BestSale.Categories</a> Purpose: This file has the definition and methods to work with the plurality of <a href="#">Category</a> . Created by: Jose Alves a27967 Created on: 11/14/2024 4:45:58 PM . . . . .	26
<a href="#">trabalhoPOO_27967.Categories</a> Purpose: This file has the definition and methods to work with the plurality of <a href="#">Category</a> . Created by: Jose Alves a27967 Created on: 11/14/2024 4:45:58 PM . . . . .	29
<a href="#">Data_BestSale.Category</a> Purpose: Definition of <a href="#">Category</a> and methods to deal with <a href="#">Category</a> operations. Created by: Jose Alves a27967 Created on: 11/6/2024 11:20:47 AM . . . . .	32
<a href="#">trabalhoPOO_27967.Category</a> Purpose: Definition of <a href="#">Category</a> and methods to deal with <a href="#">Category</a> operations. Created by: Jose Alves a27967 Created on: 11/6/2024 11:20:47 AM . . . . .	36
<a href="#">Data_BestSale.Client</a> Purpose: Definition of <a href="#">Client</a> and methods to deal with <a href="#">Client</a> operations. Created by: Jose Alves a27967 Created on: 10/29/2024 4:23:56 PM . . . . .	39
<a href="#">trabalhoPOO_27967.Client</a> Purpose: Definition of <a href="#">Client</a> and methods to deal with <a href="#">Client</a> operations. Created by: Jose Alves a27967 Created on: 10/29/2024 4:23:56 PM . . . . .	42
<a href="#">Data_BestSale.Clients</a> Purpose: Class with the definition and methods to manage a list of clients. Created by: Jose Alves a27967 Created on: 11/12/2024 9:25:28 PM . . . . .	46

<a href="#">trabalhoPOO_27967.Clients</a>	
Purpose: Class with the definition and methods to manage a list of clients. Created by: Jose Alves a27967 Created on: 11/12/2024 9:25:28 PM	48
<a href="#">Data_BestSale.IListManagement</a>	51
<a href="#">trabalhoPOO_27967.Interface.IListManagement</a>	52
<a href="#">Exceptions.InvalidPhoneNumberException</a>	
The exception to be throws when a string doesn't match the phone number pattern	53
<a href="#">Data_BestSale.Make</a>	
Purpose: Definition of <a href="#">Make</a> and methods to deal with <a href="#">Make</a> operations. Created by: Jose Alves a27967 Created on: 11/6/2024 11:22:09 AM	54
<a href="#">trabalhoPOO_27967.Make</a>	
Purpose: Definition of <a href="#">Make</a> and methods to deal with <a href="#">Make</a> operations. Created by: Jose Alves a27967 Created on: 11/6/2024 11:22:09 AM	58
<a href="#">Data_BestSale.Makes</a>	
Purpose:This file has the definition and methods to work with the plurality of <a href="#">Make</a> . Created by: Jose Alves a27967 Created on: 11/14/2024 4:33:51 PM	61
<a href="#">trabalhoPOO_27967.Makes</a>	
Purpose:This file has the definition and methods to work with the plurality of <a href="#">Make</a> . Created by: Jose Alves a27967 Created on: 11/14/2024 4:33:51 PM	64
<a href="#">Data_BestSale.Product</a>	
Purpose: Definition of product and methods to deal with product operations. Created by: Jose Alves a27967 Created on: 11/2/2024 4:40:12 PM	67
<a href="#">trabalhoPOO_27967.Product</a>	
Purpose: Definition of product and methods to deal with product operations. Created by: Jose Alves a27967 Created on: 11/2/2024 4:40:12 PM	72
<a href="#">Data_BestSale.Products</a>	
Purpose: Class to manage a group of more than one product. Created by: Jose Alves a27967 Created on: 11/9/2024 6:34:19 PM	76
<a href="#">trabalhoPOO_27967.Products</a>	
Purpose: Class to manage a group of more than one product. Created by: Jose Alves a27967 Created on: 11/9/2024 6:34:19 PM	81
<a href="#">Data_BestSale.Sale</a>	
Purpose: Definition of <a href="#">Sale</a> and methods to deal with <a href="#">Sale</a> operations. Created by: Jose Alves a27967 Created on: 11/6/2024 11:21:53 AM	85
<a href="#">trabalhoPOO_27967.Sale</a>	
Purpose: Definition of <a href="#">Sale</a> and methods to deal with <a href="#">Sale</a> operations. Created by: Jose Alves a27967 Created on: 11/6/2024 11:21:53 AM	91
<a href="#">Data_BestSale.Sales</a>	
Purpose: Class with the agregation of sales of a store. Created by: Jose Alves a27967 Created on: 11/10/2024 7:42:03 PM	97
<a href="#">trabalhoPOO_27967.Sales</a>	
Purpose: Class with the agregation of sales of a store. Created by: Jose Alves a27967 Created on: 11/10/2024 7:42:03 PM	99
<a href="#">Business_Object.SimpleProduct</a>	
Purpose:This File contains the definition and methods to manage a SimpleClient Created by: zecun Created on: 12/11/2024 11:18:40 AM	102
<a href="#">Data_BestSale.Store</a>	
Purpose: This class has the definition and properties to manage a store. Created by: Jose Alves a27967 Created on: 11/14/2024 5:01:23 PM	104
<a href="#">trabalhoPOO_27967.Store.Store</a>	
Purpose: This class has the definition and properties to manage a store. Created by: Jose Alves a27967 Created on: 11/14/2024 5:01:23 PM	111
<a href="#">Data_BestSale.Warranties</a>	
Purpose:This file has the definition and methods to work with the plurality of <a href="#">Warranty</a> . Created by: Jose Alves a27967 Created on: 11/14/2024 4:20:11 PM	114
<a href="#">trabalhoPOO_27967.Warranties</a>	
Purpose:This file has the definition and methods to work with the plurality of <a href="#">Warranty</a> . Created by: Jose Alves a27967 Created on: 11/14/2024 4:20:11 PM	116

[Data\\_BestSale.Warranty](#)

Purpose: This class contains the definition and methods to manage warranties. Created by:  
Jose Alves a27967 Created on: 11/13/2024 4:17:18 PM . . . . . 119

[trabalhoPOO\\_27967.Warranty](#)

Purpose: This class contains the definition and methods to manage warranties. Created by:  
Jose Alves a27967 Created on: 11/13/2024 4:17:18 PM . . . . . 123





## Chapter 4

# File Index

### 4.1 File List

Here is a list of all documented files with brief descriptions:

BestSale/BestSale.cs	127
BestSale/obj/Debug/.NETFramework,Version=v4.7.2.AssemblyAttributes.cs	128
BestSale/Properties/AssemblyInfo.cs	129
BestSale_Validations/BestSale_Validations.cs	132
BestSale_Validations/obj/Debug/.NETFramework,Version=v4.7.2.AssemblyAttributes.cs	128
BestSale_Validations/Properties/AssemblyInfo.cs	130
Business_Layer/ClientManagement.cs	133
Business_Layer/FileManagement.cs	133
Business_Layer/ProductManagement.cs	134
Business_Layer/obj/Debug/.NETFramework,Version=v4.7.2.AssemblyAttributes.cs	128
Business_Layer/Properties/AssemblyInfo.cs	130
Business_Object/SimpleProduct.cs	135
Business_Object/obj/Debug/.NETFramework,Version=v4.7.2.AssemblyAttributes.cs	129
Business_Object/Properties/AssemblyInfo.cs	130
Data_BestSale/Campaign/Campaign.cs	136
Data_BestSale/Campaign/Campaigns.cs	140
Data_BestSale/Category/Categories.cs	142
Data_BestSale/Category/Category.cs	145
Data_BestSale/Client/Client.cs	148
Data_BestSale/Client/Clients.cs	151
Data_BestSale/Interface/ICollectionManagement.cs	154
Data_BestSale/Make/Make.cs	155
Data_BestSale/Make/Makes.cs	158
Data_BestSale/obj/Debug/.NETFramework,Version=v4.7.2.AssemblyAttributes.cs	129
Data_BestSale/Product/Product.cs	161
Data_BestSale/Product/Products.cs	164
Data_BestSale/Properties/AssemblyInfo.cs	131
Data_BestSale/Sale/Sale.cs	168
Data_BestSale/Sale/Sales.cs	172
Data_BestSale/Store/Store.cs	175
Data_BestSale/Warranty/Warranties.cs	179
Data_BestSale/Warranty/Warranty.cs	182
Exceptions/InvalidPhoneNumberException.cs	185
Exceptions/obj/Debug/.NETFramework,Version=v4.7.2.AssemblyAttributes.cs	129
Exceptions/Properties/AssemblyInfo.cs	131

trabalhoPOO_27967/BestSale.cs	128
trabalhoPOO_27967/Campaign/Campaign.cs	138
trabalhoPOO_27967/Campaign/Campaigns.cs	141
trabalhoPOO_27967/Category/Categories.cs	144
trabalhoPOO_27967/Category/Category.cs	147
trabalhoPOO_27967/Client/Client.cs	150
trabalhoPOO_27967/Client/Clients.cs	153
trabalhoPOO_27967/Interface/IListManagement.cs	154
trabalhoPOO_27967/Make/Make.cs	156
trabalhoPOO_27967/Make/Makes.cs	159
trabalhoPOO_27967/obj/Debug/.NETFramework,Version=v4.7.2.AssemblyAttributes.cs	129
trabalhoPOO_27967/Product/Product.cs	163
trabalhoPOO_27967/Product/Products.cs	166
trabalhoPOO_27967/Properties/AssemblyInfo.cs	132
trabalhoPOO_27967/Sale/Sale.cs	170
trabalhoPOO_27967/Sale/Sales.cs	174
trabalhoPOO_27967/Store/Store.cs	178
trabalhoPOO_27967/Warranty/Warranties.cs	181
trabalhoPOO_27967/Warranty/Warranty.cs	183

## Chapter 5

# Namespace Documentation

### 5.1 BestSale Namespace Reference

#### Classes

- class [BestSale](#)

### 5.2 BestSale\_Validations Namespace Reference

#### Classes

- class **BestSale\_Validations**

### 5.3 Business\_Layer Namespace Reference

#### Classes

- class **ClientManagement**  
*Purpose: This namespace has all the necessary calls to the back end to manage clients. Created by: zecun Created on: 12/10/2024 10:57:31 PM.*
- class **FileManagement**  
*Purpose: This File contains the calls to the methods to save data to a file. Created by: zecun Created on: 12/11/2024 12:04:37 PM.*
- class **ProductManagement**  
*Purpose: This namespace has all the necessary calls to the back end to manage products, categories, makes and warranties. Created by: zecun Created on: 12/14/2024 4:28:51 PM.*

### 5.4 Business\_Object Namespace Reference

#### Classes

- class [SimpleProduct](#)  
*Purpose: This File contains the definition and methods to manage a SimpleClient Created by: zecun Created on: 12/11/2024 11:18:40 AM.*

## 5.5 Data\_BestSale Namespace Reference

### Classes

- class [Campaign](#)  
*Purpose: Definition of [Campaign](#) and methods to deal with [Campaign](#) operations. Created by: Jose Alves a27967 Created on: 11/6/2024 11:21:43 AM.*
- class [Campaigns](#)  
*Purpose: This file has the definition and methods to work with the plurality of [Campaign](#). Created by: Jose Alves a27967 Created on: 11/14/2024 3:57:04 PM.*
- class [Categories](#)  
*Purpose: This file has the definition and methods to work with the plurality of [Category](#). Created by: Jose Alves a27967 Created on: 11/14/2024 4:45:58 PM.*
- class [Category](#)  
*Purpose: Definition of [Category](#) and methods to deal with [Category](#) operations. Created by: Jose Alves a27967 Created on: 11/6/2024 11:20:47 AM.*
- class [Client](#)  
*Purpose: Definition of [Client](#) and methods to deal with [Client](#) operations. Created by: Jose Alves a27967 Created on: 10/29/2024 4:23:56 PM.*
- class [Clients](#)  
*Purpose: Class with the definition and methods to manage a list of clients. Created by: Jose Alves a27967 Created on: 11/12/2024 9:25:28 PM.*
- interface [IListManagement](#)
- class [Make](#)  
*Purpose: Definition of [Make](#) and methods to deal with [Make](#) operations. Created by: Jose Alves a27967 Created on: 11/6/2024 11:22:09 AM.*
- class [Makes](#)  
*Purpose: This file has the definition and methods to work with the plurality of [Make](#). Created by: Jose Alves a27967 Created on: 11/14/2024 4:33:51 PM.*
- class [Product](#)  
*Purpose: Definition of product and methods to deal with product operations. Created by: Jose Alves a27967 Created on: 11/2/2024 4:40:12 PM.*
- class [Products](#)  
*Purpose: Class to manage a group of more than one product. Created by: Jose Alves a27967 Created on: 11/9/2024 6:34:19 PM.*
- class [Sale](#)  
*Purpose: Definition of [Sale](#) and methods to deal with [Sale](#) operations. Created by: Jose Alves a27967 Created on: 11/6/2024 11:21:53 AM.*
- class [Sales](#)  
*Purpose: Class with the agregation of sales of a store. Created by: Jose Alves a27967 Created on: 11/10/2024 7:42:03 PM.*
- class [Store](#)  
*Purpose: This class has the definition and properties to manage a store. Created by: Jose Alves a27967 Created on: 11/14/2024 5:01:23 PM.*
- class [Warranties](#)  
*Purpose: This file has the definition and methods to work with the plurality of [Warranty](#). Created by: Jose Alves a27967 Created on: 11/14/2024 4:20:11 PM.*
- class [Warranty](#)  
*Purpose: This class contains the definition and methods to manage warranties. Created by: Jose Alves a27967 Created on: 11/13/2024 4:17:18 PM.*

## 5.6 Exceptions Namespace Reference

### Classes

- class [InvalidPhoneNumberException](#)  
*The exception to be throws when a string doesn't match the phone number pattern.*

## 5.7 trabalhoPOO\_27967 Namespace Reference

### Classes

- class [Campaign](#)  
*Purpose: Definition of [Campaign](#) and methods to deal with [Campaign](#) operations. Created by: Jose Alves a27967 Created on: 11/6/2024 11:21:43 AM.*
- class [Campaigns](#)  
*Purpose:This file has the definition and methods to work with the plurality of [Campaign](#). Created by: Jose Alves a27967 Created on: 11/14/2024 3:57:04 PM.*
- class [Categories](#)  
*Purpose:This file has the definition and methods to work with the plurality of [Category](#). Created by: Jose Alves a27967 Created on: 11/14/2024 4:45:58 PM.*
- class [Category](#)  
*Purpose: Definition of [Category](#) and methods to deal with [Category](#) operations. Created by: Jose Alves a27967 Created on: 11/6/2024 11:20:47 AM.*
- class [Client](#)  
*Purpose: Definition of [Client](#) and methods to deal with [Client](#) operations. Created by: Jose Alves a27967 Created on: 10/29/2024 4:23:56 PM.*
- class [Clients](#)  
*Purpose: Class with the definition and methods to manage a list of clients. Created by: Jose Alves a27967 Created on: 11/12/2024 9:25:28 PM.*
- class [Make](#)  
*Purpose: Definition of [Make](#) and methods to deal with [Make](#) operations. Created by: Jose Alves a27967 Created on: 11/6/2024 11:22:09 AM.*
- class [Makes](#)  
*Purpose:This file has the definition and methods to work with the plurality of [Make](#). Created by: Jose Alves a27967 Created on: 11/14/2024 4:33:51 PM.*
- class [Product](#)  
*Purpose: Definition of product and methods to deal with product operations. Created by: Jose Alves a27967 Created on: 11/2/2024 4:40:12 PM.*
- class [Products](#)  
*Purpose: Class to manage a group of more than one product. Created by: Jose Alves a27967 Created on: 11/9/2024 6:34:19 PM.*
- class [Sale](#)  
*Purpose: Definition of [Sale](#) and methods to deal with [Sale](#) operations. Created by: Jose Alves a27967 Created on: 11/6/2024 11:21:53 AM.*
- class [Sales](#)  
*Purpose: Class with the agregation of sales of a store. Created by: Jose Alves a27967 Created on: 11/10/2024 7:42:03 PM.*
- class [Warranties](#)  
*Purpose:This file has the definition and methods to work with the plurality of [Warranty](#). Created by: Jose Alves a27967 Created on: 11/14/2024 4:20:11 PM.*
- class [Warranty](#)  
*Purpose: This class contains the definition and methods to manage warranties. Created by: Jose Alves a27967 Created on: 11/13/2024 4:17:18 PM.*

## 5.8 trabalhoPOO\_27967.Interface Namespace Reference

### Classes

- interface [IListManagement](#)

## 5.9 trabalhoPOO\_27967.Store Namespace Reference

### Classes

- class [Store](#)

*Purpose: This class has the definition and properties to manage a store. Created by: Jose Alves a27967 Created on: 11/14/2024 5:01:23 PM.*

## Chapter 6

# Class Documentation

### 6.1 BestSale.BestSale Class Reference

#### 6.1.1 Detailed Description

Definition at line 12 of file [BestSale.cs](#).

The documentation for this class was generated from the following files:

- BestSale/BestSale.cs
- trabalhoPOO\_27967/BestSale.cs

### 6.2 Data\_BestSale.Campaign Class Reference

Purpose: Definition of [Campaign](#) and methods to deal with [Campaign](#) operations. Created by: Jose Alves a27967  
Created on: 11/6/2024 11:21:43 AM.

#### Public Member Functions

- [Campaign](#) ()  
*The default Constructor.*
- [Campaign](#) (string name, decimal discount, DateTime startDate, DateTime endDate)  
*Constructor used to create a campaign when a name, a decimal value of discount, start and ending dates are given.*
- override bool [Equals](#) (object obj)  
*Redefine the Equals operator to verify if a campaign matches the other.*

#### Static Public Member Functions

- static bool [operator==](#) ([Campaign](#) camp1, [Campaign](#) camp2)  
*Redefinition of the == operator.*
- static bool [operator!=](#) ([Campaign](#) camp1, [Campaign](#) camp2)  
*Redefinition of the != operator.*
- static bool [VerifyApplicability](#) ([Campaign](#) camp)  
*Method to verify if a certain campaign is applicable, according to its start and end dates.*

## Properties

- int [Id](#) [get, set]  
*Property used to get and set the ID of a [Campaign](#).*
- string [Name](#) [get, set]  
*Property used to get and set the Name of a [Campaign](#).*
- decimal [Discount](#) [get, set]  
*Property used to get and set the Decimal Discount of a [Campaign](#).*
- DateTime [StartDate](#) [get, set]  
*Property used to get and set the Start Date of a [Campaign](#).*
- DateTime [EndDate](#) [get, set]  
*Property used to get and set the End Date of a [Campaign](#).*
- int [CampaignCount](#) [get, set]  
*Property used to get and set the [Campaign](#) Counter.*

### 6.2.1 Detailed Description

Purpose: Definition of [Campaign](#) and methods to deal with [Campaign](#) operations. Created by: Jose Alves a27967  
Created on: 11/6/2024 11:21:43 AM.

Definition at line [22](#) of file [Campaign.cs](#).

### 6.2.2 Constructor & Destructor Documentation

#### 6.2.2.1 Campaign() [1/2]

```
Data_BestSale.Campaign.Campaign ()
```

The default Constructor.

Definition at line [40](#) of file [Campaign.cs](#).

#### 6.2.2.2 Campaign() [2/2]

```
Data_BestSale.Campaign.Campaign (
    string name,
    decimal discount,
    DateTime startDate,
    DateTime endDate)
```

Constructor used to create a campaign when a name, a decimal value of discount, start and ending dates are given.

#### Parameters

<i>id</i>	
<i>name</i>	
<i>discount</i>	
<i>startDate</i>	
<i>endDate</i>	

Definition at line [57](#) of file [Campaign.cs](#).



## 6.2.3 Member Function Documentation

### 6.2.3.1 Equals()

```
override bool Data_BestSale.Campaign.Equals (
    object obj)
```

Redefine the Equals operator to verify if a campaign matches the other.

#### Parameters

<i>obj</i>	
------------	--

#### Returns

Verifies if the object given is null.

Casts the object to be [Campaign](#).

Definition at line [136](#) of file [Campaign.cs](#).

### 6.2.3.2 operator"!=()

```
static bool Data_BestSale.Campaign.operator!= (
    Campaign camp1,
    Campaign camp2) [static]
```

Redefinition of the != operator.

#### Parameters

<i>cli1</i>	
<i>cli2</i>	

#### Returns

Definition at line [166](#) of file [Campaign.cs](#).

### 6.2.3.3 operator==(())

```
static bool Data_BestSale.Campaign.operator==(
    Campaign camp1,
    Campaign camp2) [static]
```

Redefinition of the == operator.

**Parameters**

<i>cli1</i>	
<i>cli2</i>	

**Returns**

Definition at line 155 of file [Campaign.cs](#).

**6.2.3.4 VerifyApplicability()**

```
static bool Data_BestSale.Campaign.VerifyApplicability (  
    Campaign camp) [static]
```

Method to verify if a certain campaign is applicable, according to its start and end dates.

**Parameters**

<i>camp</i>	
-------------	--

**Returns**

Verifies if the actual date is in between the start and end dates of the campaign.

Definition at line 179 of file [Campaign.cs](#).

**6.2.4 Property Documentation****6.2.4.1 CampaignCount**

```
int Data_BestSale.Campaign.CampaignCount [get], [set]
```

Property used to get and set the [Campaign](#) Counter.

Definition at line 121 of file [Campaign.cs](#).

**6.2.4.2 Discount**

```
decimal Data_BestSale.Campaign.Discount [get], [set]
```

Property used to get and set the Decimal Discount of a [Campaign](#).

Definition at line 94 of file [Campaign.cs](#).

#### 6.2.4.3 EndDate

```
DateTime Data_BestSale.Campaign.EndDate [get], [set]
```

Property used to get and set the End Date of a [Campaign](#).

Definition at line 112 of file [Campaign.cs](#).

#### 6.2.4.4 Id

```
int Data_BestSale.Campaign.Id [get], [set]
```

Property used to get and set the ID of a [Campaign](#).

Definition at line 77 of file [Campaign.cs](#).

#### 6.2.4.5 Name

```
string Data_BestSale.Campaign.Name [get], [set]
```

Property used to get and set the Name of a [Campaign](#).

Definition at line 85 of file [Campaign.cs](#).

#### 6.2.4.6 StartDate

```
DateTime Data_BestSale.Campaign.StartDate [get], [set]
```

Property used to get and set the Start Date of a [Campaign](#).

Definition at line 103 of file [Campaign.cs](#).

The documentation for this class was generated from the following file:

- Data\_BestSale/Campaign/Campaign.cs

## 6.3 trabalhoPOO\_27967.Campaign Class Reference

Purpose: Definition of [Campaign](#) and methods to deal with [Campaign](#) operations. Created by: Jose Alves a27967  
Created on: 11/6/2024 11:21:43 AM.

### Public Member Functions

- [Campaign](#) ()  
*The default Constructor.*
- [Campaign](#) (string name, decimal discount, DateTime startDate, DateTime endDate)  
*Constructor used to create a campaign when a name, a decimal value of discount, start and ending dates are given.*
- override bool [Equals](#) (object obj)  
*Redefine the Equals operator to verify if a campaign matches the other.*

### Static Public Member Functions

- static bool `operator==` ([Campaign](#) camp1, [Campaign](#) camp2)  
*Redefinition of the == operator.*
- static bool `operator!=` ([Campaign](#) camp1, [Campaign](#) camp2)  
*Redefinition of the != operator.*
- static bool `VerifyApplicability` ([Campaign](#) camp)  
*Method to verify if a certain campaign is applicable, according to its start and end dates.*

### Properties

- int `Id` [get, set]  
*Property used to get and set the ID of a [Campaign](#).*
- string `Name` [get, set]  
*Property used to get and set the Name of a [Campaign](#).*
- decimal `Discount` [get, set]  
*Property used to get and set the Decimal Discount of a [Campaign](#).*
- DateTime `StartDate` [get, set]  
*Property used to get and set the Start Date of a [Campaign](#).*
- DateTime `EndDate` [get, set]  
*Property used to get and set the End Date of a [Campaign](#).*
- int `CampaignCount` [get, set]  
*Property used to get and set the [Campaign](#) Counter.*

## 6.3.1 Detailed Description

Purpose: Definition of [Campaign](#) and methods to deal with [Campaign](#) operations. Created by: Jose Alves a27967  
Created on: 11/6/2024 11:21:43 AM.

Definition at line 20 of file [Campaign.cs](#).

## 6.3.2 Constructor & Destructor Documentation

### 6.3.2.1 Campaign() [1/2]

```
trabalhoPOO_27967.Campaign.Campaign ()
```

The default Constructor.

Definition at line 38 of file [Campaign.cs](#).

### 6.3.2.2 Campaign() [2/2]

```
trabalhoPOO_27967.Campaign.Campaign (  
    string name,  
    decimal discount,  
    DateTime startDate,  
    DateTime endDate)
```

Constructor used to create a campaign when a name, a decimal value of discount, start and ending dates are given.

**Parameters**

<i>id</i>	
<i>name</i>	
<i>discount</i>	
<i>startDate</i>	
<i>endDate</i>	

Definition at line 55 of file [Campaign.cs](#).

### 6.3.3 Member Function Documentation

#### 6.3.3.1 Equals()

```
override bool trabalhoPOO_27967.Campaign.Equals (  
    object obj)
```

Redefine the Equals operator to verify if a campaign matches the other.

**Parameters**

<i>obj</i>	
------------	--

**Returns**

Veriffies if the object given is null.

Casts the object to be [Campaign](#).

Definition at line 134 of file [Campaign.cs](#).

#### 6.3.3.2 operator"!=()"

```
static bool trabalhoPOO_27967.Campaign.operator!= (  
    Campaign camp1,  
    Campaign camp2) [static]
```

Redefinition of the != operator.

**Parameters**

<i>cli1</i>	
<i>cli2</i>	

**Returns**

Definition at line 164 of file [Campaign.cs](#).

#### 6.3.3.3 operator=="()

```
static bool trabalhoPOO_27967.Campaign.operator== (  
    Campaign camp1,  
    Campaign camp2) [static]
```

Redefinition of the == operator.

**Parameters**

<i>cli1</i>	
<i>cli2</i>	

**Returns**

Definition at line 153 of file [Campaign.cs](#).

**6.3.3.4 VerifyApplicability()**

```
static bool trabalhoPOO_27967.Campaign.VerifyApplicability (  
    Campaign camp) [static]
```

Method to verify if a certain campaign is applicable, according to its start and end dates.

**Parameters**

<i>camp</i>	
-------------	--

**Returns**

Verifies if the actual date is in between the start and end dates of the campaign.

Definition at line 177 of file [Campaign.cs](#).

**6.3.4 Property Documentation****6.3.4.1 CampaignCount**

```
int trabalhoPOO_27967.Campaign.CampaignCount [get], [set]
```

Property used to get and set the [Campaign](#) Counter.

Definition at line 119 of file [Campaign.cs](#).

**6.3.4.2 Discount**

```
decimal trabalhoPOO_27967.Campaign.Discount [get], [set]
```

Property used to get and set the Decimal Discount of a [Campaign](#).

Definition at line 92 of file [Campaign.cs](#).

#### 6.3.4.3 EndDate

```
DateTime trabalhoPOO_27967.Campaign.EndDate [get], [set]
```

Property used to get and set the End Date of a [Campaign](#).

Definition at line 110 of file [Campaign.cs](#).

#### 6.3.4.4 Id

```
int trabalhoPOO_27967.Campaign.Id [get], [set]
```

Property used to get and set the ID of a [Campaign](#).

Definition at line 75 of file [Campaign.cs](#).

#### 6.3.4.5 Name

```
string trabalhoPOO_27967.Campaign.Name [get], [set]
```

Property used to get and set the Name of a [Campaign](#).

Definition at line 83 of file [Campaign.cs](#).

#### 6.3.4.6 StartDate

```
DateTime trabalhoPOO_27967.Campaign.StartDate [get], [set]
```

Property used to get and set the Start Date of a [Campaign](#).

Definition at line 101 of file [Campaign.cs](#).

The documentation for this class was generated from the following file:

- trabalhoPOO\_27967/Campaign/Campaign.cs

## 6.4 Data\_BestSale.Campaigns Class Reference

Purpose: This file has the definition and methods to work with the plurality of [Campaign](#). Created by: Jose Alves a27967 Created on: 11/14/2024 3:57:04 PM.

Inheritance diagram for Data\_BestSale.Campaigns:

## 6.5 trabalhoPOO\_27967.Campaigns Class Reference

Purpose: This file has the definition and methods to work with the plurality of [Campaign](#). Created by: Jose Alves a27967 Created on: 11/14/2024 3:57:04 PM.

Inheritance diagram for trabalhoPOO\_27967.Campaigns:

Collaboration diagram for trabalhoPOO\_27967.Campaigns:

### Public Member Functions

- [Campaigns](#) ()  
*The default Constructor.*
- [Campaigns](#) (List< [Campaign](#) > p)  
*The constructor to use when a list of [Campaigns](#) is given.*
- bool [Add](#) (object obj)  
*Method used to add a campaign to a list of campaigns.*
- bool [Remove](#) (object obj)  
*Method used to remove a campaign from a list of campaigns.*
- bool [Exist](#) (object obj)  
*Method used to confirm if a campaign exists on a list of campaigns.*

### Public Member Functions inherited from [trabalhoPOO\\_27967.Interface.IListManagement](#)

#### Properties

- List< [Campaign](#) > [Camps](#) [get, set]  
*Property used to get and set a [Campaign](#) list.*

### 6.5.1 Detailed Description

Purpose: This file has the definition and methods to work with the plurality of [Campaign](#). Created by: Jose Alves a27967 Created on: 11/14/2024 3:57:04 PM.

Definition at line 23 of file [Campaigns.cs](#).

### 6.5.2 Constructor & Destructor Documentation

#### 6.5.2.1 Campaigns() [1/2]

```
trabalhoPOO_27967.Campaigns.Campaigns ()
```

The default Constructor.

Definition at line 36 of file [Campaigns.cs](#).

#### 6.5.2.2 Campaigns() [2/2]

```
trabalhoPOO_27967.Campaigns.Campaigns (  
    List< Campaign > p)
```

The constructor to use when a list of [Campaigns](#) is given.



#### Parameters

<i>p</i>	
----------	--

Definition at line 45 of file [Campaigns.cs](#).

### 6.5.3 Member Function Documentation

#### 6.5.3.1 Add()

```
bool trabalhoPOO_27967.Campaigns.Add (  
    object obj)
```

Method used to add a campaign to a list of campaigns.

#### Parameters

<i>c</i>	
----------	--

#### Returns

Implements [trabalhoPOO\\_27967.Interface.IListManagement](#).

Definition at line 74 of file [Campaigns.cs](#).

#### 6.5.3.2 Exist()

```
bool trabalhoPOO_27967.Campaigns.Exist (  
    object obj)
```

Method used to confirm if a campaign exists on a list of campaigns.

#### Parameters

<i>id</i>	
-----------	--

#### Returns

Implements [trabalhoPOO\\_27967.Interface.IListManagement](#).

Definition at line 109 of file [Campaigns.cs](#).

#### 6.5.3.3 Remove()

```
bool trabalhoPOO_27967.Campaigns.Remove (  
    object obj)
```

Method used to remove a campaign from a list of campaigns.

## Parameters

camp	
------	--

## Returns

Implements [trabalhoPOO\\_27967.Interface.ICollectionManagement](#).

Definition at line 90 of file [Campaigns.cs](#).

## 6.5.4 Property Documentation

### 6.5.4.1 Camps

```
List<Campaign> trabalhoPOO_27967.Campaigns.Camps [get], [set]
```

Property used to get and set a [Campaign](#) list.

Definition at line 55 of file [Campaigns.cs](#).

The documentation for this class was generated from the following file:

- trabalhoPOO\_27967/Campaign/Campaigns.cs

## 6.6 Data\_BestSale.Categories Class Reference

Purpose: This file has the definition and methods to work with the plurality of [Category](#). Created by: Jose Alves a27967 Created on: 11/14/2024 4:45:58 PM.

Inheritance diagram for Data\_BestSale.Categories:

Collaboration diagram for Data\_BestSale.Categories:

### Public Member Functions

- [Categories](#) ()  
*The default Constructor.*
- [Categories](#) (List< [Category](#) > cats)  
*The constructor to use when a list of categories is given.*
- bool [Add](#) (object obj)  
*Method used to add a category to a list of categories.*
- bool [Remove](#) (object obj)  
*Method used to remove a category from a list of categories.*
- bool [Exist](#) (object obj)  
*Method used to verify if a category exists on a list of makes, given its ID or name.*
- bool [ClearCategories](#) ()  
*Method used to Clear a list of [Categories](#).*
- [Category](#) [GetCategory](#) (object obj)  
*This method returns a category, given its name or id.*

## Public Member Functions inherited from Data\_BestSale.IListManagement

### Properties

- List< [Category](#) > [Cats](#) [get, set]  
*The property used to get and set the list of categories.*

### 6.6.1 Detailed Description

Purpose: This file has the definition and methods to work with the plurality of [Category](#). Created by: Jose Alves a27967 Created on: 11/14/2024 4:45:58 PM.

Definition at line 23 of file [Categories.cs](#).

### 6.6.2 Constructor & Destructor Documentation

#### 6.6.2.1 Categories() [1/2]

```
Data_BestSale.Categories.Categories ()
```

The default Constructor.

Definition at line 36 of file [Categories.cs](#).

#### 6.6.2.2 Categories() [2/2]

```
Data_BestSale.Categories.Categories (  
    List< Category > cats)
```

The constructor to use when a list of categories is given.

#### Parameters

<i>cats</i>	
-------------	--

Definition at line 45 of file [Categories.cs](#).

### 6.6.3 Member Function Documentation

#### 6.6.3.1 Add()

```
bool Data_BestSale.Categories.Add (  
    object obj)
```

Method used to add a category to a list of categories.

**Parameters**

<i>c</i>	
----------	--

**Returns**

Implements [Data\\_BestSale.IListManagement](#).

Definition at line 75 of file [Categories.cs](#).

**6.6.3.2 ClearCategories()**

```
bool Data_BestSale.Categories.ClearCategories ()
```

Method used to Clear a list of [Categories](#).

Definition at line 143 of file [Categories.cs](#).

**6.6.3.3 Exist()**

```
bool Data_BestSale.Categories.Exist (  
    object obj)
```

Method used to verify if a category exists on a list of makes, given its ID or name.

**Parameters**

<i>id</i>	
-----------	--

**Returns**

If the ID is given

The Name is given

Implements [Data\\_BestSale.IListManagement](#).

Definition at line 109 of file [Categories.cs](#).

**6.6.3.4 GetCategory()**

```
Category Data_BestSale.Categories.GetCategory (  
    object obj)
```

This method returns a category, given its name or id.

#### Parameters

<i>obj</i>	The ID or Name of the <a href="#">Category</a> .
------------	--

#### Returns

The category

Definition at line 161 of file [Categories.cs](#).

### 6.6.3.5 Remove()

```
bool Data_BestSale.Categories.Remove (  
    object obj)
```

Method used to remove a category from a list of categories.

#### Parameters

<i>c</i>	
----------	--

#### Returns

Implements [Data\\_BestSale.IListManagement](#).

Definition at line 91 of file [Categories.cs](#).

## 6.6.4 Property Documentation

### 6.6.4.1 Cats

```
List<Category> Data_BestSale.Categories.Cats [get], [set]
```

The property used to get and set the list of categories.

Definition at line 57 of file [Categories.cs](#).

The documentation for this class was generated from the following file:

- Data\_BestSale/Category/Categories.cs

## 6.7 trabalhoPOO\_27967.Categories Class Reference

Purpose: This file has the definition and methods to work with the plurality of [Category](#). Created by: Jose Alves a27967 Created on: 11/14/2024 4:45:58 PM.

Inheritance diagram for trabalhoPOO\_27967.Categories:

Collaboration diagram for trabalhoPOO\_27967.Categories:

## Public Member Functions

- [Categories](#) ()  
*The default Constructor.*
- [Categories](#) (List< [Category](#) > cats)  
*The constructor to use when a list of categories is given.*
- bool [Add](#) (object obj)  
*Method used to add a category to a list of categories.*
- bool [Remove](#) (object obj)  
*Method used to remove a category from a list of categories.*
- bool [Exist](#) (object obj)  
*Method used to verify if a category exists on a list of makes, given its ID or name.*

## Public Member Functions inherited from [trabalhoPOO\\_27967.Interface.IListManagement](#)

### Properties

- List< [Category](#) > [Cats](#) [get, set]  
*The property used to get and set the list of categories.*

## 6.7.1 Detailed Description

Purpose: This file has the definition and methods to work with the plurality of [Category](#). Created by: Jose Alves a27967 Created on: 11/14/2024 4:45:58 PM.

Definition at line 23 of file [Categories.cs](#).

## 6.7.2 Constructor & Destructor Documentation

### 6.7.2.1 Categories() [1/2]

```
trabalhoPOO_27967.Categories.Categories ()
```

The default Constructor.

Definition at line 36 of file [Categories.cs](#).

### 6.7.2.2 Categories() [2/2]

```
trabalhoPOO_27967.Categories.Categories (  
    List< Category > cats)
```

The constructor to use when a list of categories is given.

#### Parameters

<a href="#">cats</a>	
----------------------	--

Definition at line 45 of file [Categories.cs](#).

## 6.7.3 Member Function Documentation

### 6.7.3.1 Add()

```
bool trabalhoPOO_27967.Categories.Add (  
    object obj)
```

Method used to add a category to a list of categories.

**Parameters**

<i>c</i>	
----------	--

**Returns**

Implements [trabalhoPOO\\_27967.Interface.IListManagement](#).

Definition at line 75 of file [Categories.cs](#).

**6.7.3.2 Exist()**

```
bool trabalhoPOO_27967.Categories.Exist (  
    object obj)
```

Method used to verify if a category exists on a list of makes, given its ID or name.

**Parameters**

<i>id</i>	
-----------	--

**Returns**

If the ID is given

The Name is given

Implements [trabalhoPOO\\_27967.Interface.IListManagement](#).

Definition at line 109 of file [Categories.cs](#).

**6.7.3.3 Remove()**

```
bool trabalhoPOO_27967.Categories.Remove (  
    object obj)
```

Method used to remove a category from a list of categories.

**Parameters**

<i>c</i>	
----------	--

**Returns**

Implements [trabalhoPOO\\_27967.Interface.IListManagement](#).

Definition at line 91 of file [Categories.cs](#).

## 6.7.4 Property Documentation

### 6.7.4.1 Cats

```
List<Category> trabalhoPOO_27967.Categories.Cats [get], [set]
```

The property used to get and set the list of categories.

Definition at line 57 of file [Categories.cs](#).

The documentation for this class was generated from the following file:

- trabalhoPOO\_27967/Category/Categories.cs

## 6.8 Data\_BestSale.Category Class Reference

Purpose: Definition of [Category](#) and methods to deal with [Category](#) operations. Created by: Jose Alves a27967  
Created on: 11/6/2024 11:20:47 AM.

### Public Member Functions

- [Category](#) ()  
*The default Constructor.*
- [Category](#) (string name)  
*The constructor to use when the name of a category is given.*
- override bool [Equals](#) (object obj)  
*Method that overrides [Equals\(\)](#) and verifies if a category matches another one.*

### Static Public Member Functions

- static bool [operator==](#) ([Category](#) cat1, [Category](#) cat2)  
*Redefinition of the Equal operator.*
- static bool [operator!=](#) ([Category](#) cat1, [Category](#) cat2)  
*Redefinition of the Not Equal Operator.*
- static bool [CreateCategory](#) (string name, out [Category](#) category)  
*This method creates a new category instance.*

### Properties

- int [Id](#) [get, set]  
*The property to get and set the ID of a category.*
- string [Name](#) [get, set]  
*The property to get and set the name of a [Category](#).*



## 6.8.1 Detailed Description

Purpose: Definition of [Category](#) and methods to deal with [Category](#) operations. Created by: Jose Alves a27967  
Created on: 11/6/2024 11:20:47 AM.

Definition at line [21](#) of file [Category.cs](#).

## 6.8.2 Constructor & Destructor Documentation

### 6.8.2.1 Category() [1/2]

```
Data_BestSale.Category.Category ()
```

The default Constructor.

Definition at line [36](#) of file [Category.cs](#).

### 6.8.2.2 Category() [2/2]

```
Data_BestSale.Category.Category (  
    string name)
```

The constructor to use when the name of a category is given.

Parameters

<i>name</i>	
-------------	--

Definition at line [46](#) of file [Category.cs](#).

## 6.8.3 Member Function Documentation

### 6.8.3.1 CreateCategory()

```
static bool Data_BestSale.Category.CreateCategory (  
    string name,  
    out Category category) [static]
```

This method creates a new category instance.

Parameters

<i>name</i>	
<i>category</i>	

Returns

True - if succeeded

Exception - An error occurred.

Returns

Definition at line [126](#) of file [Category.cs](#).

### 6.8.3.2 Equals()

```
override bool Data_BestSale.Category.Equals (  
    object obj)
```

Method that overrides [Equals\(\)](#) and verifies if a category matches another one.

#### Parameters

<i>obj</i>	
------------	--

#### Returns

Veriffies if the object given is null.

Casts the object to be [Category](#).

Definition at line 82 of file [Category.cs](#).

#### 6.8.3.3 operator"!=()"

```
static bool Data_BestSale.Category.operator!= (  
    Category cat1,  
    Category cat2) [static]
```

Redefinition of the Not Equal Operator.

#### Parameters

<i>cat1</i>	
<i>cat2</i>	

#### Returns

Definition at line 112 of file [Category.cs](#).

#### 6.8.3.4 operator"==()"

```
static bool Data_BestSale.Category.operator== (  
    Category cat1,  
    Category cat2) [static]
```

Redefinition of the Equal operator.

#### Parameters

<i>cat1</i>	
<i>cat2</i>	

#### Returns

Definition at line 101 of file [Category.cs](#).

## 6.8.4 Property Documentation

### 6.8.4.1 Id

```
int Data_BestSale.Category.Id [get], [set]
```

The property to get and set the ID of a category.

Definition at line 58 of file [Category.cs](#).

### 6.8.4.2 Name

```
string Data_BestSale.Category.Name [get], [set]
```

The property to get and set the name of a [Category](#).

Definition at line 67 of file [Category.cs](#).

The documentation for this class was generated from the following file:

- [Data\\_BestSale/Category/Category.cs](#)

## 6.9 trabalhoPOO\_27967.Category Class Reference

Purpose: Definition of [Category](#) and methods to deal with [Category](#) operations. Created by: Jose Alves a27967  
Created on: 11/6/2024 11:20:47 AM.

### Public Member Functions

- [Category](#) ()  
*The default Constructor.*
- [Category](#) (string name)  
*The constructor to use when the name of a category is given.*
- override bool [Equals](#) (object obj)  
*Method that overrides [Equals\(\)](#) and verifies if a category matches another one.*

### Static Public Member Functions

- static bool [operator==](#) ([Category](#) cat1, [Category](#) cat2)  
*Redefinition of the Equal operator.*
- static bool [operator!=](#) ([Category](#) cat1, [Category](#) cat2)  
*Redefinition of the Not Equal Operator.*

### Properties

- int [Id](#) [get, set]  
*The property to get and set the ID of a category.*
- string [Name](#) [get, set]  
*The property to get and set the name of a [Category](#).*

### 6.9.1 Detailed Description

Purpose: Definition of [Category](#) and methods to deal with [Category](#) operations. Created by: Jose Alves a27967  
Created on: 11/6/2024 11:20:47 AM.

Definition at line 20 of file [Category.cs](#).

### 6.9.2 Constructor & Destructor Documentation

#### 6.9.2.1 Category() [1/2]

```
trabalhoPOO_27967.Category.Category ()
```

The default Constructor.

Definition at line 35 of file [Category.cs](#).

#### 6.9.2.2 Category() [2/2]

```
trabalhoPOO_27967.Category.Category (  
    string name)
```

The constructor to use when the name of a category is given.

Parameters

<i>name</i>	
-------------	--

Definition at line 45 of file [Category.cs](#).

### 6.9.3 Member Function Documentation

#### 6.9.3.1 Equals()

```
override bool trabalhoPOO_27967.Category.Equals (  
    object obj)
```

Method that overrides [Equals\(\)](#) and verifies if a category matches another one.

Parameters

<i>obj</i>	
------------	--

Returns

Veriffies if the object given is null.

Casts the object to be [Category](#).

Definition at line 81 of file [Category.cs](#).

#### 6.9.3.2 operator"!=()"

```
static bool trabalhoPOO_27967.Category.operator!= (  
    Category cat1,  
    Category cat2) [static]
```

Redefinition of the Not Equal Operator.

**Parameters**

<i>cat1</i>	
<i>cat2</i>	

**Returns**

Definition at line 111 of file [Category.cs](#).

**6.9.3.3 operator==( )**

```
static bool trabalhoPOO_27967.Category.operator==(
    Category cat1,
    Category cat2) [static]
```

Redefinition of the Equal operator.

**Parameters**

<i>cat1</i>	
<i>cat2</i>	

**Returns**

Definition at line 100 of file [Category.cs](#).

**6.9.4 Property Documentation****6.9.4.1 Id**

```
int trabalhoPOO_27967.Category.Id [get], [set]
```

The property to get and set the ID of a category.

Definition at line 57 of file [Category.cs](#).

**6.9.4.2 Name**

```
string trabalhoPOO_27967.Category.Name [get], [set]
```

The property to get and set the name of a [Category](#).

Definition at line 66 of file [Category.cs](#).

The documentation for this class was generated from the following file:

- trabalhoPOO\_27967/Category/Category.cs

## 6.10 Data\_BestSale.Client Class Reference

Purpose: Definition of [Client](#) and methods to deal with [Client](#) operations. Created by: Jose Alves a27967 Created on: 10/29/2024 4:23:56 PM.

### Public Member Functions

- [Client](#) ()  
*The default Constructor.*
- [Client](#) (string n, string c)  
*Constructor to use when a name and a contact are given.*
- override string [ToString](#) ()  
*Redefine the ToString Function to show a client's info.*
- override bool [Equals](#) (object obj)  
*Redefine the Equals operator to verify if a client matches the other.*

### Static Public Member Functions

- static bool [operator==](#) ([Client](#) cli1, [Client](#) cli2)  
*Redefinition of the == operator.*
- static bool [operator!=](#) ([Client](#) cli1, [Client](#) cli2)  
*Redefinition of the != operator.*
- static bool [CreateClientFromNameContact](#) (string name, string contact, out [Client](#) newClient)

### Properties

- int [ClientID](#) [get, set]  
*Property that sets or returns the ID of a client.*
- string [Name](#) [get, set]  
*Property that sets or returns the Name of a client.*
- string [Contact](#) [get, set]  
*Property that sets or returns the Contact of a client.*
- static int [ClientCount](#) [get, set]  
*Property that sets or returns the amount of clients.*

### 6.10.1 Detailed Description

Purpose: Definition of [Client](#) and methods to deal with [Client](#) operations. Created by: Jose Alves a27967 Created on: 10/29/2024 4:23:56 PM.

Definition at line 28 of file [Client.cs](#).

### 6.10.2 Constructor & Destructor Documentation

#### 6.10.2.1 Client() [1/2]

```
Data_BestSale.Client.Client ()
```

The default Constructor.

Definition at line 44 of file [Client.cs](#).

### 6.10.2.2 Client() [2/2]

```
Data_BestSale.Client.Client (
    string n,
    string c)
```

Constructor to use when a name and a contact are given.

#### Parameters

<i>n</i>	
<i>c</i>	

Definition at line 56 of file [Client.cs](#).

## 6.10.3 Member Function Documentation

### 6.10.3.1 CreateClientFromNameContact()

```
static bool Data_BestSale.Client.CreateClientFromNameContact (
    string name,
    string contact,
    out Client newClient) [static]
```

Definition at line 180 of file [Client.cs](#).

### 6.10.3.2 Equals()

```
override bool Data_BestSale.Client.Equals (
    object obj)
```

Redefine the Equals operator to verify if a client matches the other.

#### Parameters

<i>obj</i>	
------------	--

#### Returns

Veriffies if the object given is null.

Casts the object to be [Client](#).

Definition at line 142 of file [Client.cs](#).

### 6.10.3.3 operator"!=()"

```
static bool Data_BestSale.Client.operator!= (
    Client cli1,
    Client cli2) [static]
```

Redefinition of the != operator.



**Parameters**

<i>cli1</i>	
<i>cli2</i>	

**Returns**

Definition at line 172 of file [Client.cs](#).

**6.10.3.4 operator==()**

```
static bool Data_BestSale.Client.operator== (  
    Client cli1,  
    Client cli2) [static]
```

Redefinition of the == operator.

**Parameters**

<i>cli1</i>	
<i>cli2</i>	

**Returns**

Definition at line 161 of file [Client.cs](#).

**6.10.3.5 ToString()**

```
override string Data_BestSale.Client.ToString ()
```

Redefine the ToString Function to show a client's info.

**Returns**

Definition at line 127 of file [Client.cs](#).

**6.10.4 Property Documentation****6.10.4.1 ClientCount**

```
int Data_BestSale.Client.ClientCount [static], [get], [set]
```

Property that sets or returns the amount of clients.

Definition at line 111 of file [Client.cs](#).

#### 6.10.4.2 ClientID

```
int Data_BestSale.Client.ClientID [get], [set]
```

Property that sets or returns the ID of a client.

Definition at line 70 of file [Client.cs](#).

#### 6.10.4.3 Contact

```
string Data_BestSale.Client.Contact [get], [set]
```

Property that sets or returns the Contact of a client.

Definition at line 88 of file [Client.cs](#).

#### 6.10.4.4 Name

```
string Data_BestSale.Client.Name [get], [set]
```

Property that sets or returns the Name of a client.

Definition at line 79 of file [Client.cs](#).

The documentation for this class was generated from the following file:

- Data\_BestSale/Client/Client.cs

## 6.11 trabalhoPOO\_27967.Client Class Reference

Purpose: Definition of [Client](#) and methods to deal with [Client](#) operations. Created by: Jose Alves a27967 Created on: 10/29/2024 4:23:56 PM.

### Public Member Functions

- [Client](#) ()  
*The default Constructor.*
- [Client](#) (string n, string c)  
*Constructor to use when a name and a contact are given.*
- override string [ToString](#) ()  
*Redefine the ToString Function to show a client's info.*
- override bool [Equals](#) (object obj)  
*Redefine the Equals operator to verify if a client matches the other.*

### Static Public Member Functions

- static bool `operator==` ([Client](#) cli1, [Client](#) cli2)  
*Redefinition of the == operator.*
- static bool `operator!=` ([Client](#) cli1, [Client](#) cli2)  
*Redefinition of the != operator.*

### Properties

- int [ClientID](#) [get, set]  
*Property that sets or returns the ID of a client.*
- string [Name](#) [get, set]  
*Property that sets or returns the Name of a client.*
- string [Contact](#) [get, set]  
*Property that sets or returns the Contact of a client.*
- static int [ClientCount](#) [get, set]  
*Property that sets or returns the amount of clients.*

## 6.11.1 Detailed Description

Purpose: Definition of [Client](#) and methods to deal with [Client](#) operations. Created by: Jose Alves a27967 Created on: 10/29/2024 4:23:56 PM.

Definition at line 23 of file [Client.cs](#).

## 6.11.2 Constructor & Destructor Documentation

### 6.11.2.1 Client() [1/2]

```
trabalhoPOO_27967.Client.Client ()
```

The default Constructor.

Definition at line 39 of file [Client.cs](#).

### 6.11.2.2 Client() [2/2]

```
trabalhoPOO_27967.Client.Client (
    string n,
    string c)
```

Constructor to use when a name and a contact are given.

#### Parameters

<i>n</i>	
<i>c</i>	

Definition at line 51 of file [Client.cs](#).

## 6.11.3 Member Function Documentation

### 6.11.3.1 Equals()

```
override bool trabalhoPOO_27967.Client.Equals (
    object obj)
```

Redefine the Equals operator to verify if a client matches the other.

**Parameters**

<i>obj</i>	
------------	--

**Returns**

Veriffies if the object given is null.

Casts the object to be [Client](#).

Definition at line 131 of file [Client.cs](#).

**6.11.3.2 operator"!=()**

```
static bool trabalhoPOO_27967.Client.operator!= (
    Client cli1,
    Client cli2) [static]
```

Redefinition of the != operator.

**Parameters**

<i>cli1</i>	
<i>cli2</i>	

**Returns**

Definition at line 161 of file [Client.cs](#).

**6.11.3.3 operator==( )**

```
static bool trabalhoPOO_27967.Client.operator==(
    Client cli1,
    Client cli2) [static]
```

Redefinition of the == operator.

**Parameters**

<i>cli1</i>	
<i>cli2</i>	

**Returns**

Definition at line 150 of file [Client.cs](#).

#### 6.11.3.4 ToString()

```
override string trabalhoPOO_27967.Client.ToString ()
```

Redefine the ToString Function to show a client's info.

##### Returns

Definition at line 116 of file [Client.cs](#).

### 6.11.4 Property Documentation

#### 6.11.4.1 ClientCount

```
int trabalhoPOO_27967.Client.ClientCount [static], [get], [set]
```

Property that sets or returns the amount of clients.

Definition at line 100 of file [Client.cs](#).

#### 6.11.4.2 ClientID

```
int trabalhoPOO_27967.Client.ClientID [get], [set]
```

Property that sets or returns the ID of a client.

Definition at line 65 of file [Client.cs](#).

#### 6.11.4.3 Contact

```
string trabalhoPOO_27967.Client.Contact [get], [set]
```

Property that sets or returns the Contact of a client.

Definition at line 83 of file [Client.cs](#).

#### 6.11.4.4 Name

```
string trabalhoPOO_27967.Client.Name [get], [set]
```

Property that sets or returns the Name of a client.

Definition at line 74 of file [Client.cs](#).

The documentation for this class was generated from the following file:

- trabalhoPOO\_27967/Client/Client.cs

## 6.12 Data\_BestSale.Clients Class Reference

Purpose: Class with the definition and methods to manage a list of clients. Created by: Jose Alves a27967 Created on: 11/12/2024 9:25:28 PM.

Inheritance diagram for Data\_BestSale.Clients:

Collaboration diagram for Data\_BestSale.Clients:

### Public Member Functions

- [Clients](#) ()  
*The default Constructor.*
- bool [Add](#) (object obj)  
*Method to add a client to a clients' list.*
- bool [Remove](#) (object obj)  
*Method to remove a client from the store's client list.*
- bool [Exist](#) (object obj)  
*Method to check if a client is listed on a clients' list.*
- [Client](#) [GetClient](#) (int id)  
*Method used to get a client from a clients' list.*
- bool [ClearClients](#) ()  
*Method used to Clear a list of [Clients](#).*

### Public Member Functions inherited from [Data\\_BestSale.IListManagement](#)

#### Properties

- List< [Client](#) > [ClientList](#) [get, set]  
*Property used to get and set the client list.*

### 6.12.1 Detailed Description

Purpose: Class with the definition and methods to manage a list of clients. Created by: Jose Alves a27967 Created on: 11/12/2024 9:25:28 PM.

Definition at line 22 of file [Clients.cs](#).

### 6.12.2 Constructor & Destructor Documentation

#### 6.12.2.1 Clients()

```
Data_BestSale.Clients.Clients ()
```

The default Constructor.

Definition at line 35 of file [Clients.cs](#).

### 6.12.3 Member Function Documentation

#### 6.12.3.1 Add()

```
bool Data_BestSale.Clients.Add (
    object obj)
```

Method to add a client to a clients' list.

**Parameters**

<i>cli</i>	
------------	--

**Returns**

True - [Client](#) has been successfully added to the list.

False - The list already contains the client or an error occurred.

**Returns**

Implements [Data\\_BestSale.IListManagement](#).

Definition at line 67 of file [Clients.cs](#).

**6.12.3.2 ClearClients()**

```
bool Data_BestSale.Clients.ClearClients ()
```

Method used to Clear a list of [Clients](#).

Definition at line 139 of file [Clients.cs](#).

**6.12.3.3 Exist()**

```
bool Data_BestSale.Clients.Exist (  
    object obj)
```

Method to check if a client is listed on a clients' list.

**Parameters**

<i>id</i>	
-----------	--

**Returns**

Implements [Data\\_BestSale.IListManagement](#).

Definition at line 104 of file [Clients.cs](#).

**6.12.3.4 GetClient()**

```
Client Data_BestSale.Clients.GetClient (  
    int id)
```

Method used to get a client from a clients' list.

#### Parameters

<i>id</i>	
-----------	--

#### Returns

Definition at line 124 of file [Clients.cs](#).

### 6.12.3.5 Remove()

```
bool Data_BestSale.Clients.Remove (  
    object obj)
```

Method to remove a client from the store's client list.

#### Parameters

<i>cli</i>	
------------	--

#### Returns

Implements [Data\\_BestSale.IListManagement](#).

Definition at line 87 of file [Clients.cs](#).

## 6.12.4 Property Documentation

### 6.12.4.1 ClientList

```
List<Client> Data_BestSale.Clients.ClientList [get], [set]
```

Property used to get and set the client list.

Definition at line 48 of file [Clients.cs](#).

The documentation for this class was generated from the following file:

- Data\_BestSale/Client/Clients.cs

## 6.13 trabalhoPOO\_27967.Clients Class Reference

Purpose: Class with the definition and methods to manage a list of clients. Created by: Jose Alves a27967 Created on: 11/12/2024 9:25:28 PM.

Inheritance diagram for trabalhoPOO\_27967.Clients:

Collaboration diagram for trabalhoPOO\_27967.Clients:



## Public Member Functions

- [Clients](#) ()  
*The default Constructor.*
- bool [Add](#) (object obj)  
*Method to add a client to the store's client list.*
- bool [Remove](#) (object obj)  
*Method to remove a client from the store's client list.*
- bool [Exist](#) (object obj)  
*Method to check if a client is listed on a clients' list.*
- [Client GetClient](#) (int id)  
*Method used to get a client from a clients' list.*

## Public Member Functions inherited from [trabalhoPOO\\_27967.Interface.IListManagement](#)

## Properties

- List< [Client](#) > [ClientList](#) [get, set]  
*Property used to get and set the client list.*

### 6.13.1 Detailed Description

Purpose: Class with the definition and methods to manage a list of clients. Created by: Jose Alves a27967 Created on: 11/12/2024 9:25:28 PM.

Definition at line 22 of file [Clients.cs](#).

### 6.13.2 Constructor & Destructor Documentation

#### 6.13.2.1 Clients()

```
trabalhoPOO_27967.Clients.Clients ()
```

The default Constructor.

Definition at line 35 of file [Clients.cs](#).

### 6.13.3 Member Function Documentation

#### 6.13.3.1 Add()

```
bool trabalhoPOO_27967.Clients.Add (  
    object obj)
```

Method to add a client to the store's client list.

**Parameters**

<i>cli</i>	
------------	--

**Returns**

Implements [trabalhoPOO\\_27967.Interface.IListManagement](#).

Definition at line 66 of file [Clients.cs](#).

**6.13.3.2 Exist()**

```
bool trabalhoPOO_27967.Clients.Exist (  
    object obj)
```

Method to check if a client is listed on a clients' list.

**Parameters**

<i>id</i>	
-----------	--

**Returns**

Implements [trabalhoPOO\\_27967.Interface.IListManagement](#).

Definition at line 99 of file [Clients.cs](#).

**6.13.3.3 GetClient()**

```
Client trabalhoPOO_27967.Clients.GetClient (  
    int id)
```

Method used to get a client from a clients' list.

**Parameters**

<i>id</i>	
-----------	--

**Returns**

Definition at line 119 of file [Clients.cs](#).

**6.13.3.4 Remove()**

```
bool trabalhoPOO_27967.Clients.Remove (  
    object obj)
```

Method to remove a client from the store's client list.

## Parameters

<i>cli</i>	
------------	--

## Returns

Implements [trabalhoPOO\\_27967.Interface.IListManagement](#).

Definition at line 82 of file [Clients.cs](#).

## 6.13.4 Property Documentation

### 6.13.4.1 ClientList

```
List<Client> trabalhoPOO_27967.Clients.ClientList [get], [set]
```

Property used to get and set the client list.

Definition at line 48 of file [Clients.cs](#).

The documentation for this class was generated from the following file:

- [trabalhoPOO\\_27967/Client/Clients.cs](#)

## 6.14 Data\_BestSale.IListManagement Interface Reference

Inheritance diagram for Data\_BestSale.IListManagement:

### Public Member Functions

- bool [Add](#) (object obj)
- bool [Remove](#) (object obj)
- bool [Exist](#) (object obj)

### 6.14.1 Detailed Description

Definition at line 17 of file [IListManagement.cs](#).

## 6.14.2 Member Function Documentation

### 6.14.2.1 Add()

```
bool Data_BestSale.IListManagement.Add (
    object obj)
```

Implemented in [Data\\_BestSale.Campaigns](#), [Data\\_BestSale.Categories](#), [Data\\_BestSale.Clients](#), [Data\\_BestSale.Makes](#), [Data\\_BestSale.Products](#), [Data\\_BestSale.Sales](#), and [Data\\_BestSale.Warranties](#).

#### 6.14.2.2 Exist()

```
bool Data_BestSale.IListManagement.Exist (  
    object obj)
```

Implemented in [Data\\_BestSale.Campaigns](#), [Data\\_BestSale.Categories](#), [Data\\_BestSale.Clients](#), [Data\\_BestSale.Makes](#), [Data\\_BestSale.Products](#), [Data\\_BestSale.Sales](#), and [Data\\_BestSale.Warranties](#).

#### 6.14.2.3 Remove()

```
bool Data_BestSale.IListManagement.Remove (  
    object obj)
```

Implemented in [Data\\_BestSale.Campaigns](#), [Data\\_BestSale.Categories](#), [Data\\_BestSale.Clients](#), [Data\\_BestSale.Makes](#), [Data\\_BestSale.Products](#), [Data\\_BestSale.Sales](#), and [Data\\_BestSale.Warranties](#).

The documentation for this interface was generated from the following file:

- [Data\\_BestSale/Interface/IListManagement.cs](#)

## 6.15 trabalhoPOO\_27967.Interface.IListManagement Interface Reference

Inheritance diagram for trabalhoPOO\_27967.Interface.IListManagement:

### Public Member Functions

- bool [Add](#) (object obj)
- bool [Remove](#) (object obj)
- bool [Exist](#) (object obj)

### 6.15.1 Detailed Description

Definition at line 17 of file [IListManagement.cs](#).

### 6.15.2 Member Function Documentation

#### 6.15.2.1 Add()

```
bool trabalhoPOO_27967.Interface.IListManagement.Add (  
    object obj)
```

Implemented in [trabalhoPOO\\_27967.Campaigns](#), [trabalhoPOO\\_27967.Categories](#), [trabalhoPOO\\_27967.Clients](#), [trabalhoPOO\\_27967.Makes](#), [trabalhoPOO\\_27967.Products](#), [trabalhoPOO\\_27967.Sales](#), and [trabalhoPOO\\_27967.Warranties](#).

### 6.15.2.2 Exist()

```
bool trabalhoPOO_27967.Interface.IListManagement.Exist (  
    object obj)
```

Implemented in [trabalhoPOO\\_27967.Campaigns](#), [trabalhoPOO\\_27967.Categories](#), [trabalhoPOO\\_27967.Clients](#), [trabalhoPOO\\_27967.Makes](#), [trabalhoPOO\\_27967.Products](#), [trabalhoPOO\\_27967.Sales](#), and [trabalhoPOO\\_27967.Warranties](#).

### 6.15.2.3 Remove()

```
bool trabalhoPOO_27967.Interface.IListManagement.Remove (  
    object obj)
```

Implemented in [trabalhoPOO\\_27967.Campaigns](#), [trabalhoPOO\\_27967.Categories](#), [trabalhoPOO\\_27967.Clients](#), [trabalhoPOO\\_27967.Makes](#), [trabalhoPOO\\_27967.Products](#), [trabalhoPOO\\_27967.Sales](#), and [trabalhoPOO\\_27967.Warranties](#).

The documentation for this interface was generated from the following file:

- [trabalhoPOO\\_27967/Interface/IListManagement.cs](#)

## 6.16 Exceptions.InvalidPhoneNumberException Class Reference

The exception to be throws when a string doesn't match the phone number pattern.

Inheritance diagram for Exceptions.InvalidPhoneNumberException:

Collaboration diagram for Exceptions.InvalidPhoneNumberException:

### Public Member Functions

- [InvalidPhoneNumberException](#) (string message)
- [InvalidPhoneNumberException](#) (string message, Exception e)

### 6.16.1 Detailed Description

The exception to be throws when a string doesn't match the phone number pattern.

Definition at line 21 of file [InvalidPhoneNumberException.cs](#).

### 6.16.2 Constructor & Destructor Documentation

#### 6.16.2.1 InvalidPhoneNumberException() [1/3]

```
Exceptions.InvalidPhoneNumberException.InvalidPhoneNumberException ()
```

Definition at line 23 of file [InvalidPhoneNumberException.cs](#).

### 6.16.2.2 InvalidPhoneNumberException() [2/3]

```
Exceptions.InvalidPhoneNumberException.InvalidPhoneNumberException (
    string message)
```

Definition at line 25 of file [InvalidPhoneNumberException.cs](#).

### 6.16.2.3 InvalidPhoneNumberException() [3/3]

```
Exceptions.InvalidPhoneNumberException.InvalidPhoneNumberException (
    string message,
    Exception e)
```

Definition at line 27 of file [InvalidPhoneNumberException.cs](#).

The documentation for this class was generated from the following file:

- Exceptions/InvalidPhoneNumberException.cs

## 6.17 Data\_BestSale.Make Class Reference

Purpose: Definition of [Make](#) and methods to deal with [Make](#) operations. Created by: Jose Alves a27967 Created on: 11/6/2024 11:22:09 AM.

### Public Member Functions

- [Make](#) ()  
*The default Constructor.*
- [Make](#) (string name)  
*Constructor when the name of the make is given.*
- override string [ToString](#) ()  
*Override of the [ToString\(\)](#) method to convert the data of a [Make](#) to a string.*
- override bool [Equals](#) (object obj)  
*The redefinition of the [Equals\(\)](#) Method, to verify if a make matches another one.*
- int [GetMakeID](#) ()  
*Method used to get the ID of a make.*

### Static Public Member Functions

- static bool [operator==](#) ([Make](#) m1, [Make](#) m2)  
*The redefinition of the Equal operator.*
- static bool [operator!=](#) ([Make](#) m1, [Make](#) m2)  
*The redefinition of the NOT Equal operator.*
- static bool [CreateMake](#) (string name, out [Make](#) make)  
*Method to create a new make, given its name.*

## Properties

- int [ID](#) [get, set]  
*Property to set and get the ID of a [Make](#).*
- string [Name](#) [get, set]  
*Property to get and set the Name of a [Make](#).*

### 6.17.1 Detailed Description

Purpose: Definition of [Make](#) and methods to deal with [Make](#) operations. Created by: Jose Alves a27967 Created on: 11/6/2024 11:22:09 AM.

Definition at line [24](#) of file [Make.cs](#).

### 6.17.2 Constructor & Destructor Documentation

#### 6.17.2.1 [Make\(\)](#) [1/2]

```
Data_BestSale.Make.Make ()
```

The default Constructor.

Definition at line [39](#) of file [Make.cs](#).

#### 6.17.2.2 [Make\(\)](#) [2/2]

```
Data_BestSale.Make.Make (  
    string name)
```

Constructor when the name of the make is given.

##### Parameters

<i>id</i>	
<i>name</i>	

Definition at line [50](#) of file [Make.cs](#).

### 6.17.3 Member Function Documentation

#### 6.17.3.1 [CreateMake\(\)](#)

```
static bool Data_BestSale.Make.CreateMake (  
    string name,  
    out Make make) [static]
```

Method to create a new make, given its name.

**Parameters**

<i>name</i>	
<i>make</i>	

**Returns**

Definition at line 142 of file [Make.cs](#).

**6.17.3.2 Equals()**

```
override bool Data_BestSale.Make.Equals (  
    object obj)
```

The redefinition of the [Equals\(\)](#) Method, to verify if a make matches another one.

**Parameters**

<i>obj</i>	
------------	--

**Returns**

Verifies if the object given is null.

Casts the object to be [Make](#).

Definition at line 99 of file [Make.cs](#).

**6.17.3.3 GetMakeID()**

```
int Data_BestSale.Make.GetMakeID ()
```

Method used to get the ID of a make.

**Returns**

The ID of the make.

Definition at line 159 of file [Make.cs](#).

**6.17.3.4 operator"!=()"**

```
static bool Data_BestSale.Make.operator!= (  
    Make m1,  
    Make m2) [static]
```

The redefinition of the NOT Equal operator.



**Parameters**

<i>m1</i>	
<i>m2</i>	

**Returns**

Definition at line 129 of file [Make.cs](#).

**6.17.3.5 operator==()**

```
static bool Data_BestSale.Make.operator== (  
    Make m1,  
    Make m2) [static]
```

The redefinition of the Equal operator.

**Parameters**

<i>m1</i>	
<i>m2</i>	

**Returns**

Definition at line 118 of file [Make.cs](#).

**6.17.3.6 ToString()**

```
override string Data_BestSale.Make.ToString ()
```

Override of the [ToString\(\)](#) method to convert the data of a [Make](#) to a string.

**Returns**

Definition at line 89 of file [Make.cs](#).

**6.17.4 Property Documentation****6.17.4.1 ID**

```
int Data_BestSale.Make.ID [get], [set]
```

Property to set and get the ID of a [Make](#).

Definition at line 65 of file [Make.cs](#).

#### 6.17.4.2 Name

```
string Data_BestSale.Make.Name [get], [set]
```

Property to get and set the Name of a [Make](#).

Definition at line 74 of file [Make.cs](#).

The documentation for this class was generated from the following file:

- Data\_BestSale/Make/Make.cs

### 6.18 trabalhoPOO\_27967.Make Class Reference

Purpose: Definition of [Make](#) and methods to deal with [Make](#) operations. Created by: Jose Alves a27967 Created on: 11/6/2024 11:22:09 AM.

#### Public Member Functions

- [Make](#) ()  
*The default Constructor.*
- [Make](#) (string name)  
*Constructor when the name of the make is given.*
- override string [ToString](#) ()  
*Override of the [ToString\(\)](#) method to convert the data of a [Make](#) to a string.*
- override bool [Equals](#) (object obj)  
*The redefinition of the [Equals\(\)](#) Method, to verify if a make matches another one.*

#### Static Public Member Functions

- static bool [operator==](#) ([Make](#) m1, [Make](#) m2)  
*The redefinition of the Equal operator.*
- static bool [operator!=](#) ([Make](#) m1, [Make](#) m2)  
*The redefinition of the NOT Equal operator.*

#### Properties

- int [ID](#) [get, set]  
*Property to set and get the ID of a [Make](#).*
- string [Name](#) [get, set]  
*Property to get and set the Name of a [Make](#).*

#### 6.18.1 Detailed Description

Purpose: Definition of [Make](#) and methods to deal with [Make](#) operations. Created by: Jose Alves a27967 Created on: 11/6/2024 11:22:09 AM.

Definition at line 23 of file [Make.cs](#).

## 6.18.2 Constructor & Destructor Documentation

### 6.18.2.1 Make() [1/2]

```
trabalhoPOO_27967.Make.Make ()
```

The default Constructor.

Definition at line 38 of file [Make.cs](#).

### 6.18.2.2 Make() [2/2]

```
trabalhoPOO_27967.Make.Make (  
    string name)
```

Constructor when the name of the make is given.

#### Parameters

<i>id</i>	
<i>name</i>	

Definition at line 49 of file [Make.cs](#).

## 6.18.3 Member Function Documentation

### 6.18.3.1 Equals()

```
override bool trabalhoPOO_27967.Make.Equals (  
    object obj)
```

The redefinition of the [Equals\(\)](#) Method, to verify if a make matches another one.

#### Parameters

<i>obj</i>	
------------	--

#### Returns

Veriffies if the object given is null.

Casts the object to be [Make](#).

Definition at line 98 of file [Make.cs](#).

### 6.18.3.2 operator"!=()"

```
static bool trabalhoPOO_27967.Make.operator!= (  
    Make m1,  
    Make m2) [static]
```

The redefinition of the NOt Equal operator.

**Parameters**

<i>m1</i>	
<i>m2</i>	

**Returns**

Definition at line 128 of file [Make.cs](#).

**6.18.3.3 operator==()**

```
static bool trabalhoPOO_27967.Make.operator== (  
    Make m1,  
    Make m2) [static]
```

The redefinition of the Equal operator.

**Parameters**

<i>m1</i>	
<i>m2</i>	

**Returns**

Definition at line 117 of file [Make.cs](#).

**6.18.3.4 ToString()**

```
override string trabalhoPOO_27967.Make.ToString ()
```

Override of the [ToString\(\)](#) method to convert the data of a [Make](#) to a string.

**Returns**

Definition at line 88 of file [Make.cs](#).

**6.18.4 Property Documentation****6.18.4.1 ID**

```
int trabalhoPOO_27967.Make.ID [get], [set]
```

Property to set and get the ID of a [Make](#).

Definition at line 64 of file [Make.cs](#).

#### 6.18.4.2 Name

```
string trabalhoPOO_27967.Make.Name [get], [set]
```

Property to get and set the Name of a [Make](#).

Definition at line 73 of file [Make.cs](#).

The documentation for this class was generated from the following file:

- trabalhoPOO\_27967/Make/Make.cs

## 6.19 Data\_BestSale.Makes Class Reference

Purpose: This file has the definition and methods to work with the plurality of [Make](#). Created by: Jose Alves a27967  
Created on: 11/14/2024 4:33:51 PM.

Inheritance diagram for Data\_BestSale.Makes:

Collaboration diagram for Data\_BestSale.Makes:

### Public Member Functions

- [Makes](#) ()  
*The default Constructor.*
- [Makes](#) (List< [Make](#) > m)  
*The constructor to use when a list of [Make](#) is given.*
- bool [Add](#) (object obj)  
*Method used to add a make to a list of makes.*
- bool [Remove](#) (object obj)  
*Method used to remove a make from a list of makes.*
- bool [Exist](#) (object obj)  
*Method used to verify if a make exists on a list of makes, given its ID or name.*
- bool [ClearMakes](#) ()  
*Method used to Clear a list of [Makes](#).*
- [Make GetMake](#) (object obj)  
*This method finds a make instance, given its ID or Name.*

### Public Member Functions inherited from [Data\\_BestSale.IListManagement](#)

#### Properties

- List< [Make](#) > [MakeList](#) [get, set]  
*The property to get and set a list of [Make](#).*

### 6.19.1 Detailed Description

Purpose: This file has the definition and methods to work with the plurality of [Make](#). Created by: Jose Alves a27967  
Created on: 11/14/2024 4:33:51 PM.

Definition at line [24](#) of file [Makes.cs](#).

### 6.19.2 Constructor & Destructor Documentation

#### 6.19.2.1 Makes() [1/2]

```
Data_BestSale.Makes.Makes ()
```

The default Constructor.

Definition at line [37](#) of file [Makes.cs](#).

#### 6.19.2.2 Makes() [2/2]

```
Data_BestSale.Makes.Makes (  
    List< Make > m)
```

The constructor to use when a list of [Make](#) is given.

##### Parameters

<i>m</i>	
----------	--

Definition at line [46](#) of file [Makes.cs](#).

### 6.19.3 Member Function Documentation

#### 6.19.3.1 Add()

```
bool Data_BestSale.Makes.Add (  
    object obj)
```

Method used to add a make to a list of makes.

##### Parameters

<i>m</i>	
----------	--

##### Returns

Implements [Data\\_BestSale.IListManagement](#).

Definition at line [74](#) of file [Makes.cs](#).

### 6.19.3.2 ClearMakes()

```
bool Data_BestSale.Makes.ClearMakes ()
```

Method used to Clear a list of [Makes](#).

Definition at line 135 of file [Makes.cs](#).

### 6.19.3.3 Exist()

```
bool Data_BestSale.Makes.Exist (  
    object obj)
```

Method used to verify if a make exists on a list of makes, given its ID or name.

#### Parameters

<i>id</i>	
-----------	--

#### Returns

Implements [Data\\_BestSale.IListManagement](#).

Definition at line 106 of file [Makes.cs](#).

### 6.19.3.4 GetMake()

```
Make Data_BestSale.Makes.GetMake (  
    object obj)
```

This method finds a make instance, given its ID or Name.

#### Parameters

<i>id</i>	The <a href="#">Make</a> ID
-----------	-----------------------------

#### Returns

The make instance

Definition at line 152 of file [Makes.cs](#).

### 6.19.3.5 Remove()

```
bool Data_BestSale.Makes.Remove (  
    object obj)
```

Method used to remove a make from a list of makes.

## Parameters

<i>m</i>	
----------	--

## Returns

Implements [Data\\_BestSale.IListManagement](#).

Definition at line 89 of file [Makes.cs](#).

## 6.19.4 Property Documentation

### 6.19.4.1 MakeList

```
List<Make> Data_BestSale.Makes.MakeList [get], [set]
```

The property to get and set a list of [Make](#).

Definition at line 56 of file [Makes.cs](#).

The documentation for this class was generated from the following file:

- [Data\\_BestSale/Make/Makes.cs](#)

## 6.20 trabalhoPOO\_27967.Makes Class Reference

Purpose: This file has the definition and methods to work with the plurality of [Make](#). Created by: Jose Alves a27967  
Created on: 11/14/2024 4:33:51 PM.

Inheritance diagram for trabalhoPOO\_27967.Makes:

Collaboration diagram for trabalhoPOO\_27967.Makes:

### Public Member Functions

- [Makes](#) ()  
*The default Constructor.*
- [Makes](#) (List< [Make](#) > m)  
*The constructor to use when a list of [Make](#) is given.*
- bool [Add](#) (object obj)  
*Method used to add a make to a list of makes.*
- bool [Remove](#) (object obj)  
*Method used to remove a make from a list of makes.*
- bool [Exist](#) (object obj)  
*Method used to verify if a make exists on a list of makes, given its ID or name.*



## Public Member Functions inherited from [trabalhoPOO\\_27967.Interface.IListManagement](#)

### Properties

- List< [Make](#) > [MakeList](#) [get, set]  
*The property to get and set a list of [Make](#).*

## 6.20.1 Detailed Description

Purpose: This file has the definition and methods to work with the plurality of [Make](#). Created by: Jose Alves a27967  
Created on: 11/14/2024 4:33:51 PM.

Definition at line [23](#) of file [Makes.cs](#).

## 6.20.2 Constructor & Destructor Documentation

### 6.20.2.1 Makes() [1/2]

```
trabalhoPOO_27967.Makes.Makes ()
```

The default Constructor.

Definition at line [36](#) of file [Makes.cs](#).

### 6.20.2.2 Makes() [2/2]

```
trabalhoPOO_27967.Makes.Makes (  
    List< Make > m)
```

The constructor to use when a list of [Make](#) is given.

#### Parameters

<i>m</i>	
----------	--

Definition at line [45](#) of file [Makes.cs](#).

## 6.20.3 Member Function Documentation

### 6.20.3.1 Add()

```
bool trabalhoPOO_27967.Makes.Add (  
    object obj)
```

Method used to add a make to a list of makes.

**Parameters**

<i>m</i>	
----------	--

**Returns**

Implements [trabalhoPOO\\_27967.Interface.IListManagement](#).

Definition at line 73 of file [Makes.cs](#).

**6.20.3.2 Exist()**

```
bool trabalhoPOO_27967.Makes.Exist (  
    object obj)
```

Method used to verify if a make exists on a list of makes, given its ID or name.

**Parameters**

<i>id</i>	
-----------	--

**Returns**

Implements [trabalhoPOO\\_27967.Interface.IListManagement](#).

Definition at line 105 of file [Makes.cs](#).

**6.20.3.3 Remove()**

```
bool trabalhoPOO_27967.Makes.Remove (  
    object obj)
```

Method used to remove a make from a list of makes.

**Parameters**

<i>m</i>	
----------	--

**Returns**

Implements [trabalhoPOO\\_27967.Interface.IListManagement](#).

Definition at line 88 of file [Makes.cs](#).

## 6.20.4 Property Documentation

### 6.20.4.1 MakeList

```
List<Make> trabalhoPOO_27967.Makes.MakeList [get], [set]
```

The property to get and set a list of [Make](#).

Definition at line 55 of file [Makes.cs](#).

The documentation for this class was generated from the following file:

- trabalhoPOO\_27967/Make/Makes.cs

## 6.21 Data\_BestSale.Product Class Reference

Purpose: Definition of product and methods to deal with product operations. Created by: Jose Alves a27967  
Created on: 11/2/2024 4:40:12 PM.

### Public Member Functions

- [Product](#) ()  
*The default Constructor.*
- [Product](#) (string reff, decimal price, int makeID, int categoryID)  
*The constructor to use when reference, price, makeID and categoryID are given.*
- [Product](#) (string reff, decimal price, [Warranty](#) warranty, int make, int category)  
*Constructor for when the reference, price and warranty duration are given.*
- override bool [Equals](#) (object obj)  
*Redefinition of the method to compare two products.*
- override string [ToString](#) ()  
*Override of the [ToString\(\)](#) Method to convert the data of a product into a string.*

### Static Public Member Functions

- static bool [operator==](#) ([Product](#) p1, [Product](#) p2)  
*Redefinition of the equal operator.*
- static bool [operator!=](#) ([Product](#) p1, [Product](#) p2)  
*Redefinition of the different operator.*
- static [Product](#) [CreateProductWithWarranty](#) (string reff, decimal price, int makeID, int categoryID, int warrantyDuration, string warrantyConditions)  
*Method that creates a product and its warranty.*

## Properties

- string [Reference](#) [get, set]  
*Property to set and get the reference of a product.*
- decimal [Price](#) [get, set]  
*Property to get and set the price of a product.*
- int [MakeID](#) [get, set]  
*Property to set and get the [Make](#) of a product.*
- int [CategoryID](#) [get, set]  
*Property to set and get the [Category](#) of a product.*
- int [Stock](#) [get, set]  
*Property to get and set the existing stock of a product.*
- [Warranty Warranty](#) [get, set]

### 6.21.1 Detailed Description

Purpose: Definition of product and methods to deal with product operations. Created by: Jose Alves a27967  
Created on: 11/2/2024 4:40:12 PM.

Definition at line [28](#) of file [Product.cs](#).

### 6.21.2 Constructor & Destructor Documentation

#### 6.21.2.1 Product() [1/3]

```
Data_BestSale.Product.Product ()
```

The default Constructor.

Definition at line [46](#) of file [Product.cs](#).

#### 6.21.2.2 Product() [2/3]

```
Data_BestSale.Product.Product (
    string reff,
    decimal price,
    int makeID,
    int categoryID)
```

The constructor to use when reference, price, makeID and categoryID are given.

#### Parameters

<i>reff</i>	
<i>price</i>	
<i>makeID</i>	
<i>categoryID</i>	

Definition at line [62](#) of file [Product.cs](#).

### 6.21.2.3 Product() [3/3]

```
Data_BestSale.Product.Product (
    string reff,
    decimal price,
    Warranty warranty,
    int make,
    int category)
```

Constructor for when the reference, price and warranty duration are given.

#### Parameters

<i>reff</i>	
<i>pri</i>	

Definition at line 76 of file [Product.cs](#).

## 6.21.3 Member Function Documentation

### 6.21.3.1 CreateProductWithWarranty()

```
static Product Data_BestSale.Product.CreateProductWithWarranty (
    string reff,
    decimal price,
    int makeID,
    int categoryID,
    int warrantyDuration,
    string warrantyConditions) [static]
```

Method that creates a product and its warranty.

#### Parameters

<i>reff</i>	The reference of the product
<i>price</i>	The price of the product
<i>makeID</i>	The ID of the make of the product
<i>categoryID</i>	The ID of the category of the product
<i>warrantyDuration</i>	The duration, in years, of the warranty
<i>warrantyConditions</i>	The terms of the warranty

#### Returns

The instance of product created.

Definition at line 210 of file [Product.cs](#).

### 6.21.3.2 Equals()

```
override bool Data_BestSale.Product.Equals (
    object obj)
```

Redefinition of the method to compare two products.

**Parameters**

<i>obj</i>	
------------	--

**Returns**

Definition at line 152 of file [Product.cs](#).

**6.21.3.3 operator"!=()**

```
static bool Data_BestSale.Product.operator!= (
    Product p1,
    Product p2) [static]
```

Redefinition of the different operator.

**Parameters**

<i>p1</i>	
<i>p2</i>	

**Returns**

Definition at line 177 of file [Product.cs](#).

**6.21.3.4 operator==(())**

```
static bool Data_BestSale.Product.operator==(
    Product p1,
    Product p2) [static]
```

Redefinition of the equal operator.

**Parameters**

<i>p1</i>	
<i>p2</i>	

**Returns**

Definition at line 166 of file [Product.cs](#).

### 6.21.3.5 ToString()

```
override string Data_BestSale.Product.ToString ()
```

Override of the [ToString\(\)](#) Method to convert the data of a product into a string.

Returns

Definition at line [186](#) of file [Product.cs](#).

## 6.21.4 Property Documentation

### 6.21.4.1 CategoryID

```
int Data_BestSale.Product.CategoryID [get], [set]
```

Property to set and get the [Category](#) of a product.

Definition at line [122](#) of file [Product.cs](#).

### 6.21.4.2 MakeID

```
int Data_BestSale.Product.MakeID [get], [set]
```

Property to set and get the [Make](#) of a product.

Definition at line [112](#) of file [Product.cs](#).

### 6.21.4.3 Price

```
decimal Data_BestSale.Product.Price [get], [set]
```

Property to get and set the price of a product.

Definition at line [103](#) of file [Product.cs](#).

### 6.21.4.4 Reference

```
string Data_BestSale.Product.Reference [get], [set]
```

Property to set and get the reference of a product.

Definition at line [93](#) of file [Product.cs](#).

#### 6.21.4.5 Stock

```
int Data_BestSale.Product.Stock [get], [set]
```

Property to get and set the existing stock of a product.

Definition at line 131 of file [Product.cs](#).

#### 6.21.4.6 Warranty

```
Warranty Data_BestSale.Product.Warranty [get], [set]
```

Definition at line 137 of file [Product.cs](#).

The documentation for this class was generated from the following file:

- [Data\\_BestSale/Product/Product.cs](#)

## 6.22 trabalhoPOO\_27967.Product Class Reference

Purpose: Definition of product and methods to deal with product operations. Created by: Jose Alves a27967  
Created on: 11/2/2024 4:40:12 PM.

### Public Member Functions

- [Product](#) ()  
*The default Constructor.*
- [Product](#) (string reff, decimal price, [Warranty](#) warranty, int make, int category)  
*Constructor for when the reference, price and warranty duration are given.*
- override bool [Equals](#) (object obj)  
*Redefinition of the method to compare two products.*
- override string [ToString](#) ()  
*Override of the [ToString\(\)](#) Method to convert the data of a product into a string.*

### Static Public Member Functions

- static bool [operator==](#) ([Product](#) p1, [Product](#) p2)  
*Redefinition of the equal operator.*
- static bool [operator!=](#) ([Product](#) p1, [Product](#) p2)  
*Redefinition of the different operator.*



## Properties

- string [Reference](#) [get, set]  
*Property to set and get the reference of a product.*
- decimal [Price](#) [get, set]  
*Property to get and set the price of a product.*
- int [Make](#) [get, set]  
*Property to set and get the [Make](#) of a product.*
- int [Category](#) [get, set]  
*Property to set and get the [Category](#) of a product.*
- int [Stock](#) [get, set]  
*Property to get and set the existing stock of a product.*
- [Warranty Warranty](#) [get, set]

### 6.22.1 Detailed Description

Purpose: Definition of product and methods to deal with product operations. Created by: Jose Alves a27967  
Created on: 11/2/2024 4:40:12 PM.

Definition at line [25](#) of file [Product.cs](#).

### 6.22.2 Constructor & Destructor Documentation

#### 6.22.2.1 Product() [1/2]

```
trabalhoPOO_27967.Product.Product ()
```

The default Constructor.

Definition at line [43](#) of file [Product.cs](#).

#### 6.22.2.2 Product() [2/2]

```
trabalhoPOO_27967.Product.Product (
    string reff,
    decimal price,
    Warranty warranty,
    int make,
    int category)
```

Constructor for when the reference, price and warranty duration are given.

#### Parameters

<i>reff</i>	
<i>pri</i>	

Definition at line [57](#) of file [Product.cs](#).

### 6.22.3 Member Function Documentation

#### 6.22.3.1 Equals()

```
override bool trabalhoPOO_27967.Product.Equals (
    object obj)
```

Redefinition of the method to compare two products.

**Parameters**

<i>obj</i>	
------------	--

**Returns**

Definition at line 133 of file [Product.cs](#).

**6.22.3.2 operator"!=()**

```
static bool trabalhoPOO_27967.Product.operator!= (
    Product p1,
    Product p2) [static]
```

Redefinition of the different operator.

**Parameters**

<i>p1</i>	
<i>p2</i>	

**Returns**

Definition at line 158 of file [Product.cs](#).

**6.22.3.3 operator==(())**

```
static bool trabalhoPOO_27967.Product.operator==(
    Product p1,
    Product p2) [static]
```

Redefinition of the equal operator.

**Parameters**

<i>p1</i>	
<i>p2</i>	

**Returns**

Definition at line 147 of file [Product.cs](#).

#### 6.22.3.4 ToString()

```
override string trabalhoPOO_27967.Product.ToString ()
```

Override of the [ToString\(\)](#) Method to convert the data of a product into a string.

Returns

Definition at line [167](#) of file [Product.cs](#).

### 6.22.4 Property Documentation

#### 6.22.4.1 Category

```
int trabalhoPOO_27967.Product.Category [get], [set]
```

Property to set and get the [Category](#) of a product.

Definition at line [103](#) of file [Product.cs](#).

#### 6.22.4.2 Make

```
int trabalhoPOO_27967.Product.Make [get], [set]
```

Property to set and get the [Make](#) of a product.

Definition at line [93](#) of file [Product.cs](#).

#### 6.22.4.3 Price

```
decimal trabalhoPOO_27967.Product.Price [get], [set]
```

Property to get and set the price of a product.

Definition at line [84](#) of file [Product.cs](#).

#### 6.22.4.4 Reference

```
string trabalhoPOO_27967.Product.Reference [get], [set]
```

Property to set and get the reference of a product.

Definition at line [74](#) of file [Product.cs](#).

#### 6.22.4.5 Stock

```
int trabalhoPOO_27967.Product.Stock [get], [set]
```

Property to get and set the existing stock of a product.

Definition at line 112 of file [Product.cs](#).

#### 6.22.4.6 Warranty

```
Warranty trabalhoPOO_27967.Product.Warranty [get], [set]
```

Definition at line 118 of file [Product.cs](#).

The documentation for this class was generated from the following file:

- trabalhoPOO\_27967/Product/Product.cs

### 6.23 Data\_BestSale.Products Class Reference

Purpose: Class to manage a group of more than one product. Created by: Jose Alves a27967 Created on↵ : 11/9/2024 6:34:19 PM.

Inheritance diagram for Data\_BestSale.Products:

Collaboration diagram for Data\_BestSale.Products:

#### Public Member Functions

- [Products](#) ()  
*The default Constructor.*
- [Products](#) (List< [Product](#) > products)  
*The constructor to use when list of [Product](#) is given.*
- override string [ToString](#) ()  
*Override of the [ToString\(\)](#) Method to convert the data of a list to products to a string.*
- decimal [ValueInPosition](#) (int p)  
*This method returns the price of a product, given a certain array position.*
- bool [Add](#) (object obj)  
*This method inserts a product in a list of products.*
- bool [Exist](#) (object obj)  
*Method used to verify if a product is on a products' list, given its Reference.*
- bool [Remove](#) (object obj)  
*Method used to remove a product from a [Products](#)' list.*
- [Product SearchProduct](#) (string reff)  
*This method searches for a product in an array, given its reference.*
- decimal [TotalPrice](#) ()  
*Method used to calculate the total price of products in a list of products.*
- DateTime [WarrantyExpirationDateForProduct](#) (DateTime date, string reff)  
*Method used to calculate the warranty's expiration date of a product on a list of products.*
- bool [ClearProducts](#) ()  
*Method used to Clear a list of [Products](#).*

## Public Member Functions inherited from [Data\\_BestSale.IListManagement](#)

### Properties

- `List< Product > Prods` [get, set]  
*Property used to get and set the list of products.*

### 6.23.1 Detailed Description

Purpose: Class to manage a group of more than one product. Created by: Jose Alves a27967 Created on↵  
: 11/9/2024 6:34:19 PM.

Definition at line 26 of file [Products.cs](#).

### 6.23.2 Constructor & Destructor Documentation

#### 6.23.2.1 `Products()` [1/2]

```
Data_BestSale.Products.Products ()
```

The default Constructor.

Definition at line 39 of file [Products.cs](#).

#### 6.23.2.2 `Products()` [2/2]

```
Data_BestSale.Products.Products (  
    List< Product > products)
```

The constructor to use when list of [Product](#) is given.

#### Parameters

<code>products</code>	
-----------------------	--

Definition at line 48 of file [Products.cs](#).

### 6.23.3 Member Function Documentation

#### 6.23.3.1 `Add()`

```
bool Data_BestSale.Products.Add (  
    object obj)
```

This method inserts a product in a list of products.

**Parameters**

<i>p</i>	
----------	--

**Returns**

Returns true or False, depending on whether or not it succeeded in inserting the product into the list.

Implements [Data\\_BestSale.IListManagement](#).

Definition at line 104 of file [Products.cs](#).

**6.23.3.2 ClearProducts()**

```
bool Data_BestSale.Products.ClearProducts ()
```

Method used to Clear a list of [Products](#).

Definition at line 196 of file [Products.cs](#).

**6.23.3.3 Exist()**

```
bool Data_BestSale.Products.Exist (  
    object obj)
```

Method used to verify if a product is on a products' list, given its Reference.

**Parameters**

<i>reff</i>	
-------------	--

**Returns**

Implements [Data\\_BestSale.IListManagement](#).

Definition at line 124 of file [Products.cs](#).

**6.23.3.4 Remove()**

```
bool Data_BestSale.Products.Remove (  
    object obj)
```

Method used to remove a product from a [Products](#)' list.

**Parameters**

<i>p</i>	
----------	--

**Returns**

[Product](#) removed successfully

[Product](#) was not removed.

Implements [Data\\_BestSale.IListManagement](#).

Definition at line 142 of file [Products.cs](#).

**6.23.3.5 SearchProduct()**

```
Product Data_BestSale.Products.SearchProduct (  
    string reff)
```

This method searches for a product in an array, given its reference.

**Parameters**

<i>reff</i>	
-------------	--

**Returns**

Returns the product if found

Definition at line 159 of file [Products.cs](#).

**6.23.3.6 ToString()**

```
override string Data_BestSale.Products.ToString ()
```

Override of the [ToString\(\)](#) Method to convert the data of a list fo products to a string.

**Returns**

Definition at line 76 of file [Products.cs](#).

### 6.23.3.7 TotalPrice()

```
decimal Data_BestSale.Products.TotalPrice ()
```

Method used to calculate the total price of products in a list of products.

#### Returns

lambda funtion tells the Sum() function that, for each [Product](#) p in `_prods`, it should use the price value.

Definition at line [172](#) of file [Products.cs](#).

### 6.23.3.8 ValueInPosition()

```
decimal Data_BestSale.Products.ValueInPosition (  
    int p)
```

This method returns the price of a product, given a certain array position.



## Parameters

<i>p</i>	Position in array.
----------	--------------------

## Returns

Definition at line 94 of file [Products.cs](#).

### 6.23.3.9 WarrantyExpirationDateForProduct()

```
DateTime Data_BestSale.Products.WarrantyExpirationDateForProduct (
    DateTime date,
    string reff)
```

Method used to calculate the warranty's expiration date of a product on a list of products.

## Parameters

<i>date</i>	
<i>reff</i>	

## Returns

Definition at line 185 of file [Products.cs](#).

## 6.23.4 Property Documentation

### 6.23.4.1 Prods

```
List<Product> Data_BestSale.Products.Prods [get], [set]
```

Property used to get and set the list of products.

Definition at line 61 of file [Products.cs](#).

The documentation for this class was generated from the following file:

- Data\_BestSale/Product/Products.cs

## 6.24 trabalhoPOO\_27967.Products Class Reference

Purpose: Class to manage a group of more than one product. Created by: Jose Alves a27967 Created on: 11/9/2024 6:34:19 PM.

Inheritance diagram for trabalhoPOO\_27967.Products:

Collaboration diagram for trabalhoPOO\_27967.Products:

## Public Member Functions

- [Products](#) ()  
*The default Constructor.*
- [Products](#) (List< [Product](#) > products)  
*The constructor to use when list of [Product](#) is given.*
- override string [ToString](#) ()  
*Override of the [ToString\(\)](#) Method to convert the data of a list fo products to a string.*
- decimal [ValueInPosition](#) (int p)  
*This method returns the price of a product, given a certain array position.*
- bool [Add](#) (object obj)  
*This method inserts a product in a list of products.*
- bool [Exist](#) (object obj)  
*Method used to verify if a product is on a products' list, given its Reference.*
- bool [Remove](#) (object obj)  
*Method used to remove a product from a [Products](#)' list.*
- [Product SearchProduct](#) (string reff)  
*This method searches for a product in an array, given its reference.*
- decimal [TotalPrice](#) ()  
*Method used to calculate the total price of products in a list of products.*
- DateTime [WarrantyExpirationDateForProduct](#) (DateTime date, string reff)  
*Method used to calculate the warranty's expiration date of a product on a list of products.*

## Public Member Functions inherited from [trabalhoPOO\\_27967.Interface.IListManagement](#)

### Properties

- List< [Product](#) > [Prods](#) [get, set]  
*Property used to get and set the list of products.*

### 6.24.1 Detailed Description

Purpose: Class to manage a group of more than one product. Created by: Jose Alves a27967 Created on↵  
: 11/9/2024 6:34:19 PM.

Definition at line 27 of file [Products.cs](#).

### 6.24.2 Constructor & Destructor Documentation

#### 6.24.2.1 [Products\(\)](#) [1/2]

```
trabalhoPOO_27967.Products.Products ()
```

The default Constructor.

Definition at line 40 of file [Products.cs](#).

#### 6.24.2.2 [Products\(\)](#) [2/2]

```
trabalhoPOO_27967.Products.Products (  
    List< Product > products)
```

The constructor to use when list of [Product](#) is given.

#### Parameters

<i>products</i>	
-----------------	--

Definition at line 49 of file [Products.cs](#).

### 6.24.3 Member Function Documentation

#### 6.24.3.1 Add()

```
bool trabalhoPOO_27967.Products.Add (  
    object obj)
```

This method inserts a product in a list of products.

#### Parameters

<i>p</i>	
----------	--

#### Returns

Returns true or False, depending on whether or not it succeeded in inserting the product into the list.

Implements [trabalhoPOO\\_27967.Interface.IListManagement](#).

Definition at line 105 of file [Products.cs](#).

#### 6.24.3.2 Exist()

```
bool trabalhoPOO_27967.Products.Exist (  
    object obj)
```

Method used to verify if a product is on a products' list, given its Reference.

#### Parameters

<i>reff</i>	
-------------	--

#### Returns

Implements [trabalhoPOO\\_27967.Interface.IListManagement](#).

Definition at line 125 of file [Products.cs](#).

#### 6.24.3.3 Remove()

```
bool trabalhoPOO_27967.Products.Remove (  
    object obj)
```

Method used to remove a product from a [Products](#)' list.

**Parameters**

<i>p</i>	
----------	--

**Returns**

[Product](#) removed successfully

[Product](#) was not removed.

Implements [trabalhoPOO\\_27967.Interface.IListManagement](#).

Definition at line 143 of file [Products.cs](#).

**6.24.3.4 SearchProduct()**

```
Product trabalhoPOO_27967.Products.SearchProduct (  
    string reff)
```

This method searches for a product in an array, given its reference.

**Parameters**

<i>reff</i>	
-------------	--

**Returns**

Returns the product if found

Definition at line 160 of file [Products.cs](#).

**6.24.3.5 ToString()**

```
override string trabalhoPOO_27967.Products.ToString ()
```

Override of the [ToString\(\)](#) Method to convert the data of a list fo products to a string.

**Returns**

Definition at line 77 of file [Products.cs](#).

**6.24.3.6 TotalPrice()**

```
decimal trabalhoPOO_27967.Products.TotalPrice ()
```

Method used to calculate the total price of products in a list of products.

**Returns**

Definition at line 173 of file [Products.cs](#).

**6.24.3.7 ValueInPosition()**

```
decimal trabalhoPOO_27967.Products.ValueInPosition (  
    int p)
```

This method returns the price of a product, given a certain array position.

#### Parameters

<i>p</i>	Position in array.
----------	--------------------

#### Returns

Definition at line 95 of file [Products.cs](#).

### 6.24.3.8 WarratyExpirationDateForProduct()

```
DateTime trabalhoPOO_27967.Products.WarratyExpirationDateForProduct (  
    DateTime date,  
    string reff)
```

Method used to calculate the warranty's expiration date of a product on a list of products.

#### Parameters

<i>date</i>	
<i>reff</i>	

#### Returns

Definition at line 185 of file [Products.cs](#).

## 6.24.4 Property Documentation

### 6.24.4.1 Prods

```
List<Product> trabalhoPOO_27967.Products.Prods [get], [set]
```

Property used to get and set the list of products.

Definition at line 62 of file [Products.cs](#).

The documentation for this class was generated from the following file:

- trabalhoPOO\_27967/Product/Products.cs

## 6.25 Data\_BestSale.Sale Class Reference

Purpose: Definition of [Sale](#) and methods to deal with [Sale](#) operations. Created by: Jose Alves a27967 Created on: 11/6/2024 11:21:53 AM.

## Public Member Functions

- [Sale](#) ()  
*The default Constructor.*
- [Sale](#) ([Client](#) client, [Products](#) products, [Campaign](#) camp)  
*Constructor used when a client, a product array and a campaign to be used are given.*
- override bool [Equals](#) (object obj)  
*Redefinition of the Equals method to compare two sales.*
- override string [ToString](#) ()
- decimal [TotalPrice](#) ()  
*Method to calculate the total price of a sale, given the products list and a campaign code.*
- bool [InsertProductOnSale](#) ([Product](#) p)  
*Method used to insert a product on a sale's list.*
- bool [RemoveProductFromSale](#) ([Product](#) p)  
*Method used to remove a product from a sale.*
- bool [ExistProductOnSale](#) ([Product](#) p)  
*Method used to verify if a product is on a sale.*
- DateTime [WarrantyExpirationDate](#) (string reff)  
*Method to calculate when a warranty is due to expire.*

## Static Public Member Functions

- static bool [operator==](#) ([Sale](#) s1, [Sale](#) s2)  
*Redefinition of the equal operator.*
- static bool [operator!=](#) ([Sale](#) s1, [Sale](#) s2)  
*Redefinition of the different operator.*

## Properties

- int [Id](#) [get, set]  
*Property used to get and set the ID of a [Sale](#).*
- [Client](#) [Client](#) [get, set]  
*Property used to get and set the information of the [Client](#) who made the purchase.*
- [Products](#) [Products](#) [get, set]  
*Property used to get and set the list of products in a [Sale](#).*
- decimal [TotPrice](#) [get, set]  
*Property used to get and set the total price of a [Sale](#).*
- DateTime [SaleDate](#) [get, set]  
*Property used to get and set the Date of a [Sale](#).*
- [Campaign](#) [Campaigns](#) [get, set]  
*Property used to get and set the [Campaigns](#) applicable to a [Sale](#).*

### 6.25.1 Detailed Description

Purpose: Definition of [Sale](#) and methods to deal with [Sale](#) operations. Created by: Jose Alves a27967 Created on: 11/6/2024 11:21:53 AM.

Definition at line 26 of file [Sale.cs](#).

## 6.25.2 Constructor & Destructor Documentation

### 6.25.2.1 Sale() [1/2]

```
Data_BestSale.Sale.Sale ()
```

The default Constructor.

Definition at line 46 of file [Sale.cs](#).

### 6.25.2.2 Sale() [2/2]

```
Data_BestSale.Sale.Sale (  
    Client client,  
    Products products,  
    Campaign camp)
```

Constructor used when a client, a product array and a campaign to be used are given.

#### Parameters

<i>client</i>	
<i>products</i>	
<i>camp</i>	

Definition at line 59 of file [Sale.cs](#).

## 6.25.3 Member Function Documentation

### 6.25.3.1 Equals()

```
override bool Data_BestSale.Sale.Equals (  
    object obj)
```

Redefinition of the Equals method to compare two sales.

#### Parameters

<i>obj</i>	
------------	--

#### Returns

Definition at line 136 of file [Sale.cs](#).

### 6.25.3.2 ExistProductOnSale()

```
bool Data_BestSale.Sale.ExistProductOnSale (  
    Product p)
```

Method used to verify if a product is on a sale.

**Parameters**

<i>p</i>	
----------	--

**Returns**

Definition at line 219 of file [Sale.cs](#).

**6.25.3.3 InsertProductOnSale()**

```
bool Data_BestSale.Sale.InsertProductOnSale (  
    Product p)
```

Method used to insert a product on a sale's list.

**Parameters**

<i>p</i>	
----------	--

**Returns**

Definition at line 199 of file [Sale.cs](#).

**6.25.3.4 operator"!="()**

```
static bool Data_BestSale.Sale.operator!= (  
    Sale s1,  
    Sale s2) [static]
```

Redefinition of the different operator.

**Parameters**

<i>s1</i>	
<i>s2</i>	

**Returns**

Definition at line 159 of file [Sale.cs](#).

**6.25.3.5 operator=="()**

```
static bool Data_BestSale.Sale.operator== (  
    Sale s1,  
    Sale s2) [static]
```

Redefinition of the equal operator.



**Parameters**

<i>s1</i>	
<i>s2</i>	

**Returns**

Definition at line 148 of file [Sale.cs](#).

**6.25.3.6 RemoveProductFromSale()**

```
bool Data_BestSale.Sale.RemoveProductFromSale (  
    Product p)
```

Method used to remove a product from a sale.

**Parameters**

<i>p</i>	
----------	--

**Returns**

Definition at line 209 of file [Sale.cs](#).

**6.25.3.7 ToString()**

```
override string Data_BestSale.Sale.ToString ()
```

\u20AC é o unicode para o símbolo de euro.

Definition at line 164 of file [Sale.cs](#).

**6.25.3.8 TotalPrice()**

```
decimal Data_BestSale.Sale.TotalPrice ()
```

Method to calculate the total price of a sale, given the products list and a campaign code.

**Returns**

The total price to pay.

Definition at line 180 of file [Sale.cs](#).

**6.25.3.9 WarrantyExpirationDate()**

```
DateTime Data_BestSale.Sale.WarrantyExpirationDate (  
    string reff)
```

Method to calculate when a warranty is due to expire.

**Parameters**

<i>s</i>	
<i>reff</i>	

**Returns**

Definition at line 230 of file [Sale.cs](#).

## 6.25.4 Property Documentation

### 6.25.4.1 Campaigns

```
Campaign Data_BestSale.Sale.Campaigns [get], [set]
```

Property used to get and set the [Campaigns](#) applicable to a [Sale](#).

Definition at line 121 of file [Sale.cs](#).

### 6.25.4.2 Client

```
Client Data_BestSale.Sale.Client [get], [set]
```

Property used to get and set the information of the [Client](#) who made the purchase.

Definition at line 85 of file [Sale.cs](#).

### 6.25.4.3 Id

```
int Data_BestSale.Sale.Id [get], [set]
```

Property used to get and set the ID of a [Sale](#).

Definition at line 76 of file [Sale.cs](#).

### 6.25.4.4 Products

```
Products Data_BestSale.Sale.Products [get], [set]
```

Property used to get and set the list of products in a [Sale](#).

Definition at line 94 of file [Sale.cs](#).

#### 6.25.4.5 SaleDate

```
DateTime Data_BestSale.Sale.SaleDate [get], [set]
```

Property used to get and set the Date of a [Sale](#).

Definition at line 112 of file [Sale.cs](#).

#### 6.25.4.6 TotPrice

```
decimal Data_BestSale.Sale.TotPrice [get], [set]
```

Property used to get and set the total price of a [Sale](#).

Definition at line 103 of file [Sale.cs](#).

The documentation for this class was generated from the following file:

- Data\_BestSale/Sale/Sale.cs

## 6.26 trabalhoPOO\_27967.Sale Class Reference

Purpose: Definition of [Sale](#) and methods to deal with [Sale](#) operations. Created by: Jose Alves a27967 Created on: 11/6/2024 11:21:53 AM.

### Public Member Functions

- [Sale](#) ()  
*The default Constructor.*
- [Sale](#) ([Client](#) client, [Products](#) products, [Campaign](#) camp)  
*Constructor used when a client, a product array and a campaign to be used are given.*
- override bool [Equals](#) (object obj)  
*Redefinition of the Equals method to compare two sales.*
- override string [ToString](#) ()
- decimal [TotalPrice](#) ()  
*Method to calculate the total price of a sale, given the products list and a campaign code.*
- bool [InsertProductOnSale](#) ([Product](#) p)  
*Method used to insert a product on a sale's list.*
- bool [RemoveProductFromSale](#) ([Product](#) p)  
*Method used to remove a product from a sale.*
- bool [ExistProductOnSale](#) ([Product](#) p)  
*Method used to verify if a product is on a sale.*
- DateTime [WarrantyExpirationDate](#) (string reff)  
*Method to calculate when a warranty is due to expire.*

### Static Public Member Functions

- static bool `operator==` (`Sale` s1, `Sale` s2)  
*Redefiniiton of the equal operator.*
- static bool `operator!=` (`Sale` s1, `Sale` s2)  
*Redefinition of the different operator.*

### Properties

- int `Id` [get, set]  
*Property used to get and set the ID of a `Sale`.*
- `Client Client` [get, set]  
*Property used to get and set the information of the `Client` who made the purchase.*
- `Products Products` [get, set]  
*Property used to get and set the list of products in a `Sale`.*
- decimal `TotPrice` [get, set]  
*Property used to get and set the total price of a `Sale`.*
- DateTime `SaleDate` [get, set]  
*Property used to get and set the Date of a `Sale`.*
- `Campaign Campaigns` [get, set]  
*Property used to get and set the `Campaigns` applicable to a `Sale`.*

## 6.26.1 Detailed Description

Purpose: Definition of `Sale` and methods to deal with `Sale` operations. Created by: Jose Alves a27967 Created on: 11/6/2024 11:21:53 AM.

Definition at line 25 of file `Sale.cs`.

## 6.26.2 Constructor & Destructor Documentation

### 6.26.2.1 `Sale()` [1/2]

```
trabalhoPOO_27967.Sale.Sale ()
```

The default Constructor.

Definition at line 45 of file `Sale.cs`.

### 6.26.2.2 `Sale()` [2/2]

```
trabalhoPOO_27967.Sale.Sale (
    Client client,
    Products products,
    Campaign camp)
```

Constructor used when a client, a product array and a campaign to be used are given.

**Parameters**

<i>client</i>	
<i>products</i>	
<i>camp</i>	

Definition at line 58 of file [Sale.cs](#).

## 6.26.3 Member Function Documentation

### 6.26.3.1 Equals()

```
override bool trabalhoPOO_27967.Sale.Equals (  
    object obj)
```

Redefinition of the Equals method to compare two sales.

**Parameters**

<i>obj</i>	
------------	--

**Returns**

Definition at line 135 of file [Sale.cs](#).

### 6.26.3.2 ExistProductOnSale()

```
bool trabalhoPOO_27967.Sale.ExistProductOnSale (  
    Product p)
```

Method used to verify if a product is on a sale.

**Parameters**

<i>p</i>	
----------	--

**Returns**

Definition at line 218 of file [Sale.cs](#).

### 6.26.3.3 InsertProductOnSale()

```
bool trabalhoPOO_27967.Sale.InsertProductOnSale (  
    Product p)
```

Method used to insert a product on a sale's list.

**Parameters**

<i>p</i>	
----------	--

**Returns**

Definition at line 198 of file [Sale.cs](#).

**6.26.3.4 operator"!=()**

```
static bool trabalhoPOO_27967.Sale.operator!= (  
    Sale s1,  
    Sale s2) [static]
```

Redefinition of the different operator.

**Parameters**

<i>s1</i>	
<i>s2</i>	

**Returns**

Definition at line 158 of file [Sale.cs](#).

**6.26.3.5 operator==()**

```
static bool trabalhoPOO_27967.Sale.operator== (  
    Sale s1,  
    Sale s2) [static]
```

Redefiniiton of the equal operator.

**Parameters**

<i>s1</i>	
<i>s2</i>	

**Returns**

Definition at line 147 of file [Sale.cs](#).

**6.26.3.6 RemoveProductFromSale()**

```
bool trabalhoPOO_27967.Sale.RemoveProductFromSale (  
    Product p)
```

Method used to remove a product from a sale.

**Parameters**

<i>p</i>	
----------	--

**Returns**

Definition at line 208 of file [Sale.cs](#).

**6.26.3.7 ToString()**

```
override string trabalhoPOO_27967.Sale.ToString ()
```

\u20AC é o unicode para o símbolo de euro.

Definition at line 163 of file [Sale.cs](#).

**6.26.3.8 TotalPrice()**

```
decimal trabalhoPOO_27967.Sale.TotalPrice ()
```

Method to calculate the total price of a sale, given the products list and a campaign code.

**Returns**

The total price to pay.

Definition at line 179 of file [Sale.cs](#).

**6.26.3.9 WarrantyExpirationDate()**

```
DateTime trabalhoPOO_27967.Sale.WarrantyExpirationDate (  
    string reff)
```

Method to calculate when a warranty is due to expire.

**Parameters**

<i>s</i>	
<i>reff</i>	

**Returns**

Definition at line 229 of file [Sale.cs](#).

## 6.26.4 Property Documentation

### 6.26.4.1 Campaigns

`Campaign` trabalhoPOO\_27967.Sale.Campaigns [get], [set]

Property used to get and set the [Campaigns](#) applicable to a [Sale](#).

Definition at line 120 of file [Sale.cs](#).

### 6.26.4.2 Client

`Client` trabalhoPOO\_27967.Sale.Client [get], [set]

Property used to get and set the information of the [Client](#) who made the purchase.

Definition at line 84 of file [Sale.cs](#).

### 6.26.4.3 Id

`int` trabalhoPOO\_27967.Sale.Id [get], [set]

Property used to get and set the ID of a [Sale](#).

Definition at line 75 of file [Sale.cs](#).

### 6.26.4.4 Products

`Products` trabalhoPOO\_27967.Sale.Products [get], [set]

Property used to get and set the list of products in a [Sale](#).

Definition at line 93 of file [Sale.cs](#).

### 6.26.4.5 SaleDate

`DateTime` trabalhoPOO\_27967.Sale.SaleDate [get], [set]

Property used to get and set the Date of a [Sale](#).

Definition at line 111 of file [Sale.cs](#).

### 6.26.4.6 TotPrice

`decimal` trabalhoPOO\_27967.Sale.TotPrice [get], [set]

Property used to get and set the total price of a [Sale](#).

Definition at line 102 of file [Sale.cs](#).

The documentation for this class was generated from the following file:

- trabalhoPOO\_27967/Sale/Sale.cs



## 6.27 Data\_BestSale.Sales Class Reference

Purpose: Class with the agregation of sales of a store. Created by: Jose Alves a27967 Created on: 11/10/2024 7:42:03 PM.

Inheritance diagram for Data\_BestSale.Sales:

Collaboration diagram for Data\_BestSale.Sales:

### Public Member Functions

- [Sales](#) ()  
*The default Constructor.*
- [Sales](#) (List< [Sale](#) > sales)  
*The constructor to use when the sales' List is given.*
- [Sale GetSale](#) (int idSale)  
*Method to find a sale in a list of sales, given its ID.*
- bool [Add](#) (object obj)  
*Method used to add a sale to a sales' list.*
- bool [Remove](#) (object obj)  
*Method used to remove a sale from a list of sales.*
- bool [Exist](#) (object obj)  
*Method used to check if a sale exists in a list of sales.*
- bool [ClearSales](#) ()  
*Method used to Clear a list of [Sales](#).*

### Public Member Functions inherited from [Data\\_BestSale.IListManagement](#)

#### Properties

- List< [Sale](#) > [SalesStored](#) [get, set]  
*Property used to get and set a list of sales.*

### 6.27.1 Detailed Description

Purpose: Class with the agregation of sales of a store. Created by: Jose Alves a27967 Created on: 11/10/2024 7:42:03 PM.

Definition at line 22 of file [Sales.cs](#).

### 6.27.2 Constructor & Destructor Documentation

#### 6.27.2.1 [Sales\(\)](#) [1/2]

```
Data_BestSale.Sales.Sales ()
```

The default Constructor.

Definition at line 35 of file [Sales.cs](#).

#### 6.27.2.2 [Sales\(\)](#) [2/2]

```
Data_BestSale.Sales.Sales (  
    List< Sale > sales)
```

The constructor to use when the sales' List is given.

**Parameters**

<i>sales</i>	
--------------	--

Definition at line 44 of file [Sales.cs](#).

## 6.27.3 Member Function Documentation

### 6.27.3.1 Add()

```
bool Data_BestSale.Sales.Add (  
    object obj)
```

Method used to add a sale to a sales' list.

**Parameters**

<i>sale</i>	
-------------	--

**Returns**

Implements [Data\\_BestSale.IListManagement](#).

Definition at line 89 of file [Sales.cs](#).

### 6.27.3.2 ClearSales()

```
bool Data_BestSale.Sales.ClearSales ()
```

Method used to Clear a list of [Sales](#).

Definition at line 144 of file [Sales.cs](#).

### 6.27.3.3 Exist()

```
bool Data_BestSale.Sales.Exist (  
    object obj)
```

Method used to check if a sale exists in a list of sales.

**Parameters**

<i>obj</i>	
------------	--

**Returns**

Implements [Data\\_BestSale.IListManagement](#).

Definition at line 125 of file [Sales.cs](#).

### 6.27.3.4 GetSale()

```
Sale Data_BestSale.Sales.GetSale (  
    int idSale)
```

Method to find a sale in a list of sales, given its ID.

## Parameters

<i>idSale</i>	
---------------	--

## Returns

Definition at line 75 of file [Sales.cs](#).

### 6.27.3.5 Remove()

```
bool Data_BestSale.Sales.Remove (  
    object obj)
```

Method used to remove a sale from a list of sales.

## Parameters

<i>obj</i>	
------------	--

## Returns

Implements [Data\\_BestSale.IListManagement](#).

Definition at line 105 of file [Sales.cs](#).

## 6.27.4 Property Documentation

### 6.27.4.1 SalesStored

```
List<Sale> Data_BestSale.Sales.SalesStored [get], [set]
```

Property used to get and set a list of sales.

Definition at line 56 of file [Sales.cs](#).

The documentation for this class was generated from the following file:

- [Data\\_BestSale/Sale/Sales.cs](#)

## 6.28 trabalhoPOO\_27967.Sales Class Reference

Purpose: Class with the agregation of sales of a store. Created by: Jose Alves a27967 Created on: 11/10/2024 7:42:03 PM.

Inheritance diagram for trabalhoPOO\_27967.Sales:

Collaboration diagram for trabalhoPOO\_27967.Sales:

## Public Member Functions

- [Sales](#) ()  
*The default Constructor.*
- [Sales](#) (List< [Sale](#) > sales)  
*The constructor to use when the sales' List is given.*
- [Sale GetSale](#) (int idSale)  
*Method to find a sale in a list of sales, given its ID.*
- bool [Add](#) (object obj)  
*Method used to add a sale to a sales' list.*
- bool [Remove](#) (object obj)  
*Method used to remove a sale from a list of sales.*
- bool [Exist](#) (object obj)  
*Method used to check if a sale exists in a list of sales.*

## Public Member Functions inherited from [trabalhoPOO\\_27967.Interface.IListManagement](#)

### Properties

- List< [Sale](#) > [SalesStored](#) [get, set]  
*Property used to get and set a list of sales.*

### 6.28.1 Detailed Description

Purpose: Class with the agregation of sales of a store. Created by: Jose Alves a27967 Created on: 11/10/2024 7:42:03 PM.

Definition at line 22 of file [Sales.cs](#).

### 6.28.2 Constructor & Destructor Documentation

#### 6.28.2.1 [Sales](#)() [1/2]

```
trabalhoPOO_27967.Sales.Sales ()
```

The default Constructor.

Definition at line 35 of file [Sales.cs](#).

#### 6.28.2.2 [Sales](#)() [2/2]

```
trabalhoPOO_27967.Sales.Sales (  
    List< Sale > sales)
```

The constructor to use when the sales' List is given.

#### Parameters

<i>sales</i>	
--------------	--

Definition at line 44 of file [Sales.cs](#).

## 6.28.3 Member Function Documentation

### 6.28.3.1 Add()

```
bool trabalhoPOO_27967.Sales.Add (  
    object obj)
```

Method used to add a sale to a sales' list.

#### Parameters

<i>sale</i>	
-------------	--

#### Returns

Implements [trabalhoPOO\\_27967.Interface.IListManagement](#).

Definition at line 89 of file [Sales.cs](#).

### 6.28.3.2 Exist()

```
bool trabalhoPOO_27967.Sales.Exist (  
    object obj)
```

Method used to check if a sale exists in a list of sales.

#### Parameters

<i>obj</i>	
------------	--

#### Returns

Implements [trabalhoPOO\\_27967.Interface.IListManagement](#).

Definition at line 125 of file [Sales.cs](#).

### 6.28.3.3 GetSale()

```
Sale trabalhoPOO_27967.Sales.GetSale (  
    int idSale)
```

Method to find a sale in a list of sales, given its ID.

**Parameters**

<i>idSale</i>	
---------------	--

**Returns**

Definition at line 75 of file [Sales.cs](#).

**6.28.3.4 Remove()**

```
bool trabalhoPOO_27967.Sales.Remove (  
    object obj)
```

Method used to remove a sale from a list of sales.

**Parameters**

<i>obj</i>	
------------	--

**Returns**

Implements [trabalhoPOO\\_27967.Interface.IListManagement](#).

Definition at line 105 of file [Sales.cs](#).

**6.28.4 Property Documentation****6.28.4.1 SalesStored**

```
List<Sale> trabalhoPOO_27967.Sales.SalesStored [get], [set]
```

Property used to get and set a list of sales.

Definition at line 56 of file [Sales.cs](#).

The documentation for this class was generated from the following file:

- trabalhoPOO\_27967/Sale/Sales.cs

**6.29 Business\_Object.SimpleProduct Class Reference**

Purpose: This File contains the definition and methods to manage a SimpleClient Created by: zecun Created on: 12/11/2024 11:18:40 AM.

## Public Member Functions

- [SimpleProduct](#) ()  
*The default Constructor.*
- [SimpleProduct](#) (string reff, decimal price, int make)  
*The constructor to use when a reference, price and makeID are given.*

## Properties

- string [Reference](#) [get, set]  
*Property to set and get the reference of a [SimpleProduct](#) object.*
- decimal [Price](#) [get, set]  
*Property to get and set the price of a [SimpleProduct](#) object.*
- int [Make](#) [get, set]  
*Property to set and get the Make of a [SimpleProduct](#) object.*

### 6.29.1 Detailed Description

Purpose: This File contains the definition and methods to manage a SimpleClient Created by: zecun Created on: 12/11/2024 11:18:40 AM.

Definition at line 20 of file [SimpleProduct.cs](#).

### 6.29.2 Constructor & Destructor Documentation

#### 6.29.2.1 SimpleProduct() [1/2]

```
Business_Object.SimpleProduct.SimpleProduct ()
```

The default Constructor.

Definition at line 35 of file [SimpleProduct.cs](#).

#### 6.29.2.2 SimpleProduct() [2/2]

```
Business_Object.SimpleProduct.SimpleProduct (  
    string reff,  
    decimal price,  
    int make)
```

The constructor to use when a reference, price and makeID are given.

#### Parameters

<i>reff</i>	Product Reference
<i>price</i>	Product Price
<i>make</i>	Make ID

Definition at line 45 of file [SimpleProduct.cs](#).

### 6.29.3 Property Documentation

#### 6.29.3.1 Make

```
int Business_Object.SimpleProduct.Make [get], [set]
```

Property to set and get the Make of a [SimpleProduct](#) object.

Definition at line 76 of file [SimpleProduct.cs](#).

#### 6.29.3.2 Price

```
decimal Business_Object.SimpleProduct.Price [get], [set]
```

Property to get and set the price of a [SimpleProduct](#) object.

Definition at line 67 of file [SimpleProduct.cs](#).

#### 6.29.3.3 Reference

```
string Business_Object.SimpleProduct.Reference [get], [set]
```

Property to set and get the reference of a [SimpleProduct](#) object.

Definition at line 57 of file [SimpleProduct.cs](#).

The documentation for this class was generated from the following file:

- [Business\\_Object/SimpleProduct.cs](#)

## 6.30 Data\_BestSale.Store Class Reference

Purpose: This class has the definition and properties to manage a store. Created by: Jose Alves a27967 Created on: 11/14/2024 5:01:23 PM.

### Public Member Functions

- [Store](#) ()  
*The default Constructor.*
- [Store](#) ([Clients](#) cl, [Products](#) p, [Sales](#) s, [Makes](#) m, [Categories](#) c)  
*The constructor to use when all the lists are given.*
- bool [SaveStoreBin](#) (string fileName)  
*Save a [Store](#) to a binary file.*



## Static Public Member Functions

- static string [GetMakeNameFromID](#) (int makeID)  
*Method that gets a make's name from the list of makes in a store.*
- static bool [InsertClientInStore](#) ([Client](#) client)  
*Inserts a client in the store's list of clients, if it's not already there.*
- static bool [ClearStore](#) ()  
*Method used to clear the data of a store from memory.*
- static bool [LoadStoreBin](#) (string fileName)  
*Load a Stor from a binary file.*
- static bool [InsertProductInStore](#) ([Product](#) prod)  
*Method used to add a product to the list of products of a store.*
- static decimal [GetProductPriceInStoreFromReference](#) (string reference)  
*Method that returns a product price from the list of products in a store, given its reference.*
- static int [GetMakeIdFromNameInStore](#) (string name)  
*Method to get the ID of a make in a store's list, given its name.*
- static bool [InsertMakeInStore](#) ([Make](#) make)  
*Method to insert a make on a store's list of makes.*
- static int [GetCategoryIdFromNameInStore](#) (string name)  
*This method finds the ID of a [Category](#), given its name.*
- static bool [InsertCategoryInStore](#) ([Category](#) cat)  
*This method adds a [Category](#) to a store's list of categories.*

## Properties

- [Clients ClientList](#) [get, set]  
*The property used to get and set the clients' list.*
- [Products ProdList](#) [get, set]  
*The property to get and set de products' list.*
- [Sales SaleList](#) [get, set]  
*The property to get and set de sales' list.*
- [Makes MakeList](#) [get, set]  
*The property to get and set de makes' list.*
- [Categories CatList](#) [get, set]  
*The property to get and set de categories' list.*

### 6.30.1 Detailed Description

Purpose: This class has the definition and properties to manage a store. Created by: Jose Alves a27967 Created on: 11/14/2024 5:01:23 PM.

Definition at line 26 of file [Store.cs](#).

### 6.30.2 Constructor & Destructor Documentation

#### 6.30.2.1 Store() [1/2]

```
Data_BestSale.Store.Store ()
```

The default Constructor.

Definition at line 43 of file [Store.cs](#).

### 6.30.2.2 Store() [2/2]

```
Data_BestSale.Store.Store (
    Clients cl,
    Products p,
    Sales s,
    Makes m,
    Categories c)
```

The constructor to use when all the lists are given.

#### Parameters

<i>cl</i>	
<i>p</i>	
<i>s</i>	
<i>m</i>	
<i>c</i>	

Definition at line 60 of file [Store.cs](#).

## 6.30.3 Member Function Documentation

### 6.30.3.1 ClearStore()

```
static bool Data_BestSale.Store.ClearStore () [static]
```

Method used to clear the data of a store from memory.

Definition at line 182 of file [Store.cs](#).

### 6.30.3.2 GetCategoryIdFromNameInStore()

```
static int Data_BestSale.Store.GetCategoryIdFromNameInStore (
    string name) [static]
```

This method finds the ID of a [Category](#), given its name.

#### Parameters

<i>name</i>	The name of the <a href="#">Make</a>
-------------	--------------------------------------

#### Returns

The ID of the [Category](#)

-100 - There's no category with that name on the list.

#### Returns

Definition at line 298 of file [Store.cs](#).

### 6.30.3.3 GetMakeIdFromNameInStore()

```
static int Data_BestSale.Store.GetMakeIdFromNameInStore (
    string name) [static]
```

Method to get the ID of a make in a store's list, given its name.

## Parameters

<i>name</i>	
-------------	--

## Returns

The ID of the make

-50 if the make does not exist on the list.

## Returns

Definition at line 269 of file [Store.cs](#).

**6.30.3.4 GetMakeNameFromID()**

```
static string Data_BestSale.Store.GetMakeNameFromID (  
    int makeID) [static]
```

Method that gets a make's name from the list of makes in a store.

## Parameters

<i>makeID</i>	
---------------	--

## Returns

The name of the make, if found. Otherwise, returns 'Not Found'

Definition at line 131 of file [Store.cs](#).

**6.30.3.5 GetProductPriceInStoreFromReference()**

```
static decimal Data_BestSale.Store.GetProductPriceInStoreFromReference (  
    string reference) [static]
```

Method that returns a product price from the list of products in a store, given its reference.

## Parameters

<i>reference</i>	The reference wanted.
------------------	-----------------------

## Returns

The product that matches that reference.

Definition at line 254 of file [Store.cs](#).

**6.30.3.6 InsertCategoryInStore()**

```
static bool Data_BestSale.Store.InsertCategoryInStore (  
    Category cat) [static]
```

This method adds a [Category](#) to a store's list of categories.

**Parameters**

<i>cat</i>	
------------	--

**Returns**

True or false, wheter it succeeded or not.

Definition at line 313 of file [Store.cs](#).

**6.30.3.7 InsertClientInStore()**

```
static bool Data_BestSale.Store.InsertClientInStore (  
    Client client) [static]
```

Inserts a client in the store's list of clients, if it's not already there.

**Parameters**

<i>client</i>	
---------------	--

**Returns**

True - [Client](#) has been successfully added to the list.

False - [Client](#) already exists or an error occurred.

**Returns**

Definition at line 147 of file [Store.cs](#).

**6.30.3.8 InsertMakeInStore()**

```
static bool Data_BestSale.Store.InsertMakeInStore (  
    Make make) [static]
```

Method to insert a make on a store's list of makes.

**Parameters**

<i>make</i>	The make to insert on the list
-------------	--------------------------------

**Returns**

True or false, wheter it was added or not.

Definition at line 284 of file [Store.cs](#).

**6.30.3.9 InsertProductInStore()**

```
static bool Data_BestSale.Store.InsertProductInStore (  
    Product prod) [static]
```

Method used to add a product to the list of products of a store.

## Parameters

<i>prod</i>	The product to add.
-------------	---------------------

## Returns

True - [Product](#) added to the list.

False - The product already exists on the list.

## Returns

Definition at line [239](#) of file [Store.cs](#).

**6.30.3.10 LoadStoreBin()**

```
static bool Data_BestSale.Store.LoadStoreBin (  
    string fileName) [static]
```

Load a Stor from a binary file.

## Parameters

<i>fileName</i>	Name of file where the data is stored.
-----------------	--

## Returns

Verify if a file with that name exists and has content in it.

Definition at line [204](#) of file [Store.cs](#).

**6.30.3.11 SaveStoreBin()**

```
bool Data_BestSale.Store.SaveStoreBin (  
    string fileName)
```

Save a [Store](#) to a binary file.

## Parameters

<i>fileName</i>	
-----------------	--

## Returns

Definition at line [158](#) of file [Store.cs](#).

## 6.30.4 Property Documentation

### 6.30.4.1 CatList

`Categories` `Data_BestSale.Store.CatList` `[get]`, `[set]`

The property to get and set de categories' list.

Definition at line 111 of file [Store.cs](#).

### 6.30.4.2 ClientList

`Clients` `Data_BestSale.Store.ClientList` `[get]`, `[set]`

The property used to get and set the clients' list.

Definition at line 75 of file [Store.cs](#).

### 6.30.4.3 MakeList

`Makes` `Data_BestSale.Store.MakeList` `[get]`, `[set]`

The property to get and set de makes' list.

Definition at line 102 of file [Store.cs](#).

### 6.30.4.4 ProdList

`Products` `Data_BestSale.Store.ProdList` `[get]`, `[set]`

The property to get and set de products' list.

Definition at line 84 of file [Store.cs](#).

### 6.30.4.5 SaleList

`Sales` `Data_BestSale.Store.SaleList` `[get]`, `[set]`

The property to get and set de sales' list.

Definition at line 93 of file [Store.cs](#).

The documentation for this class was generated from the following file:

- `Data_BestSale/Store/Store.cs`

## 6.31 trabalhoPOO\_27967.Store.Store Class Reference

Purpose: This class has the definition and properties to manage a store. Created by: Jose Alves a27967 Created on: 11/14/2024 5:01:23 PM.

### Public Member Functions

- [Store](#) ()  
*The default Constructor.*
- [Store](#) ([Clients](#) cl, [Products](#) p, [Sales](#) s, [Makes](#) m, [Categories](#) c, [Warranties](#) w)  
*The constructor to use when all the lists are given.*

### Static Public Member Functions

- static string [GetMakeNameFromID](#) (int makeID)  
*Method that gets a make's name from the list of makes in a store.*

### Properties

- [Clients](#) [ClientList](#) [get, set]  
*The property used to get and set the clients' list.*
- [Products](#) [ProdList](#) [get, set]  
*The property to get and set de products' list.*
- [Sales](#) [SaleList](#) [get, set]  
*The property to get and set de sales' list.*
- [Makes](#) [MakeList](#) [get, set]  
*The property to get and set de makes' list.*
- [Categories](#) [CatList](#) [get, set]  
*The property to get and set de categories' list.*
- [Warranties](#) [WarrantList](#) [get, set]  
*The property to get and set de warranties' list.*

### 6.31.1 Detailed Description

Purpose: This class has the definition and properties to manage a store. Created by: Jose Alves a27967 Created on: 11/14/2024 5:01:23 PM.

Definition at line 20 of file [Store.cs](#).

### 6.31.2 Constructor & Destructor Documentation

#### 6.31.2.1 [Store\(\)](#) [1/2]

```
trabalhoPOO_27967.Store.Store.Store ()
```

The default Constructor.

Definition at line 38 of file [Store.cs](#).

### 6.31.2.2 Store() [2/2]

```
trabalhoPOO_27967.Store.Store.Store (
    Clients cl,
    Products p,
    Sales s,
    Makes m,
    Categories c,
    Warranties w)
```

The constructor to use when all the lists are given.

#### Parameters

<i>cl</i>	
<i>p</i>	
<i>s</i>	
<i>m</i>	
<i>c</i>	
<i>w</i>	

Definition at line 57 of file [Store.cs](#).

## 6.31.3 Member Function Documentation

### 6.31.3.1 GetMakeNameFromID()

```
static string trabalhoPOO_27967.Store.Store.GetMakeNameFromID (
    int makeID) [static]
```

Method that gets a make's name from the list of makes in a store.

#### Parameters

<i>makeID</i>	
---------------	--

#### Returns

The name of the make, if found. Otherwise, returns 'Not Found'

Definition at line 138 of file [Store.cs](#).

## 6.31.4 Property Documentation

### 6.31.4.1 CatList

```
Categories trabalhoPOO_27967.Store.Store.CatList [get], [set]
```

The property to get and set de categories' list.

Definition at line 109 of file [Store.cs](#).



#### 6.31.4.2 ClientList

`Clients` trabalhoPOO\_27967.Store.Store.ClientList [get], [set]

The property used to get and set the clients' list.

Definition at line 73 of file [Store.cs](#).

#### 6.31.4.3 MakeList

`Makes` trabalhoPOO\_27967.Store.Store.MakeList [get], [set]

The property to get and set de makes' list.

Definition at line 100 of file [Store.cs](#).

#### 6.31.4.4 ProdList

`Products` trabalhoPOO\_27967.Store.Store.ProdList [get], [set]

The property to get and set de products' list.

Definition at line 82 of file [Store.cs](#).

#### 6.31.4.5 SaleList

`Sales` trabalhoPOO\_27967.Store.Store.SaleList [get], [set]

The property to get and set de sales' list.

Definition at line 91 of file [Store.cs](#).

#### 6.31.4.6 WarrantList

`Warranties` trabalhoPOO\_27967.Store.Store.WarrantList [get], [set]

The property to get and set de warranties' list.

Definition at line 118 of file [Store.cs](#).

The documentation for this class was generated from the following file:

- trabalhoPOO\_27967/Store/Store.cs

## 6.32 Data\_BestSale.Warranties Class Reference

Purpose: This file has the definition and methods to work with the plurality of [Warranty](#). Created by: Jose Alves a27967 Created on: 11/14/2024 4:20:11 PM.

Inheritance diagram for Data\_BestSale.Warranties:

Collaboration diagram for Data\_BestSale.Warranties:

### Public Member Functions

- [Warranties](#) ()  
*The default Constructor.*
- [Warranties](#) (List< [Warranty](#) > warrants)  
*The constructor to use when a list of [Warranties](#) is given.*
- bool [Add](#) (object obj)
- bool [Remove](#) (object obj)  
*Method used to remove a warranty from a list of warranties.*
- bool [Exist](#) (object obj)  
*Method used to confirm if a warranty exists on a list of warranties, given the product ID.*
- void [ClearWarranties](#) ()  
*Method used to Clear a list of [Warranties](#).*

### Public Member Functions inherited from [Data\\_BestSale.IListManagement](#)

#### Properties

- List< [Warranty](#) > [Warrants](#) [get, set]  
*Property used to get and set the list of warranties.*

### 6.32.1 Detailed Description

Purpose: This file has the definition and methods to work with the plurality of [Warranty](#). Created by: Jose Alves a27967 Created on: 11/14/2024 4:20:11 PM.

Definition at line 23 of file [Warranties.cs](#).

### 6.32.2 Constructor & Destructor Documentation

#### 6.32.2.1 Warranties() [1/2]

```
Data_BestSale.Warranties.Warranties ()
```

The default Constructor.

Definition at line 36 of file [Warranties.cs](#).

#### 6.32.2.2 Warranties() [2/2]

```
Data_BestSale.Warranties.Warranties (  
    List< Warranty > warrants)
```

The constructor to use when a list of [Warranties](#) is given.

## Parameters

<i>warrants</i>	
-----------------	--

Definition at line 45 of file [Warranties.cs](#).

### 6.32.3 Member Function Documentation

#### 6.32.3.1 Add()

```
bool Data_BestSale.Warranties.Add (  
    object obj)
```

Method used to add a warranty to a list of warranties.

## Parameters

<i>c</i>	
----------	--

## Returns

Implements [Data\\_BestSale.IListManagement](#).

Definition at line 76 of file [Warranties.cs](#).

#### 6.32.3.2 ClearWarranties()

```
void Data_BestSale.Warranties.ClearWarranties ()
```

Method used to Clear a list of [Warranties](#).

Definition at line 138 of file [Warranties.cs](#).

#### 6.32.3.3 Exist()

```
bool Data_BestSale.Warranties.Exist (  
    object obj)
```

Method used to confirm if a warranty exists on a list of warranties, given the product ID.

## Parameters

<i>id</i>	
-----------	--

## Returns

True - If [Warranty](#) exists in the list of [Warranties](#)

False - If [Warranty](#) does not exist in the list of [Warranties](#)

Implements [Data\\_BestSale.IListManagement](#).

Definition at line 119 of file [Warranties.cs](#).

#### 6.32.3.4 Remove()

```
bool Data_BestSale.Warranties.Remove (  
    object obj)
```

Method used to remove a warranty from a list of warranties.

## Parameters

<i>camp</i>	
-------------	--

## Returns

Implements [Data\\_BestSale.IListManagement](#).

Definition at line 92 of file [Warranties.cs](#).

## 6.32.4 Property Documentation

### 6.32.4.1 Warrants

```
List<Warranty> Data_BestSale.Warranties.Warrants [get], [set]
```

Property used to get and set the list of warranties.

Definition at line 58 of file [Warranties.cs](#).

The documentation for this class was generated from the following file:

- [Data\\_BestSale/Warranty/Warranties.cs](#)

## 6.33 trabalhoPOO\_27967.Warranties Class Reference

Purpose: This file has the definition and methods to work with the plurality of [Warranty](#). Created by: Jose Alves a27967 Created on: 11/14/2024 4:20:11 PM.

Inheritance diagram for trabalhoPOO\_27967.Warranties:

Collaboration diagram for trabalhoPOO\_27967.Warranties:

### Public Member Functions

- [Warranties](#) ()  
*The default Constructor.*
- [Warranties](#) (List< [Warranty](#) > warrants)  
*The constructor to use when a list of [Warranties](#) is given.*
- bool [Add](#) (object obj)
- bool [Remove](#) (object obj)  
*Method used to remove a warranty from a list of warranties.*
- bool [Exist](#) (object obj)  
*Method used to confirm if a warranty exists on a list of warranties, given the product ID.*

## Public Member Functions inherited from trabalhoPOO\_27967.Interface.IListManagement

### Properties

- List< [Warranty](#) > [Warrants](#) [get, set]  
*Property used to get and set the list of warranties.*

### 6.33.1 Detailed Description

Purpose: This file has the definition and methods to work with the plurality of [Warranty](#). Created by: Jose Alves a27967 Created on: 11/14/2024 4:20:11 PM.

Definition at line 22 of file [Warranties.cs](#).

### 6.33.2 Constructor & Destructor Documentation

#### 6.33.2.1 Warranties() [1/2]

```
trabalhoPOO_27967.Warranties.Warranties ()
```

The default Constructor.

Definition at line 35 of file [Warranties.cs](#).

#### 6.33.2.2 Warranties() [2/2]

```
trabalhoPOO_27967.Warranties.Warranties (  
    List< Warranty > warrants)
```

The constructor to use when a list of [Warranties](#) is given.

#### Parameters

<i>warrants</i>	
-----------------	--

Definition at line 44 of file [Warranties.cs](#).

### 6.33.3 Member Function Documentation

#### 6.33.3.1 Add()

```
bool trabalhoPOO_27967.Warranties.Add (  
    object obj)
```

Method used to add a warranty to a list of warranties.

**Parameters**

<i>c</i>	
----------	--

**Returns**

Implements [trabalhoPOO\\_27967.Interface.IListManagement](#).

Definition at line 75 of file [Warranties.cs](#).

**6.33.3.2 Exist()**

```
bool trabalhoPOO_27967.Warranties.Exist (  
    object obj)
```

Method used to confirm if a warranty exists on a list of warranties, given the product ID.

**Parameters**

<i>id</i>	
-----------	--

**Returns**

Implements [trabalhoPOO\\_27967.Interface.IListManagement](#).

Definition at line 116 of file [Warranties.cs](#).

**6.33.3.3 Remove()**

```
bool trabalhoPOO_27967.Warranties.Remove (  
    object obj)
```

Method used to remove a warranty from a list of warranties.

**Parameters**

<i>camp</i>	
-------------	--

**Returns**

Implements [trabalhoPOO\\_27967.Interface.IListManagement](#).

Definition at line 91 of file [Warranties.cs](#).

## 6.33.4 Property Documentation

### 6.33.4.1 Warrants

```
List<Warranty> trabalhoPOO_27967.Warranties.Warrants [get], [set]
```

Property used to get and set the list of warranties.

Definition at line 57 of file [Warranties.cs](#).

The documentation for this class was generated from the following file:

- trabalhoPOO\_27967/Warranty/Warranties.cs

## 6.34 Data\_BestSale.Warranty Class Reference

Purpose: This class contains the definition and methods to manage warranties. Created by: Jose Alves a27967  
Created on: 11/13/2024 4:17:18 PM.

### Public Member Functions

- [Warranty](#) ()  
*The default Constructor.*
- [Warranty](#) (string prodID, int durationInYears, string conditions)  
*The constructor to use when the ID of the product, duration (in years) and the conditions are given.*
- override string [ToString](#) ()  
*Method to show the information of a [Warranty](#).*
- override bool [Equals](#) (object obj)  
*Redefine the Equals operator to verify if a warranty matches the other.*
- DateTime [ExpirationDate](#) ([Sale](#) s, string reff)  
*Method to calculate when a warranty is due to expire.*

### Static Public Member Functions

- static bool [operator==](#) ([Warranty](#) w1, [Warranty](#) w2)  
*Redefinition of the == operator.*
- static bool [operator!=](#) ([Warranty](#) w1, [Warranty](#) w2)  
*Redefinition of the != operator.*
- static [Warranty CreateWarranty](#) (string reff, int warrantyDuration, string warrantyConditions)  
*Method that creates a warranty instance, given the reference of the product, warranty duration and its terms.*

### Properties

- string [ProdID](#) [get, set]  
*Property to get and set the ID of the product to which the warranty is about.*
- int [DurationInYears](#) [get, set]  
*The property to set and get the duration of a warranty (in years).*
- string [Conditions](#) [get, set]  
*The property to get and set the terms of a warranty.*

### 6.34.1 Detailed Description

Purpose: This class contains the definition and methods to manage warranties. Created by: Jose Alves a27967  
Created on: 11/13/2024 4:17:18 PM.

Definition at line 24 of file [Warranty.cs](#).

### 6.34.2 Constructor & Destructor Documentation

#### 6.34.2.1 Warranty() [1/2]

```
Data_BestSale.Warranty.Warranty ()
```

The default Constructor.

Definition at line 39 of file [Warranty.cs](#).

#### 6.34.2.2 Warranty() [2/2]

```
Data_BestSale.Warranty.Warranty (  
    string prodID,  
    int durationInYears,  
    string conditions)
```

The constructor to use when the ID of the product, duration (in years) and the conditions are given.

##### Parameters

<i>prodID</i>	
<i>durationInYears</i>	
<i>conditions</i>	

Definition at line 52 of file [Warranty.cs](#).

### 6.34.3 Member Function Documentation

#### 6.34.3.1 CreateWarranty()

```
static Warranty Data_BestSale.Warranty.CreateWarranty (  
    string reff,  
    int warrantyDuration,  
    string warrantyConditions) [static]
```

Method that creates a warranty instance, given the reference of the product, warranty duration and its terms.

##### Parameters

<i>reff</i>	
<i>warrantyDuration</i>	
<i>warrantyConditions</i>	

##### Returns

Definition at line 171 of file [Warranty.cs](#).



### 6.34.3.2 Equals()

```
override bool Data_BestSale.Warranty.Equals (  
    object obj)
```

Redefine the Equals operator to verify if a warranty matches the other.

#### Parameters

<i>obj</i>	
------------	--

#### Returns

Verifies if the object given is null.

Casts the object to be [Warranty](#).

Definition at line 115 of file [Warranty.cs](#).

### 6.34.3.3 ExpirationDate()

```
DateTime Data_BestSale.Warranty.ExpirationDate (  
    Sale s,  
    string reff)
```

Method to calculate when a warranty is due to expire.

#### Parameters

<i>s</i>	
<i>reff</i>	

#### Returns

Definition at line 158 of file [Warranty.cs](#).

### 6.34.3.4 operator"!=()

```
static bool Data_BestSale.Warranty.operator!= (  
    Warranty w1,  
    Warranty w2) [static]
```

Redefinition of the != operator.

**Parameters**

<i>w1</i>	
<i>w2</i>	

**Returns**

Definition at line 145 of file [Warranty.cs](#).

**6.34.3.5 operator==()**

```
static bool Data_BestSale.Warranty.operator== (  
    Warranty w1,  
    Warranty w2) [static]
```

Redefinition of the == operator.

**Parameters**

<i>w1</i>	
<i>w2</i>	

**Returns**

Definition at line 134 of file [Warranty.cs](#).

**6.34.3.6 ToString()**

```
override string Data_BestSale.Warranty.ToString ()
```

Method to show the information of a [Warranty](#).

**Returns**

Definition at line 100 of file [Warranty.cs](#).

**6.34.4 Property Documentation****6.34.4.1 Conditions**

```
string Data_BestSale.Warranty.Conditions [get], [set]
```

The property to get and set the terms of a warranty.

Definition at line 86 of file [Warranty.cs](#).

#### 6.34.4.2 DurationInYears

```
int Data_BestSale.Warranty.DurationInYears [get], [set]
```

The property to set and get the duration of a warranty (in years).

Definition at line 77 of file [Warranty.cs](#).

#### 6.34.4.3 ProdID

```
string Data_BestSale.Warranty.ProdID [get], [set]
```

Property to get and set the ID of the product to which the warranty is about.

Definition at line 68 of file [Warranty.cs](#).

The documentation for this class was generated from the following file:

- Data\_BestSale/Warranty/Warranty.cs

## 6.35 trabalhoPOO\_27967.Warranty Class Reference

Purpose: This class contains the definition and methods to manage warranties. Created by: Jose Alves a27967  
Created on: 11/13/2024 4:17:18 PM.

### Public Member Functions

- [Warranty](#) ()  
*The default Constructor.*
- [Warranty](#) (string prodID, int durationInYears, string conditions)  
*The constructor to use when the ID of the product, duration (in years) and the conditions are given.*
- override string [ToString](#) ()  
*Method to show the information of a [Warranty](#).*
- override bool [Equals](#) (object obj)  
*Redefine the Equals operator to verify if a warranty matches the other.*
- DateTime [ExpirationDate](#) ([Sale](#) s, string reff)  
*Method to calculate when a warranty is due to expire.*

### Static Public Member Functions

- static bool [operator==](#) ([Warranty](#) w1, [Warranty](#) w2)  
*Redefinition of the == operator.*
- static bool [operator!=](#) ([Warranty](#) w1, [Warranty](#) w2)  
*Redefinition of the != operator.*

## Properties

- string [ProdID](#) [get, set]  
*Property to get and set the ID of the product to which the warranty is about.*
- int [DurationInYears](#) [get, set]  
*The property to set and get the duration of a warranty (in years).*
- string [Conditions](#) [get, set]  
*The property to get and set the terms of a warranty.*

### 6.35.1 Detailed Description

Purpose: This class contains the definition and methods to manage warranties. Created by: Jose Alves a27967  
Created on: 11/13/2024 4:17:18 PM.

Definition at line [23](#) of file [Warranty.cs](#).

### 6.35.2 Constructor & Destructor Documentation

#### 6.35.2.1 Warranty() [1/2]

```
trabalhoPOO_27967.Warranty.Warranty ()
```

The default Constructor.

Definition at line [38](#) of file [Warranty.cs](#).

#### 6.35.2.2 Warranty() [2/2]

```
trabalhoPOO_27967.Warranty.Warranty (  
    string prodID,  
    int durationInYears,  
    string conditions)
```

The constructor to use when the ID of the product, duration (in years) and the conditions are given.

#### Parameters

<i>prodID</i>	
<i>durationInYears</i>	
<i>conditions</i>	

Definition at line [51](#) of file [Warranty.cs](#).

### 6.35.3 Member Function Documentation

#### 6.35.3.1 Equals()

```
override bool trabalhoPOO_27967.Warranty.Equals (  
    object obj)
```

Redefine the Equals operator to verify if a warranty matches the other.

**Parameters**

<i>obj</i>	
------------	--

**Returns**

Veriffies if the object given is null.

Casts the object to be [Warranty](#).

Definition at line 114 of file [Warranty.cs](#).

**6.35.3.2 ExpirationDate()**

```
DateTime trabalhoPOO_27967.Warranty.ExpirationDate (  
    Sale s,  
    string reff)
```

Method to calculate when a warranty is due to expire.

**Parameters**

<i>s</i>	
<i>reff</i>	

**Returns**

Definition at line 157 of file [Warranty.cs](#).

**6.35.3.3 operator"!=()"**

```
static bool trabalhoPOO_27967.Warranty.operator!= (  
    Warranty w1,  
    Warranty w2) [static]
```

Redefinition of the != operator.

**Parameters**

<i>w1</i>	
<i>w2</i>	

**Returns**

Definition at line 144 of file [Warranty.cs](#).

**6.35.3.4 operator==(())**

```
static bool trabalhoPOO_27967.Warranty.operator== (  
    Warranty w1,  
    Warranty w2) [static]
```

Redefinition of the == operator.

**Parameters**

<i>w1</i>	
<i>w2</i>	

**Returns**

Definition at line 133 of file [Warranty.cs](#).

**6.35.3.5 ToString()**

```
override string trabalhoPOO_27967.Warranty.ToString ()
```

Method to show the information of a [Warranty](#).

**Returns**

Definition at line 99 of file [Warranty.cs](#).

**6.35.4 Property Documentation****6.35.4.1 Conditions**

```
string trabalhoPOO_27967.Warranty.Conditions [get], [set]
```

The property to get and set the terms of a warranty.

Definition at line 85 of file [Warranty.cs](#).

**6.35.4.2 DurationInYears**

```
int trabalhoPOO_27967.Warranty.DurationInYears [get], [set]
```

The property to set and get the duration of a warranty (in years).

Definition at line 76 of file [Warranty.cs](#).

**6.35.4.3 ProdID**

```
string trabalhoPOO_27967.Warranty.ProdID [get], [set]
```

Property to get and set the ID of the product to which the warranty is about.

Definition at line 67 of file [Warranty.cs](#).

The documentation for this class was generated from the following file:

- trabalhoPOO\_27967/Warranty/Warranty.cs

# Chapter 7

## File Documentation

### 7.1 BestSale.cs

```
00001 /*
00002 *  <copyright file="BestSale.cs" company="IPCA">
00003 *      Copyright (c) 2024 All Rights Reserved
00004 *  </copyright>
00005 *  <author>Jose Alves a27967</author>
00006 *  <date>12/17/2024 6:23:56 PM</date>
00007 *  <description>This file contains the frond end of the app..</description>
00008 **/
00009 using System;
00010 using System.Collections.Generic;
00011 using System.Linq;
00012 using System.Text;
00013 using System.Threading.Tasks;
00014 using System.Text.RegularExpressions; //Used to verify if a string meets certain criteria.
00015 using Business_Layer;
00016 using System.IO;
00017
00018 namespace BestSale
00019 {
00020     class BestSale
00021     {
00022         static void Main(string[] args)
00023         {
00024             Console.OutputEncoding = System.Text.Encoding.UTF8;
00025
00026             bool a;
00027
00028             try
00029             {
00030                 a = ClientManagement.CreateClientInStore("Jose Alves", "962310421");
00031             }
00032             catch (IOException ioExcep)
00033             {
00034                 Console.WriteLine(ioExcep.Message);
00035             }
00036             catch (Exception excep)
00037             {
00038                 Console.WriteLine(excep.Message);
00039             }
00040
00041             try
00042             {
00043                 a = ProductManagement.CreateMakeInStore("Benfica");
00044                 int id = ProductManagement.GetMakeIdFromName("Benfica");
00045                 a = ProductManagement.CreateCategoryInStore("Melhor do Mundo");
00046                 int cat = ProductManagement.GetCategoryIdFromName("Melhor do Mundo");
00047                 a = ProductManagement.CreateNewProductInStore("1A34", 23.9m, id, cat, 3, "Nao gostar
00048 de batatas.");
00049             }
00050             catch (Exception e)
00051             {
00052                 Console.WriteLine(e.Message);
00053             }
00054
00055         }
00056     }
00057 }
00058
00059 }
```

## 7.2 BestSale.cs

```

00001 using System;
00002 using System.Collections.Generic;
00003 using System.Linq;
00004 using System.Text;
00005 using System.Threading.Tasks;
00006 using System.Text.RegularExpressions; //Used to verify if a string meets certain criteria.
00007
00008
00009
00010 namespace BestSale
00011 {
00012     class BestSale
00013     {
00014         static void Main(string[] args)
00015         {
00016             Console.OutputEncoding = System.Text.Encoding.UTF8;
00017
00018             //Client clientTest = new Client("Jose Alves","962310421");
00019             //Client clientTest2 = new Client("Rui Jordao", "931250420");
00020             //Client clientTest1 = new Client();
00021
00022             //Make benfica = new Make("Benfica");
00023             //Category futebol = new Category("Futebol");
00024             //Product product1 = new Product("1A34", 23.9m, new Warranty("1A34",3, "Nao gostar de
batatas."), benfica, futebol );
00025
00026             //Make braga = new Make("Braga");
00027             //Product product2 = new Product("2V45", 15.9m, new Warranty("2V45", 3, "Nao gostar de
peixe."), braga, futebol);
00028
00029             //Sale sale = new Sale();
00030             //sale.InsertProductOnSale(product1);
00031             //sale.InsertProductOnSale(product2);
00032
00033             //Console.WriteLine(sale.ToString());
00034
00035             //Clients clientes = new Clients();
00036             //clientes.AddClient(clientTest);
00037             //clientes.AddClient(clientTest2);
00038
00039             //foreach (Client client in clientes.ClientList)
00040             //{
00041                 Console.WriteLine(client.ToString());
00042             //}
00043
00044             bool teste=
00045
00046             }
00047         }
00048 }

```

## 7.3 .NETFramework,Version=v4.7.2.AssemblyAttributes.cs

```

00001 // <autogenerated />
00002 using System;
00003 using System.Reflection;
00004 [assembly: global::System.Runtime.Versioning.TargetFrameworkAttribute(".NETFramework,Version=v4.7.2",
FrameworkDisplayName = ".NET Framework 4.7.2")]

```

## 7.4 .NETFramework,Version=v4.7.2.AssemblyAttributes.cs

```

00001 // <autogenerated />
00002 using System;
00003 using System.Reflection;
00004 [assembly: global::System.Runtime.Versioning.TargetFrameworkAttribute(".NETFramework,Version=v4.7.2",
FrameworkDisplayName = ".NET Framework 4.7.2")]

```

## 7.5 .NETFramework,Version=v4.7.2.AssemblyAttributes.cs

```

00001 // <autogenerated />
00002 using System;
00003 using System.Reflection;
00004 [assembly: global::System.Runtime.Versioning.TargetFrameworkAttribute(".NETFramework,Version=v4.7.2",
FrameworkDisplayName = ".NET Framework 4.7.2")]

```



## 7.6 .NETFramework,Version=v4.7.2.AssemblyAttributes.cs

```
00001 // <autogenerated />
00002 using System;
00003 using System.Reflection;
00004 [assembly: global::System.Runtime.Versioning.TargetFrameworkAttribute(".NETFramework,Version=v4.7.2",
    FrameworkDisplayName = ".NET Framework 4.7.2")]
```

## 7.7 .NETFramework,Version=v4.7.2.AssemblyAttributes.cs

```
00001 // <autogenerated />
00002 using System;
00003 using System.Reflection;
00004 [assembly: global::System.Runtime.Versioning.TargetFrameworkAttribute(".NETFramework,Version=v4.7.2",
    FrameworkDisplayName = ".NET Framework 4.7.2")]
```

## 7.8 .NETFramework,Version=v4.7.2.AssemblyAttributes.cs

```
00001 // <autogenerated />
00002 using System;
00003 using System.Reflection;
00004 [assembly: global::System.Runtime.Versioning.TargetFrameworkAttribute(".NETFramework,Version=v4.7.2",
    FrameworkDisplayName = ".NET Framework 4.7.2")]
```

## 7.9 .NETFramework,Version=v4.7.2.AssemblyAttributes.cs

```
00001 // <autogenerated />
00002 using System;
00003 using System.Reflection;
00004 [assembly: global::System.Runtime.Versioning.TargetFrameworkAttribute(".NETFramework,Version=v4.7.2",
    FrameworkDisplayName = ".NET Framework 4.7.2")]
```

## 7.10 AssemblyInfo.cs

```
00001 using System.Reflection;
00002 using System.Runtime.CompilerServices;
00003 using System.Runtime.InteropServices;
00004
00005 // General Information about an assembly is controlled through the following
00006 // set of attributes. Change these attribute values to modify the information
00007 // associated with an assembly.
00008 [assembly: AssemblyTitle("BestSale")]
00009 [assembly: AssemblyDescription("")]
00010 [assembly: AssemblyConfiguration("")]
00011 [assembly: AssemblyCompany("")]
00012 [assembly: AssemblyProduct("BestSale")]
00013 [assembly: AssemblyCopyright("Copyright © 2024")]
00014 [assembly: AssemblyTrademark("")]
00015 [assembly: AssemblyCulture("")]
00016
00017 // Setting ComVisible to false makes the types in this assembly not visible
00018 // to COM components. If you need to access a type in this assembly from
00019 // COM, set the ComVisible attribute to true on that type.
00020 [assembly: ComVisible(false)]
00021
00022 // The following GUID is for the ID of the typelib if this project is exposed to COM
00023 [assembly: Guid("e2c10845-2973-4a05-9fdb-fcd73e9c1fc9")]
00024
00025 // Version information for an assembly consists of the following four values:
00026 //
00027 //      Major Version
00028 //      Minor Version
00029 //      Build Number
00030 //      Revision
00031 //
00032 [assembly: AssemblyVersion("1.0.0.0")]
00033 [assembly: AssemblyFileVersion("1.0.0.0")]
```

## 7.11 AssemblyInfo.cs

```

00001 using System.Reflection;
00002 using System.Runtime.CompilerServices;
00003 using System.Runtime.InteropServices;
00004
00005 // General Information about an assembly is controlled through the following
00006 // set of attributes. Change these attribute values to modify the information
00007 // associated with an assembly.
00008 [assembly: AssemblyTitle("BestSale_Validations")]
00009 [assembly: AssemblyDescription("")]
00010 [assembly: AssemblyConfiguration("")]
00011 [assembly: AssemblyCompany("")]
00012 [assembly: AssemblyProduct("BestSale_Validations")]
00013 [assembly: AssemblyCopyright("Copyright © 2024")]
00014 [assembly: AssemblyTrademark("")]
00015 [assembly: AssemblyCulture("")]
00016
00017 // Setting ComVisible to false makes the types in this assembly not visible
00018 // to COM components. If you need to access a type in this assembly from
00019 // COM, set the ComVisible attribute to true on that type.
00020 [assembly: ComVisible(false)]
00021
00022 // The following GUID is for the ID of the typelib if this project is exposed to COM
00023 [assembly: Guid("bd0cbcce-6f1b-4250-868d-a9a63c08bf64")]
00024
00025 // Version information for an assembly consists of the following four values:
00026 //
00027 //      Major Version
00028 //      Minor Version
00029 //      Build Number
00030 //      Revision
00031 //
00032 [assembly: AssemblyVersion("1.0.0.0")]
00033 [assembly: AssemblyFileVersion("1.0.0.0")]

```

## 7.12 AssemblyInfo.cs

```

00001 using System.Reflection;
00002 using System.Runtime.CompilerServices;
00003 using System.Runtime.InteropServices;
00004
00005 // General Information about an assembly is controlled through the following
00006 // set of attributes. Change these attribute values to modify the information
00007 // associated with an assembly.
00008 [assembly: AssemblyTitle("Business_Layer")]
00009 [assembly: AssemblyDescription("")]
00010 [assembly: AssemblyConfiguration("")]
00011 [assembly: AssemblyCompany("")]
00012 [assembly: AssemblyProduct("Business_Layer")]
00013 [assembly: AssemblyCopyright("Copyright © 2024")]
00014 [assembly: AssemblyTrademark("")]
00015 [assembly: AssemblyCulture("")]
00016
00017 // Setting ComVisible to false makes the types in this assembly not visible
00018 // to COM components. If you need to access a type in this assembly from
00019 // COM, set the ComVisible attribute to true on that type.
00020 [assembly: ComVisible(false)]
00021
00022 // The following GUID is for the ID of the typelib if this project is exposed to COM
00023 [assembly: Guid("aalc97bc-4777-42b0-a03c-aea33be3adbd")]
00024
00025 // Version information for an assembly consists of the following four values:
00026 //
00027 //      Major Version
00028 //      Minor Version
00029 //      Build Number
00030 //      Revision
00031 //
00032 [assembly: AssemblyVersion("1.0.0.0")]
00033 [assembly: AssemblyFileVersion("1.0.0.0")]

```

## 7.13 AssemblyInfo.cs

```

00001 using System.Reflection;
00002 using System.Runtime.CompilerServices;
00003 using System.Runtime.InteropServices;
00004
00005 // General Information about an assembly is controlled through the following

```

```

00006 // set of attributes. Change these attribute values to modify the information
00007 // associated with an assembly.
00008 [assembly: AssemblyTitle("Business_Object")]
00009 [assembly: AssemblyDescription("")]
00010 [assembly: AssemblyConfiguration("")]
00011 [assembly: AssemblyCompany("")]
00012 [assembly: AssemblyProduct("Business_Object")]
00013 [assembly: AssemblyCopyright("Copyright © 2024")]
00014 [assembly: AssemblyTrademark("")]
00015 [assembly: AssemblyCulture("")]
00016
00017 // Setting ComVisible to false makes the types in this assembly not visible
00018 // to COM components. If you need to access a type in this assembly from
00019 // COM, set the ComVisible attribute to true on that type.
00020 [assembly: ComVisible(false)]
00021
00022 // The following GUID is for the ID of the typelib if this project is exposed to COM
00023 [assembly: Guid("5b92d0e5-bc9e-4abe-b03c-4545fa28219f")]
00024
00025 // Version information for an assembly consists of the following four values:
00026 //
00027 //      Major Version
00028 //      Minor Version
00029 //      Build Number
00030 //      Revision
00031 //
00032 [assembly: AssemblyVersion("1.0.0.0")]
00033 [assembly: AssemblyFileVersion("1.0.0.0")]

```

## 7.14 AssemblyInfo.cs

```

00001 using System.Reflection;
00002 using System.Runtime.CompilerServices;
00003 using System.Runtime.InteropServices;
00004 using System;
00005
00006 // General Information about an assembly is controlled through the following
00007 // set of attributes. Change these attribute values to modify the information
00008 // associated with an assembly.
00009 [assembly: AssemblyTitle("Data_BestSale")]
00010 [assembly: AssemblyDescription("")]
00011 [assembly: AssemblyConfiguration("")]
00012 [assembly: AssemblyCompany("")]
00013 [assembly: AssemblyProduct("Data_BestSale")]
00014 [assembly: AssemblyCopyright("Copyright © 2024")]
00015 [assembly: AssemblyTrademark("")]
00016 [assembly: AssemblyCulture("")]
00017
00018 // Setting ComVisible to false makes the types in this assembly not visible
00019 // to COM components. If you need to access a type in this assembly from
00020 // COM, set the ComVisible attribute to true on that type.
00021 [assembly: ComVisible(false)]
00022
00023 // The following GUID is for the ID of the typelib if this project is exposed to COM
00024 [assembly: Guid("93769237-722c-4488-8157-9b0f2f568bab")]
00025
00026 // Version information for an assembly consists of the following four values:
00027 //
00028 //      Major Version
00029 //      Minor Version
00030 //      Build Number
00031 //      Revision
00032 //
00033 [assembly: AssemblyVersion("1.0.0.0")]
00034 [assembly: AssemblyFileVersion("1.0.0.0")]
00035 [assembly: CLSCompliant(true)]

```

## 7.15 AssemblyInfo.cs

```

00001 using System.Reflection;
00002 using System.Runtime.CompilerServices;
00003 using System.Runtime.InteropServices;
00004
00005 // General Information about an assembly is controlled through the following
00006 // set of attributes. Change these attribute values to modify the information
00007 // associated with an assembly.
00008 [assembly: AssemblyTitle("Exceptions")]
00009 [assembly: AssemblyDescription("")]
00010 [assembly: AssemblyConfiguration("")]

```

```

00011 [assembly: AssemblyCompany("")]
00012 [assembly: AssemblyProduct("Exceptions")]
00013 [assembly: AssemblyCopyright("Copyright © 2024")]
00014 [assembly: AssemblyTrademark("")]
00015 [assembly: AssemblyCulture("")]
00016
00017 // Setting ComVisible to false makes the types in this assembly not visible
00018 // to COM components. If you need to access a type in this assembly from
00019 // COM, set the ComVisible attribute to true on that type.
00020 [assembly: ComVisible(false)]
00021
00022 // The following GUID is for the ID of the typelib if this project is exposed to COM
00023 [assembly: Guid("fabe7b09-51fd-47b8-89e3-d85b3554d76b")]
00024
00025 // Version information for an assembly consists of the following four values:
00026 //
00027 //      Major Version
00028 //      Minor Version
00029 //      Build Number
00030 //      Revision
00031 //
00032 [assembly: AssemblyVersion("1.0.0.0")]
00033 [assembly: AssemblyFileVersion("1.0.0.0")]

```

## 7.16 AssemblyInfo.cs

```

00001 using System.Reflection;
00002 using System.Runtime.CompilerServices;
00003 using System.Runtime.InteropServices;
00004
00005 // General Information about an assembly is controlled through the following
00006 // set of attributes. Change these attribute values to modify the information
00007 // associated with an assembly.
00008 [assembly: AssemblyTitle("trabalhoPOO_27967")]
00009 [assembly: AssemblyDescription("")]
00010 [assembly: AssemblyConfiguration("")]
00011 [assembly: AssemblyCompany("")]
00012 [assembly: AssemblyProduct("trabalhoPOO_27967")]
00013 [assembly: AssemblyCopyright("Copyright © 2024")]
00014 [assembly: AssemblyTrademark("")]
00015 [assembly: AssemblyCulture("")]
00016
00017 // Setting ComVisible to false makes the types in this assembly not visible
00018 // to COM components. If you need to access a type in this assembly from
00019 // COM, set the ComVisible attribute to true on that type.
00020 [assembly: ComVisible(false)]
00021
00022 // The following GUID is for the ID of the typelib if this project is exposed to COM
00023 [assembly: Guid("c7a4f6de-be70-4f08-92bd-b54d2a0111f1")]
00024
00025 // Version information for an assembly consists of the following four values:
00026 //
00027 //      Major Version
00028 //      Minor Version
00029 //      Build Number
00030 //      Revision
00031 //
00032 // You can specify all the values or you can default the Build and Revision Numbers
00033 // by using the '*' as shown below:
00034 // [assembly: AssemblyVersion("1.0.*")]
00035 [assembly: AssemblyVersion("1.0.0.0")]
00036 [assembly: AssemblyFileVersion("1.0.0.0")]

```

## 7.17 BestSale\_Validations.cs

```

00001 /*
00002 * <copyright file="BestSale_Validations.cs" company="IPCA">
00003 *     Copyright (c) 2024 All Rights Reserved
00004 * </copyright>
00005 * <author>Jose Alves a27967</author>
00006 * <date>12/17/2024 6:23:56 PM</date>
00007 * <description>This file contains the validations to be made by the app.</description>
00008 */
00009 using System;
00010 using System.Collections.Generic;
00011 using System.Linq;
00012 using System.Text;
00013 using System.Text.RegularExpressions;
00014 using System.Threading.Tasks;

```

```

00015 using Exceptions;
00016
00017 namespace BestSale_Validations
00018 {
00019     public static class BestSale_Validations
00020     {
00021         public static bool ValidatePhoneNumber(string phoneNumber)
00022         {
00023             string pattern = @"^(2|9)\d{8}$"; //Defines the pattern to be a number starting by 9 or 2
with 8 more numbers after (as a portuguese mobile or landline number).
00024             if (Regex.IsMatch(phoneNumber, pattern)) return true; //Verifies if the value meets the
criteria.
00025
00026             else throw new InvalidPhoneNumberException();
00027
00028         }
00029     }
00030 }

```

## 7.18 ClientManagement.cs

```

00001 /*
00002  * <copyright file="Business_Layer.cs" company="IPCA">
00003  *     Copyright (c) 2024 All Rights Reserved
00004  * </copyright>
00005  * <author>zecun</author>
00006  * <date>12/10/2024 10:57:31 PM</date>
00007  * <description>This file has all the necessary calls to the back end to manage
clients.</description>
00008 **/
00009 using System;
00010 using System.Xml.Schema;
00011 using Business_Object;
00012 using Data_BestSale;
00013 using BestSale_Validations;
00014
00015 namespace Business_Layer
00016 {
00024     public static class ClientManagement
00025     {
00026
00027         #region Methods
00028
00029         #region Overrides
00030         #endregion
00031
00032         #region OtherMethods
00040         public static bool CreateClientInStore(string name, string contact)
00041         {
00042             try
00043             {
00044                 if (BestSale_Validations.BestSale_Validations.ValidatePhoneNumber(contact))
00045                 {
00046                     bool aux = Client.CreateClientFromNameContact(name, contact, out Client
newClient);
00047                     aux = Store.InsertClientInStore(newClient);
00048                     return aux;
00049                 }
00050                 return false;
00051             }
00052             catch (Exceptions.InvalidPhoneNumberException invalidPhoneNumber)
00053             {
00054                 throw invalidPhoneNumber;
00055             }
00056             catch (Exception excep)
00057             {
00058                 throw (excep);
00059             }
00060         }
00061         #endregion
00062
00063         #endregion
00064     }
00065 }

```

## 7.19 FileManagement.cs

```

00001 /*
00002  * <copyright file="Business_Layer.cs" company="IPCA">

```

```

00003 *      Copyright (c) 2024 All Rights Reserved
00004 * </copyright>
00005 * <author>zecun</author>
00006 * <date>12/11/2024 12:04:37 PM</date>
00007 * <description>This File contains the calls to the methods to save data to a file.</description>
00008 */
00009 using Data_BestSale;
00010 using System;
00011 using System.IO;
00012
00013 namespace Business_Layer
00014 {
00022     public static class FileManagement
00023     {
00024
00025         #region Methods
00026
00034         public static bool SaveStore(Store store, string fileName) {
00035             try
00036             {
00037                 bool a= store.SaveStoreBin(fileName);
00038                 return a;
00039             }
00040             catch (IOException e)
00041             {
00042                 throw e;
00043             }
00044             catch (Exception excep)
00045             {
00046                 throw excep;
00047             }
00048         }
00049
00050     }
00051
00052     public static bool LoadStore(string fileName)
00053     {
00054         try
00055         {
00056             Store.LoadStoreBin(fileName);
00057             return true;
00058         }
00059         catch (IOException e)
00060         {
00061             throw e;
00062         }
00063         catch (Exception excep)
00064         {
00065             throw excep;
00066         }
00067     }
00068
00069 }
00070
00071 public static void ClearStoreMemory()
00072 {
00073     Store.ClearStore();
00074 }
00075
00076
00077 #endregion
00078 }
00079 }

```

## 7.20 ProductManagement.cs

```

00001 /*
00002 * <copyright file="Business_Layer.cs" company="IPCA">
00003 *      Copyright (c) 2024 All Rights Reserved
00004 * </copyright>
00005 * <author>zecun</author>
00006 * <date>12/14/2024 4:28:51 PM</date>
00007 * <description>This file has all the necessary calls to the back end to manage products, categories,
00008 * makes and warranties.</description>
00009 */
00009 using Data_BestSale;
00010 using System;
00011
00012 namespace Business_Layer
00013 {
00021     public static class ProductManagement
00022     {
00023

```

```

00024
00025     #region Methods
00026
00027     #region Overrides
00028     #endregion
00029
00030     #region OtherMethods
00031     #region Products
00043     public static bool CreateNewProductInStore(string reff, decimal price, int makeID, int
categoryID, int warrantyDuration, string warrantyConditions)
00044     {
00045         try
00046         {
00047             Product prod = Product.CreateProductWithWarranty(reff, price, makeID, categoryID,
warrantyDuration, warrantyConditions);
00048             Store.InsertProductInStore(prod);
00049             return true;
00050         }
00051         catch(Exception excep)
00052         {
00053             throw excep;
00054         }
00055     }
00056
00062     public static decimal GetProductPriceFromReference(string reference)
00063     {
00064         return Store.GetProductPriceInStoreFromReference(reference);
00065     }
00066     #endregion
00067
00068     #region Make
00074     public static bool CreateMakeInStore(string name)
00075     {
00076         Make.CreateMake(name, out Make newMake);
00077         return Store.InsertMakeInStore(newMake);
00078     }
00079
00085     public static int GetMakeIdFromName(string name)
00086     {
00087         return Store.GetMakeIdFromNameInStore(name);
00088     }
00089
00090     #endregion
00091
00092     #region Category
00099     public static bool CreateCategoryInStore(string name)
00100     {
00101         Category.CreateCategory(name, out Category newCategory);
00102         return Store.InsertCategoryInStore(newCategory);
00103     }
00104
00110     public static int GetCategoryIdFromName(string name)
00111     {
00112         return Store.GetCategoryIdFromNameInStore(name);
00113     }
00114     #endregion
00115
00116
00117     #endregion
00118
00119
00120
00121     #endregion
00122 }
00123 }

```

## 7.21 SimpleProduct.cs

```

00001 /*
00002 * <copyright file="Business_Object.cs" company="IPCA">
00003 *     Copyright (c) 2024 All Rights Reserved
00004 * </copyright>
00005 * <author>zecun</author>
00006 * <date>12/11/2024 11:18:40 AM</date>
00007 * <description>This File contains the definition and methods to manage a SimpleClient</description>
00008 */
00009 using System;
00010
00011 namespace Business_Object
00012 {
00020     public class SimpleProduct
00021     {
00022         #region Attributes

```

```

00023         string _reference;
00024         decimal _price;
00025         int _makeID;
00026     #endregion
00027
00028     #region Methods
00029
00030     #region Constructors
00031
00035     public SimpleProduct()
00036     {
00037     }
00038
00045     public SimpleProduct(string reff, decimal price, int make) {
00046         _reference = reff;
00047         _price = price;
00048         _makeID = make;
00049     }
00050
00051     #endregion
00052
00053     #region Properties
00057     public string Reference
00058     {
00059         get { return _reference; }
00060         set { _reference = value; }
00061     }
00062
00063
00067     public decimal Price
00068     {
00069         get { return _price; }
00070         set { _price = value; }
00071     }
00072
00076     public int Make
00077     {
00078         get { return _makeID; }
00079         set { _makeID = value; }
00080     }
00081
00082
00083
00084     #endregion
00085
00086
00087
00088     #region Overrides
00089     #endregion
00090
00091     #region OtherMethods
00092     #endregion
00093
00094     #region Destructor
00098     ~SimpleProduct()
00099     {
00100     }
00101     #endregion
00102
00103     #endregion
00104 }
00105 }

```

## 7.22 Campaign.cs

```

00001 /*
00002 * <copyright file="Data_BestSale.cs" company="IPCA">
00003 *     Copyright (c) 2024 All Rights Reserved
00004 * </copyright>
00005 * <author>Jose Alves a27967</author>
00006 * <date>11/6/2024 11:21:43 AM</date>
00007 * <description>Definition of Campaign and methods to deal with Campaign operations.</description>
00008 */
00009 using System;
00010
00011 namespace Data_BestSale
00012 {
00013
00014     [Serializable]
00022     public class Campaign
00023     {
00024         #region Attributes
00025         int _id;

```



```

00026         string _name;
00027         decimal _discount;
00028         DateTime _startDate;
00029         DateTime _endDate;
00030         static int _campaignCount;
00031         #endregion
00032
00033         #region Methods
00034
00035         #region Constructors
00036
00040     public Campaign()
00041     {
00042         _id = ++_campaignCount;
00043         _name = string.Empty;
00044         _discount = 0m;
00045         _startDate = DateTime.MinValue;
00046         _endDate = DateTime.MaxValue;
00047     }
00048
00057     public Campaign(string name, decimal discount, DateTime startDate, DateTime endDate)
00058     {
00059         _id = ++_campaignCount;
00060         _name = name;
00061         _discount = discount;
00062         _startDate = startDate;
00063         _endDate = endDate;
00064     }
00065
00066
00067
00068
00069
00070         #endregion
00071
00072         #region Properties
00073
00077     public int Id{
00078         get { return _id; }
00079         set { _id = value; }
00080     }
00081
00085     public string Name
00086     {
00087         get { return _name; }
00088         set { _name = value; }
00089     }
00090
00094     public decimal Discount
00095     {
00096         get { return _discount; }
00097         set { _discount = value; }
00098     }
00099
00103     public DateTime StartDate
00104     {
00105         get { return _startDate; }
00106         set { _startDate = value; }
00107     }
00108
00112     public DateTime EndDate
00113     {
00114         get { return _endDate; }
00115         set { _endDate = value; }
00116     }
00117
00121     public int CampaignCount
00122     {
00123         get { return _campaignCount; }
00124         set { _campaignCount = value; }
00125     }
00126         #endregion
00127
00128
00129
00130         #region Overrides
00136     public override bool Equals(object obj)
00137     {
00139         if (obj == null)
00140         {
00141             return false;
00142         }
00143
00145         Campaign camp = obj as Campaign;
00146         return (this.Id == camp.Id && _name == camp.Name);
00147     }
00148

```

```

00155         public static bool operator ==(Campaign camp1, Campaign camp2)
00156         {
00157             return (camp1.Equals(camp2));
00158         }
00159
00166         public static bool operator !=(Campaign camp1, Campaign camp2)
00167         {
00168             return !(camp1.Equals(camp2));
00169         }
00170     #endregion
00171
00172     #region OtherMethods
00173
00179     static public bool VerifyApplicability(Campaign camp)
00180     {
00182         if (camp.StartDate <= DateTime.Now && camp.EndDate >= DateTime.Now)
00183         {
00184             return true;
00185         }
00186
00187         return false;
00188     }
00189     #endregion
00190
00191     #region Destructor
00195     ~Campaign()
00196     {
00197     }
00198     #endregion
00199
00200     #endregion
00201 }
00202 }

```

## 7.23 Campaign.cs

```

00001 /*
00002  * <copyright file="trabalhoPOO_27967.cs" company="IPCA">
00003  *     Copyright (c) 2024 All Rights Reserved
00004  * </copyright>
00005  * <author>Jose Alves a27967</author>
00006  * <date>11/6/2024 11:21:43 AM</date>
00007  * <description></description>
00008 **/
00009 using System;
00010
00011 namespace trabalhoPOO_27967
00012 {
00020     public class Campaign
00021     {
00022         #region Attributes
00023         int _id;
00024         string _name;
00025         decimal _discount;
00026         DateTime _startDate;
00027         DateTime _endDate;
00028         static int _campaignCount;
00029         #endregion
00030
00031         #region Methods
00032
00033         #region Constructors
00034
00038         public Campaign()
00039         {
00040             _id = ++_campaignCount;
00041             _name = string.Empty;
00042             _discount = 0m;
00043             _startDate = DateTime.MinValue;
00044             _endDate = DateTime.MaxValue;
00045         }
00046
00055         public Campaign(string name, decimal discount, DateTime startDate, DateTime endDate)
00056         {
00057             _id = ++_campaignCount;
00058             _name = name;
00059             _discount = discount;
00060             _startDate = startDate;
00061             _endDate = endDate;
00062         }
00063
00064
00065

```

```

00066
00067
00068         #endregion
00069
00070         #region Properties
00071
00072         public int Id{
00073             get { return _id; }
00074             set { _id = value; }
00075         }
00076
00077         public string Name
00078         {
00079             get { return _name; }
00080             set { _name = value; }
00081         }
00082
00083         public decimal Discount
00084         {
00085             get { return _discount; }
00086             set { _discount = value; }
00087         }
00088
00089         public DateTime StartDate
00090         {
00091             get { return _startDate; }
00092             set { _startDate = value; }
00093         }
00094
00095         public DateTime EndDate
00096         {
00097             get { return _endDate; }
00098             set { _endDate = value; }
00099         }
00100
00101         public int CampaignCount
00102         {
00103             get { return _campaignCount; }
00104             set { _campaignCount = value; }
00105         }
00106
00107         #endregion
00108
00109         #region Overrides
00110         public override bool Equals(object obj)
00111         {
00112             if (obj == null)
00113             {
00114                 return false;
00115             }
00116
00117             Campaign camp = obj as Campaign;
00118             return (this.Id == camp.Id && _name == camp.Name);
00119         }
00120
00121         public static bool operator ==(Campaign camp1, Campaign camp2)
00122         {
00123             return (camp1.Equals(camp2));
00124         }
00125
00126         public static bool operator !=(Campaign camp1, Campaign camp2)
00127         {
00128             return !(camp1.Equals(camp2));
00129         }
00130
00131         #endregion
00132
00133         #region OtherMethods
00134
00135         static public bool VerifyApplicability(Campaign camp)
00136         {
00137             if (camp.StartDate <= DateTime.Now && camp.EndDate >= DateTime.Now)
00138             {
00139                 return true;
00140             }
00141
00142             return false;
00143         }
00144
00145         #endregion
00146
00147         #region Destructor
00148         ~Campaign()
00149         {
00150         }
00151
00152         #endregion
00153
00154         #endregion

```

```
00199     }
00200 }
```

## 7.24 Campaigns.cs

```
00001 /*
00002 * <copyright file="Data_BestSale.cs" company="IPCA">
00003 *     Copyright (c) 2024 All Rights Reserved
00004 * </copyright>
00005 * <author>Jose Alves a27967</author>
00006 * <date>11/14/2024 3:57:04 PM</date>
00007 * <description>This file has the definition and methods to work with the plurality of
    Campaign.</description>
00008 */
00009 using System;
00010 using System.Collections.Generic;
00011 using System.Xml.Linq;
00012
00013 namespace Data_BestSale
00014 {
00015     [Serializable]
00023     public class Campaigns : IListManagement
00024     {
00025         #region Attributes
00026         List<Campaign> _camps;
00027         #endregion
00028
00029         #region Methods
00030
00031         #region Constructors
00032
00036         public Campaigns()
00037         {
00038             _camps = new List<Campaign>();
00039         }
00040
00045         public Campaigns(List<Campaign> p) {
00046             _camps = p;
00047         }
00048
00049         #endregion
00050
00051         #region Properties
00055         public List<Campaign> Camps
00056         {
00057             get{ return _camps; }
00058             set{ _camps = value; }
00059         }
00060         #endregion
00061
00062
00063
00064         #region Overrides
00065
00066         #endregion
00067
00068         #region OtherMethods
00074         public bool Add(object obj)
00075         {
00076             if(obj==null) return false;
00077             if (obj is Campaign)
00078             {
00079                 _camps.Add((Campaign)obj);
00080                 return true;
00081             }
00082             return false;
00083         }
00084
00090         public bool Remove(object obj)
00091         {
00092             if(obj==null) return false;
00093             var aux=obj as Campaign;
00094             if (Exist(aux.Id) || Exist(aux.Name))
00095             {
00096
00097                 _camps.Remove((Campaign)obj);
00098                 return true;
00099             }
00100             return false;
00101         }
00102     }
00103
00109     public bool Exist(object obj)
```

```

00110     {
00111         if (obj == null) return false;
00112         var aux=obj as Campaign;
00113         foreach (Campaign c in _camps)
00114         {
00115             if (c.Id == aux.Id || c.Name==aux.Name)
00116             {
00117                 return true;
00118             }
00119         }
00120         return false;
00121     }
00122
00126     public void ClearCampaigns()
00127     {
00128         _camps.Clear();
00129     }
00130 #endregion
00131
00132 #region Destructor
00136 ~Campaigns()
00137 {
00138 }
00139 #endregion
00140
00141 #endregion
00142 }
00143 }

```

## 7.25 Campaigns.cs

```

00001 /*
00002 * <copyright file="trabalhoPOO_27967.cs" company="IPCA">
00003 * Copyright (c) 2024 All Rights Reserved
00004 * </copyright>
00005 * <author>Jose Alves a27967</author>
00006 * <date>11/14/2024 3:57:04 PM</date>
00007 * <description></description>
00008 **/
00009 using System;
00010 using System.Collections.Generic;
00011 using System.Xml.Linq;
00012 using trabalhoPOO_27967.Interface;
00013
00014 namespace trabalhoPOO_27967
00015 {
00023     public class Campaigns : IListManagement
00024     {
00025         #region Attributes
00026         List<Campaign> _camps;
00027         #endregion
00028
00029         #region Methods
00030
00031         #region Constructors
00032
00036         public Campaigns()
00037         {
00038             _camps = new List<Campaign>();
00039         }
00040
00045         public Campaigns(List<Campaign> p) {
00046             _camps = p;
00047         }
00048
00049         #endregion
00050
00051         #region Properties
00055         public List<Campaign> Camps
00056         {
00057             get{ return _camps; }
00058             set{ _camps = value; }
00059         }
00060         #endregion
00061
00062
00063
00064         #region Overrides
00065
00066         #endregion
00067
00068         #region OtherMethods
00074         public bool Add(object obj)

```

```

00075     {
00076         if(obj==null) return false;
00077         if (obj is Campaign)
00078         {
00079             _camps.Add((Campaign)obj);
00080             return true;
00081         }
00082         return false;
00083     }
00084
00090     public bool Remove(object obj)
00091     {
00092         if(obj==null) return false;
00093         var aux=obj as Campaign;
00094         if (Exist(aux.Id) || Exist(aux.Name))
00095         {
00096
00097             _camps.Remove((Campaign)obj);
00098             return true;
00099         }
00100         return false;
00101     }
00102 }
00103
00109     public bool Exist(object obj)
00110     {
00111         if (obj == null) return false;
00112         var aux=obj as Campaign;
00113         foreach (Campaign c in _camps)
00114         {
00115             if (c.Id == aux.Id || c.Name==aux.Name)
00116             {
00117                 return true;
00118             }
00119         }
00120         return false;
00121     }
00122 #endregion
00123
00124     #region Destructor
00128     ~Campaigns()
00129     {
00130     }
00131 #endregion
00132
00133 #endregion
00134 }
00135 }

```

## 7.26 Categories.cs

```

00001 /*
00002 * <copyright file="Data_BestSale.cs" company="IPCA">
00003 *     Copyright (c) 2024 All Rights Reserved
00004 * </copyright>
00005 * <author>Jose Alves a27967</author>
00006 * <date>11/14/2024 4:45:58 PM</date>
00007 * <description>This file has the definition and methods to work with the plurality of
    Category.</description>
00008 */
00009 using System;
00010 using System.Collections.Generic;
00011 using System.Xml.Linq;
00012
00013 namespace Data_BestSale
00014 {
00015     [Serializable]
00023     public class Categories : IListManagement
00024     {
00025         #region Attributes
00026         List<Category> _cats;
00027         #endregion
00028
00029         #region Methods
00030
00031         #region Constructors
00032
00036         public Categories()
00037         {
00038             _cats = new List<Category>();
00039         }
00040
00045         public Categories(List<Category> cats)

```

```

00046     {
00047         _cats = cats;
00048     }
00049
00050
00051     #endregion
00052
00053     #region Properties
00057     public List<Category> Cats
00058     {
00059         get { return _cats; }
00060         set { _cats = value; }
00061     }
00062     #endregion
00063
00064
00065
00066     #region Overrides
00067     #endregion
00068
00069     #region OtherMethods
00075     public bool Add(object obj)
00076     {
00077         if (obj == null) return false;
00078         if (obj is Category)
00079         {
00080             _cats.Add((Category)obj);
00081             return true;
00082         }
00083         return false;
00084     }
00085
00091     public bool Remove(object obj)
00092     {
00093         if (obj == null) return false;
00094         var aux = obj as Category;
00095         if (Exist(aux.Id) || Exist(aux.Name))
00096         {
00097             _cats.Remove((Category)obj);
00098             return true;
00099         }
00100         return false;
00101     }
00102
00103
00109     public bool Exist(object obj)
00110     {
00111         if (obj == null) return false;
00112         var aux=obj as Category;
00113
00115         if (obj is int)
00116         {
00117             foreach (Category cate in _cats)
00118             {
00119                 if (cate.Id == aux.Id)
00120                 {
00121                     return true;
00122                 }
00123             }
00124         }
00125
00127         if(obj is string)
00128         {
00129             foreach (Category cate in _cats)
00130             {
00131                 if (cate.Name == aux.Name)
00132                 {
00133                     return true;
00134                 }
00135             }
00136         }
00137         return false;
00138     }
00139
00143     public bool ClearCategories()
00144     {
00145         try
00146         {
00147             _cats.Clear();
00148             return true;
00149         }
00150         catch
00151         {
00152             return false;
00153         }
00154     }
00155

```

```

00161     public Category GetCategory(object obj)
00162     {
00163         if (obj == null) return null;
00164         if (obj is int)
00165         {
00166             if (this.Exist((int)obj))
00167             {
00168                 foreach (Category cat in _cats)
00169                 {
00170                     if (cat.Id == (int)obj)
00171                     {
00172                         return cat;
00173                     }
00174                 }
00175             }
00176         }
00177         if (obj is string)
00178         {
00179             if (this.Exist((string)obj))
00180             {
00181                 foreach (Category cat in _cats)
00182                 {
00183                     if (cat.Name == (string)obj)
00184                     {
00185                         return cat;
00186                     }
00187                 }
00188             }
00189         }
00190         return null;
00191     }
00192
00193     #endregion
00194
00195     #region Destructor
00196     ~Categories()
00197     {
00200     }
00201
00202     #endregion
00203
00204     #endregion
00205 }
00206 }

```

## 7.27 Categories.cs

```

00001 /*
00002  * <copyright file="trabalhoPOO_27967.Category.cs" company="IPCA">
00003  *     Copyright (c) 2024 All Rights Reserved
00004  * </copyright>
00005  * <author>Jose Alves a27967</author>
00006  * <date>11/14/2024 4:45:58 PM</date>
00007  * <description></description>
00008 **/
00009 using System;
00010 using System.Collections.Generic;
00011 using System.Xml.Linq;
00012 using trabalhoPOO_27967.Interface;
00013
00014 namespace trabalhoPOO_27967
00015 {
00023     public class Categories : IListManagement
00024     {
00025         #region Attributes
00026         List<Category> _cats;
00027         #endregion
00028
00029         #region Methods
00030
00031         #region Constructors
00032
00036         public Categories()
00037         {
00038             _cats = new List<Category>();
00039         }
00040
00045         public Categories(List<Category> cats)
00046         {
00047             _cats = cats;
00048         }
00049
00050         #endregion
00051     }

```



```

00052
00053     #region Properties
00057     public List<Category> Cats
00058     {
00059         get { return _cats; }
00060         set { _cats = value; }
00061     }
00062     #endregion
00063
00064
00065
00066     #region Overrides
00067     #endregion
00068
00069     #region OtherMethods
00075     public bool Add(object obj)
00076     {
00077         if (obj == null) return false;
00078         if (obj is Category)
00079         {
00080             _cats.Add((Category)obj);
00081             return true;
00082         }
00083         return false;
00084     }
00085
00091     public bool Remove(object obj)
00092     {
00093         if (obj == null) return false;
00094         var aux = obj as Category;
00095         if (Exist(aux.Id) || Exist(aux.Name))
00096         {
00097             _cats.Remove((Category)obj);
00098             return true;
00099         }
00100         return false;
00101     }
00102
00103
00109     public bool Exist(object obj)
00110     {
00111         if (obj == null) return false;
00112         var aux=obj as Category;
00113
00115         if (obj is int)
00116         {
00117             foreach (Category cate in _cats)
00118             {
00119                 if (cate.Id == aux.Id)
00120                 {
00121                     return true;
00122                 }
00123             }
00124         }
00125
00127         if(obj is string)
00128         {
00129             foreach (Category cate in _cats)
00130             {
00131                 if (cate.Name == aux.Name)
00132                 {
00133                     return true;
00134                 }
00135             }
00136         }
00137         return false;
00138     }
00139
00140
00141     #endregion
00142
00143     #region Destructor
00147     ~Categories()
00148     {
00149     }
00150     #endregion
00151
00152     #endregion
00153 }
00154 }

```

## 7.28 Category.cs

```
00001 /*
```

```

00002 * <copyright file="Data_BestSale.cs" company="IPCA">
00003 * Copyright (c) 2024 All Rights Reserved
00004 * </copyright>
00005 * <author>Jose Alves a27967</author>
00006 * <date>11/6/2024 11:20:47 AM</date>
00007 * <description>Definition of Category and methods to deal with Category operations.</description>
00008 **/
00009 using System;
00010
00011 namespace Data_BestSale
00012 {
00013     [Serializable]
00021     public class Category
00022     {
00023         #region Attributes
00024         int _id;
00025         string _name;
00026         static int _catCount=0;
00027         #endregion
00028
00029         #region Methods
00030
00031         #region Constructors
00032
00036         public Category()
00037         {
00038             _id = ++_catCount;
00039             _name = string.Empty;
00040         }
00041
00046         public Category(string name)
00047         {
00048             _id = ++_catCount;
00049             _name = name;
00050         }
00051         #endregion
00052
00053         #region Properties
00054
00058         public int Id
00059         {
00060             get { return _id; }
00061             set { _id = value; }
00062         }
00063
00067         public string Name
00068         {
00069             get { return _name; }
00070             set { _name = value; }
00071         }
00072         #endregion
00073
00074
00075
00076         #region Overrides
00082         public override bool Equals(object obj)
00083         {
00085             if (obj == null)
00086             {
00087                 return false;
00088             }
00089
00091             Category cat = obj as Category;
00092             return (this.Id == cat.Id || _name == cat.Name);
00093         }
00094
00101         public static bool operator ==(Category cat1, Category cat2)
00102         {
00103             return (cat1.Equals(cat2));
00104         }
00105
00112         public static bool operator !=(Category cat1, Category cat2)
00113         {
00114             return !(cat1.Equals(cat2));
00115         }
00116         #endregion
00117
00118         #region OtherMethods
00126         public static bool CreateCategory(string name, out Category category)
00127         {
00128             try
00129             {
00130                 category = new Category(name);
00131                 return true;
00132             }
00133             catch (Exception e)
00134             {

```

```

00135         throw e;
00136     }
00137 }
00138 #endregion
00139
00140 #region Destructor
00141 ~Category()
00142 {
00143 }
00144 #endregion
00145
00146 #endregion
00147 }
00148
00149 }
00150
00151 }

```

## 7.29 Category.cs

```

00001 /*
00002  * <copyright file="trabalhoPOO_27967.cs" company="IPCA">
00003  * Copyright (c) 2024 All Rights Reserved
00004  * </copyright>
00005  * <author>Jose Alves a27967</author>
00006  * <date>11/6/2024 11:20:47 AM</date>
00007  * <description></description>
00008  */
00009 using System;
00010
00011 namespace trabalhoPOO_27967
00012 {
00020     public class Category
00021     {
00022         #region Attributes
00023         int _id;
00024         string _name;
00025         static int _catCount=0;
00026         #endregion
00027
00028         #region Methods
00029
00030         #region Constructors
00031
00035         public Category()
00036         {
00037             _id = ++_catCount;
00038             _name = string.Empty;
00039         }
00040
00045         public Category(string name)
00046         {
00047             _id = ++_catCount;
00048             _name = name;
00049         }
00050         #endregion
00051
00052         #region Properties
00053
00057         public int Id
00058         {
00059             get { return _id; }
00060             set { _id = value; }
00061         }
00062
00066         public string Name
00067         {
00068             get { return _name; }
00069             set { _name = value; }
00070         }
00071         #endregion
00072
00073
00074
00075         #region Overrides
00081         public override bool Equals(object obj)
00082         {
00083             if (obj == null)
00084             {
00085                 return false;
00086             }
00087
00088             Category cat = obj as Category;
00089             return (this.Id == cat.Id || _name == cat.Name);
00090         }
00091
00092     }
00093 }

```

```

00100         public static bool operator ==(Category cat1, Category cat2)
00101         {
00102             return (cat1.Equals(cat2));
00103         }
00104
00111         public static bool operator !=(Category cat1, Category cat2)
00112         {
00113             return !(cat1.Equals(cat2));
00114         }
00115         #endregion
00116
00117         #region OtherMethods
00118         #endregion
00119
00120         #region Destructor
00124         ~Category()
00125         {
00126         }
00127         #endregion
00128
00129         #endregion
00130     }
00131 }

```

## 7.30 Client.cs

```

00001 /*
00002  * <copyright file="Data_BestSale.cs" company="IPCA">
00003  *     Copyright (c) 2024 All Rights Reserved
00004  * </copyright>
00005  * <author>Jose Alves a27967</author>
00006  * <date>10/29/2024 4:23:56 PM</date>
00007  * <description>Definition of Client and methods to deal with Client operations.
00009 **/
00010 using System;
00011 using System.Text;
00012 using System.Text.RegularExpressions;
00013 using static System.Net.Mime.MediaTypeNames;
00014 using Business_Object;
00015 using BestSale_Validations;
00016 using Exceptions;
00017
00018 namespace Data_BestSale
00019 {
00020     [Serializable]
00028     public class Client
00029     {
00030         #region Attributes
00031         int _clientID;
00032         string _name;
00033         string _contact;
00034         static int _clientCount=0;
00035         #endregion
00036
00037         #region Methods
00038
00039         #region Constructors
00040
00044         public Client()
00045         {
00046             _clientID = ++_clientCount ;
00047             _name = "No Name";
00048             _contact = "999999999";
00049         }
00050
00056         public Client(string n, string c)
00057         {
00058             _clientID = ++_clientCount;
00059             _name = n;
00060             _contact = c;
00061             //COMO POSSO FAZER PARA TESTAR SE A STRING PODE SER CONTATCO? DEVO FAZE-LO NO CONSTRUTOR
00062             OU FORA?
00063         }
00064         #endregion
00065
00066         #region Properties
00070         public int ClientID
00071         {
00072             get { return _clientID; }
00073             set { _clientID = value; }
00074         }
00075

```

```

00079         public string Name
00080         {
00081             get { return _name; }
00082             set { _name = value; }
00083         }
00084
00088         public string Contact
00089         {
00090             get { return _contact; }
00091             set
00092             {
00093                 try
00094                 {
00095                     if (BestSale_Validations.BestSale_Validations.ValidatePhoneNumber(value)) _contact =
value;
00096                 }
00097                 catch(InvalidPhoneNumberException excep)
00098                 {
00099                     throw excep;
00100                 }
00101                 catch(Exception)
00102                 {
00103                     throw new Exception("Invalid Phone Number");
00104                 }
00105             }
00106         }
00107
00111         public static int ClientCount
00112         {
00113             get { return _clientCount; }
00114
00115             set { _clientCount = value; }
00116         }
00117         #endregion
00118
00119
00120
00121         #region Overrides
00122
00127         public override string ToString()
00128         {
00129             StringBuilder sb = new StringBuilder();
00130             sb.AppendLine($"Client ID: {_clientID}");
00131             sb.AppendLine($"Name: {_name}");
00132             sb.AppendLine($"Contact: {_contact}");
00133
00134             return sb.ToString();
00135         }
00136
00142         public override bool Equals(object obj)
00143         {
00144             if (obj == null)
00145             {
00146                 return false;
00147             }
00148
00149             Client client = obj as Client;
00150             return (this._clientID == client._clientID && _name == client._name);
00151         }
00152
00153
00154
00161         public static bool operator ==(Client cli1, Client cli2)
00162         {
00163             return( cli1.Equals(cli2) );
00164         }
00165
00172         public static bool operator !=(Client cli1, Client cli2)
00173         {
00174             return !(cli1.Equals(cli2));
00175         }
00176         #endregion
00177
00178
00179         #region OtherMethods
00180         public static bool CreateClientFromNameContact(string name, string contact, out Client
newClient)
00181         {
00182             try
00183             {
00184                 newClient = new Client(name, contact);
00185                 return true;
00186             }
00187             catch (Exception excep)
00188             {
00189                 throw (excep);
00190             }
00191         }
00192     }

```

```

00193         #endregion
00194
00195         #region Destructor
00199         ~Client()
00200         {
00201         }
00202         #endregion
00203
00204         #endregion
00205     }
00206 }

```

## 7.31 Client.cs

```

00001 /*
00002 * <copyright file="trabalhoPOO_27967.cs" company="IPCA">
00003 * Copyright (c) 2024 All Rights Reserved
00004 * </copyright>
00005 * <author>Jose Alves a27967</author>
00006 * <date>10/29/2024 4:23:56 PM</date>
00007 * <description></description>
00008 */
00009 using System;
00010 using System.Text;
00011 using System.Text.RegularExpressions;
00012 using static System.Net.Mime.MediaTypeNames;
00013
00014 namespace trabalhoPOO_27967
00015 {
00023     public class Client
00024     {
00025         #region Attributes
00026         int _clientID;
00027         string _name;
00028         string _contact;
00029         static int _clientCount=0;
00030         #endregion
00031
00032         #region Methods
00033
00034         #region Constructors
00035
00039         public Client()
00040         {
00041             _clientID = ++_clientCount ;
00042             _name = "No Name";
00043             _contact = "999999999";
00044         }
00045
00051         public Client(string n, string c)
00052         {
00053             _clientID = ++_clientCount;
00054             _name = n;
00055             _contact = c;
00056             //COMO POSSO FAZER PARA TESTAR SE A STRING PODE SER CONTATCO? DEVO FAZE-LO NO CONSTRUTOR
00057         }
00058
00059         #endregion
00060
00061         #region Properties
00065         public int ClientID
00066         {
00067             get { return _clientID; }
00068             set { _clientID = value; }
00069         }
00070
00074         public string Name
00075         {
00076             get { return _name; }
00077             set { _name = value; }
00078         }
00079
00083         public string Contact
00084         {
00085             get { return _contact; }
00086             set
00087             {
00088                 string pattern = @"^(2|9)\d{8}$"; //Defines the pattern to be a number starting by 9
00089                 bool isGood = Regex.IsMatch(value, pattern); //Verifies if the value meets the
00090                 criteria.

```

```

00091         if (isGood) _contact = value;
00092
00093         //COMO POSSO RETORNAR UM ERRO CASO A STRING NAO CORRESPONDA?
00094     }
00095 }
00096
00100 public static int ClientCount
00101 {
00102     get { return _clientCount; }
00103
00104     set { _clientCount = value; }
00105 }
00106 #endregion
00107
00108
00109
00110 #region Overrides
00111
00116 public override string ToString()
00117 {
00118     StringBuilder sb = new StringBuilder();
00119     sb.AppendLine($"Client ID: {_clientID}");
00120     sb.AppendLine($"Name: {_name}");
00121     sb.AppendLine($"Contact: {_contact}");
00122
00123     return sb.ToString();
00124 }
00125
00131 public override bool Equals(object obj)
00132 {
00133     if (obj == null)
00134     {
00135         return false;
00136     }
00137
00138     Client client = obj as Client;
00140     return (this._clientID == client._clientID && _name == client._name);
00142 }
00143
00150 public static bool operator == (Client cli1, Client cli2)
00151 {
00152     return (cli1.Equals(cli2));
00153 }
00154
00161 public static bool operator != (Client cli1, Client cli2)
00162 {
00163     return !(cli1.Equals(cli2));
00164 }
00165 #endregion
00166
00167
00168 #region OtherMethods
00169 #endregion
00170
00171 #region Destructor
00175 ~Client()
00176 {
00177 }
00178 #endregion
00179
00180 #endregion
00181 }
00182 }

```

## 7.32 Clients.cs

```

00001 /*
00002 * <copyright file="Data_BestSale.cs" company="IPCA">
00003 *     Copyright (c) 2024 All Rights Reserved
00004 * </copyright>
00005 * <author>Jose Alves a27967</author>
00006 * <date>11/12/2024 9:25:28 PM</date>
00007 * <description>Class with the definition and methods to manage a list of clients.</description>
00008 */
00009 using System;
00010 using System.Collections.Generic;
00011
00012 namespace Data_BestSale
00013 {
00014     [Serializable]
00022     public class Clients : IListManagement
00023     {
00024         #region Attributes

```

```

00025     static List<Client> _clientList;
00026 #endregion
00027
00028 #region Methods
00029
00030 #region Constructors
00031
00035 public Clients()
00036 {
00037     _clientList = new List<Client>();
00038 }
00039
00040
00041 #endregion
00042
00043 #region Properties
00044
00048 public List<Client> ClientList
00049 {
00050     get{ return _clientList; }
00051     set{ _clientList = value; }
00052 }
00053 #endregion
00054
00055
00056
00057 #region Overrides
00058 #endregion
00059
00060 #region OtherMethods
00067 public bool Add(object obj)
00068 {
00069     if (obj == null) return false;
00070     if (obj is Client)
00071     {
00072         if (this.ClientList.Contains((Client)obj)) return false;
00073         else
00074         {
00075             this.ClientList.Add((Client)obj);
00076             return true;
00077         }
00078     }
00079     return false;
00080 }
00081
00087 public bool Remove(object obj)
00088 {
00089     if (obj == null) return false;
00090     var aux = (Client) obj;
00091     if (Exist(aux.ClientID))
00092     {
00093         _clientList.Remove((Client)obj);
00094         return true;
00095     }
00096     return false;
00097 }
00098
00104 public bool Exist(object obj)
00105 {
00106     if (obj is int)
00107     {
00108         foreach (Client client in _clientList)
00109         {
00110             if (client.ClientID == (int)obj)
00111             {
00112                 return true;
00113             }
00114         }
00115     }
00116     return false;
00117 }
00118
00124 public Client GetClient(int id)
00125 {
00126     foreach (Client client in _clientList)
00127     {
00128         if (client.ClientID == id)
00129         {
00130             return client;
00131         }
00132     }
00133     return null;
00134 }
00135
00139 public bool ClearClients()
00140 {
00141     try

```



```

00142         {
00143             _clientList.Clear();
00144             return true;
00145         }
00146         catch
00147         {
00148             return false;
00149         }
00150     }
00151 #endregion
00152
00153 #region Destructor
00157 ~Clients()
00158 {
00159 }
00160 #endregion
00161
00162 #endregion
00163 }
00164 }

```

## 7.33 Clients.cs

```

00001 /*
00002 * <copyright file="trabalhoPOO_27967.cs" company="IPCA">
00003 *     Copyright (c) 2024 All Rights Reserved
00004 * </copyright>
00005 * <author>Jose Alves a27967</author>
00006 * <date>11/12/2024 9:25:28 PM</date>
00007 * <description></description>
00008 */
00009 using System;
00010 using System.Collections.Generic;
00011 using trabalhoPOO_27967.Interface;
00012
00013 namespace trabalhoPOO_27967
00014 {
00022     public class Clients : IListManagement
00023     {
00024         #region Attributes
00025         static List<Client> _clientList;
00026         #endregion
00027
00028         #region Methods
00029
00030         #region Constructors
00031
00035         public Clients()
00036         {
00037             _clientList = new List<Client>();
00038         }
00039
00040
00041         #endregion
00042
00043         #region Properties
00044
00048         public List<Client> ClientList
00049         {
00050             get{ return _clientList; }
00051             set{ _clientList = value; }
00052         }
00053         #endregion
00054
00055
00056
00057         #region Overrides
00058         #endregion
00059
00060         #region OtherMethods
00066         public bool Add(object obj)
00067         {
00068             if (obj == null) return false;
00069             if (obj is Client)
00070             {
00071                 this.ClientList.Add((Client)obj);
00072                 return true;
00073             }
00074             return false;
00075         }
00076
00082         public bool Remove(object obj)
00083         {

```

```

00084         if (obj == null) return false;
00085         var aux = (Client) obj;
00086         if (Exist(aux.ClientID))
00087         {
00088             _clientList.Remove((Client) obj);
00089             return true;
00090         }
00091         return false;
00092     }
00093
00099     public bool Exist(object obj)
00100     {
00101         if (obj is int)
00102         {
00103             foreach (Client client in _clientList)
00104             {
00105                 if (client.ClientID == (int) obj)
00106                 {
00107                     return true;
00108                 }
00109             }
00110         }
00111         return false;
00112     }
00113
00119     public Client GetClient(int id)
00120     {
00121         foreach (Client client in _clientList)
00122         {
00123             if (client.ClientID == id)
00124             {
00125                 return client;
00126             }
00127         }
00128         return null;
00129     }
00130     #endregion
00131
00132     #region Destructor
00136     ~Clients()
00137     {
00138     }
00139     #endregion
00140
00141     #endregion
00142 }
00143 }

```

## 7.34 IListManagement.cs

```

00001 /*
00002 * <copyright file="Data_BestSale.cs" company="IPCA">
00003 *     Copyright (c) 2024 All Rights Reserved
00004 * </copyright>
00005 * <author>Jose Alves a27967</author>
00006 * <date>11/15/2024 04:21:43 PM</date>
00007 * <description>Defines the interface to use in List Management</description>
00008 */
00009 using System;
00010 using System.Collections.Generic;
00011 using System.Linq;
00012 using System.Text;
00013 using System.Threading.Tasks;
00014
00015 namespace Data_BestSale
00016 {
00017     public interface IListManagement
00018     {
00019         bool Add(object obj);
00020
00021         bool Remove(object obj);
00022
00023         bool Exist(object obj);
00024     }
00025 }

```

## 7.35 IListManagement.cs

```

00001 /*

```

```

00002 * <copyright file="trabalhoPOO_27967.cs" company="IPCA">
00003 *     Copyright (c) 2024 All Rights Reserved
00004 * </copyright>
00005 * <author>Jose Alves a27967</author>
00006 * <date>11/15/2024 04:21:43 PM</date>
00007 * <description>Defines the interface to use in List Management</description>
00008 */
00009 using System;
00010 using System.Collections.Generic;
00011 using System.Linq;
00012 using System.Text;
00013 using System.Threading.Tasks;
00014
00015 namespace trabalhoPOO_27967.Interface
00016 {
00017     public interface IListManagement
00018     {
00019         bool Add(object obj);
00020
00021         bool Remove(object obj);
00022
00023         bool Exist(object obj);
00024     }
00025 }

```

## 7.36 Make.cs

```

00001 /*
00002 * <copyright file="Data_BestSale.cs" company="IPCA">
00003 *     Copyright (c) 2024 All Rights Reserved
00004 * </copyright>
00005 * <author>Jose Alves a27967</author>
00006 * <date>11/6/2024 11:22:09 AM</date>
00007 * <description>Definition of Make and methods to deal with Make operations.</description>
00008 */
00009 using System;
00010 using System.Diagnostics.Contracts;
00011 using System.Runtime.Remoting.Messaging;
00012 using System.Text;
00013
00014 namespace Data_BestSale
00015 {
00016     [Serializable]
00024     public class Make
00025     {
00026         #region Attributes
00027         int _id;
00028         string _name;
00029         static int _makeCount=0;
00030         #endregion
00031
00032         #region Methods
00033
00034         #region Constructors
00035
00039         public Make()
00040         {
00041             _id = ++_makeCount;
00042             _name = string.Empty;
00043         }
00044
00050         public Make(string name)
00051         {
00052             _id = ++_makeCount;
00053             _name = name;
00054         }
00055
00056
00057         #endregion
00058
00059         #region Properties
00060
00061
00065         public int ID
00066         {
00067             get { return _id; }
00068             set { _id = value; }
00069         }
00070
00074         public string Name
00075         {
00076             get { return _name; }
00077             set { _name = value; }

```

```

00078     }
00079
00080     #endregion
00081
00082
00083
00084     #region Overrides
00089     public override string ToString()
00090     {
00091         return ("Make : " + _name);
00092     }
00093
00099     public override bool Equals(object obj)
00100     {
00102         if (obj == null)
00103         {
00104             return false;
00105         }
00106
00108         Make make = obj as Make;
00109         return (this.ID == make.ID || this.Name == make.Name);
00110     }
00111
00118     public static bool operator ==(Make m1, Make m2)
00119     {
00120         return (m1.Equals(m2));
00121     }
00122
00129     public static bool operator !=(Make m1, Make m2)
00130     {
00131         return !(m1.Equals(m2));
00132     }
00133     #endregion
00134
00135     #region OtherMethods
00142     public static bool CreateMake(string name, out Make make)
00143     {
00144         try
00145         {
00146             make = new Make(name);
00147             return true;
00148         }
00149         catch (Exception e)
00150         {
00151             throw e;
00152         }
00153     }
00154
00159     public int GetMakeID()
00160     {
00161         return this.ID;
00162     }
00163     #endregion
00164
00165     #region Destructor
00169     ~Make()
00170     {
00171     }
00172     #endregion
00173
00174     #endregion
00175 }
00176 }

```

## 7.37 Make.cs

```

00001 /*
00002  * <copyright file="trabalhoPOO_27967.cs" company="IPCA">
00003  *     Copyright (c) 2024 All Rights Reserved
00004  * </copyright>
00005  * <author>Jose Alves a27967</author>
00006  * <date>11/6/2024 11:22:09 AM</date>
00007  * <description></description>
00008  */
00009 using System;
00010 using System.Diagnostics.Contracts;
00011 using System.Runtime.Remoting.Messaging;
00012 using System.Text;
00013
00014 namespace trabalhoPOO_27967
00015 {
00023     public class Make
00024     {

```

```

00025         #region Attributes
00026         int _id;
00027         string _name;
00028         static int _makeCount=0;
00029         #endregion
00030
00031         #region Methods
00032
00033         #region Constructors
00034
00038         public Make()
00039         {
00040             _id = ++_makeCount;
00041             _name = string.Empty;
00042         }
00043
00049         public Make(string name)
00050         {
00051             _id = ++_makeCount;
00052             _name = name;
00053         }
00054
00055
00056
00057         #endregion
00058
00059         #region Properties
00060
00064         public int ID
00065         {
00066             get { return _id; }
00067             set { _id = value; }
00068         }
00069
00073         public string Name
00074         {
00075             get { return _name; }
00076             set { _name = value; }
00077         }
00078
00079         #endregion
00080
00081
00082
00083         #region Overrides
00088         public override string ToString()
00089         {
00090             return ("Make : " + _name);
00091         }
00092
00098         public override bool Equals(object obj)
00099         {
00101             if (obj == null)
00102             {
00103                 return false;
00104             }
00105
00107             Make make = obj as Make;
00108             return (this.ID == make.ID || this.Name == make.Name);
00109         }
00110
00117         public static bool operator ==(Make m1, Make m2)
00118         {
00119             return (m1.Equals(m2));
00120         }
00121
00128         public static bool operator !=(Make m1, Make m2)
00129         {
00130             return !(m1.Equals(m2));
00131         }
00132         #endregion
00133
00134         #region OtherMethods
00135         #endregion
00136
00137         #region Destructor
00141         ~Make()
00142         {
00143         }
00144         #endregion
00145
00146         #endregion
00147     }
00148 }

```

## 7.38 Makes.cs

```

00001 /*
00002  * <copyright file="Data_BestSale.cs" company="IPCA">
00003  *     Copyright (c) 2024 All Rights Reserved
00004  * </copyright>
00005  * <author>Jose Alves a27967</author>
00006  * <date>11/14/2024 4:33:51 PM</date>
00007  * <description>This file has the definition and methods to work with the plurality of
        Make.</description>
00008 */
00009 using System;
00010 using System.Collections.Generic;
00011 using System.Xml.Linq;
00012
00013
00014 namespace Data_BestSale
00015 {
00016     [Serializable]
00024     public class Makes : IListManagement
00025     {
00026         #region Attributes
00027         List<Make> _makeList;
00028         #endregion
00029
00030         #region Methods
00031
00032         #region Constructors
00033
00037         public Makes()
00038         {
00039             _makeList = new List<Make>();
00040         }
00041
00046         public Makes(List<Make> m)
00047         {
00048             _makeList = m;
00049         }
00050         #endregion
00051
00052         #region Properties
00056         public List<Make> MakeList
00057         {
00058             get { return _makeList; }
00059             set { _makeList = value; }
00060         }
00061         #endregion
00062
00063
00064
00065         #region Overrides
00066         #endregion
00067
00068         #region OtherMethods
00074         public bool Add(object obj)
00075         {
00076             if (obj == null) return false;
00077             if (obj is Make) {
00078                 _makeList.Add((Make)obj);
00079                 return true;
00080             }
00081             return false;
00082         }
00083
00089         public bool Remove(object obj)
00090         {
00091             if (obj == null) return false;
00092             var aux = obj as Make;
00093             if (Exist(aux.ID))
00094             {
00095                 _makeList.Remove((Make)obj);
00096                 return true;
00097             }
00098             return false;
00099         }
00100
00106         public bool Exist(object obj)
00107         {
00108             if (obj == null) return false;
00109             if (obj is int)
00110             {
00111                 foreach (Make make in _makeList)
00112                 {
00113                     if (make.ID == (int)obj)
00114                     {
00115                         return true;
00116                     }

```

```

00117         }
00118     }
00119     if(obj is string)
00120     {
00121         foreach (Make make in _makeList)
00122         {
00123             if (make.Name == (string)obj)
00124             {
00125                 return true;
00126             }
00127         }
00128     }
00129     return false;
00130 }
00131
00135 public bool ClearMakes()
00136 {
00137     try{
00138         _makeList.Clear();
00139         return true;
00140     }
00141     catch
00142     {
00143         return false;
00144     }
00145 }
00146
00152 public Make GetMake(object obj )
00153 {
00154     if (obj == null) return null;
00155     if (obj is int)
00156     {
00157         if (this.Exist((int)obj))
00158         {
00159             foreach (Make make in _makeList)
00160             {
00161                 if (make.ID == (int)obj)
00162                 {
00163                     return make;
00164                 }
00165             }
00166         }
00167     }
00168     if (obj is string)
00169     {
00170         if (this.Exist((string)obj))
00171         {
00172             foreach (Make make in _makeList)
00173             {
00174                 if (make.Name == (string)obj)
00175                 {
00176                     return make;
00177                 }
00178             }
00179         }
00180     }
00181     return null;
00182 }
00183
00184 #endregion
00185
00186 #region Destructor
00190 ~Makes()
00191 {
00192 }
00193 #endregion
00194
00195 #endregion
00196 }
00197 }

```

## 7.39 Makes.cs

```

00001 /*
00002 *   <copyright file="trabalhoPOO_27967.cs" company="IPCA">
00003 *       Copyright (c) 2024 All Rights Reserved
00004 *   </copyright>
00005 *   <author>Jose Alves a27967</author>
00006 *   <date>11/14/2024 4:33:51 PM</date>
00007 *   <description></description>
00008 */
00009 using System;
00010 using System.Collections.Generic;

```

```

00011 using System.Xml.Linq;
00012 using trabalhoPOO_27967.Interface;
00013
00014 namespace trabalhoPOO_27967
00015 {
00023     public class Makes : IListManagement
00024     {
00025         #region Attributes
00026         List<Make> _makeList;
00027         #endregion
00028
00029         #region Methods
00030
00031         #region Constructors
00032
00036         public Makes()
00037         {
00038             _makeList = new List<Make>();
00039         }
00040
00045         public Makes(List<Make> m)
00046         {
00047             _makeList = m;
00048         }
00049         #endregion
00050
00051         #region Properties
00055         public List<Make> MakeList
00056         {
00057             get { return _makeList; }
00058             set { _makeList = value; }
00059         }
00060         #endregion
00061
00062
00063
00064         #region Overrides
00065         #endregion
00066
00067         #region OtherMethods
00073         public bool Add(object obj)
00074         {
00075             if (obj == null) return false;
00076             if (obj is Make) {
00077                 _makeList.Add((Make)obj);
00078                 return true;
00079             }
00080             return false;
00081         }
00082
00088         public bool Remove(object obj)
00089         {
00090             if (obj == null) return false;
00091             var aux = obj as Make;
00092             if (Exist(aux.ID))
00093             {
00094                 _makeList.Remove((Make)obj);
00095                 return true;
00096             }
00097             return false;
00098         }
00099
00105         public bool Exist(object obj)
00106         {
00107             if (obj == null) return false;
00108             if (obj is int)
00109             {
00110                 foreach (Make make in _makeList)
00111                 {
00112                     if (make.ID == (int)obj)
00113                     {
00114                         return true;
00115                     }
00116                 }
00117             }
00118             if (obj is string)
00119             {
00120                 foreach (Make make in _makeList)
00121                 {
00122                     if (make.Name == (string)obj)
00123                     {
00124                         return true;
00125                     }
00126                 }
00127             }
00128             return false;
00129         }

```



```

00130
00131         #endregion
00132
00133         #region Destructor
00137         ~Makes()
00138         {
00139         }
00140         #endregion
00141
00142         #endregion
00143     }
00144 }

```

## 7.40 Product.cs

```

00001 /*
00002  * <copyright file="Data_BestSale.cs" company="IPCA">
00003  *     Copyright (c) 2024 All Rights Reserved
00004  * </copyright>
00005  * <author>Jose Alves a27967</author>
00006  * <date>11/2/2024 4:40:12 PM</date>
00007  * <description> Definition of product and methods to deal with product operations.</description>
00008 **/
00009 using System;
00010 using System.Collections;
00011 using System.Collections.Generic;
00012 using System.Diagnostics.Contracts;
00013 using System.IO;
00014 using System.Runtime.Serialization.Formatters.Binary;
00015 using System.Text;
00016 using System.Xml.Linq;
00017
00018 namespace Data_BestSale
00019 {
00020     [Serializable]
00028     public class Product
00029     {
00030         #region Attributes
00031         string _reference;
00032         decimal _price;
00033         int _makeID;
00034         int _categoryID;
00035         Warranty _warranty; //in Years
00036         int _stock;
00037         #endregion
00038
00039         #region Methods
00040
00041         #region Constructors
00042
00046         public Product()
00047         {
00048             _reference = string.Empty;
00049             _price = -1;
00050             _makeID = -1;
00051             _categoryID = -1;
00052             _stock = 0;
00053         }
00054
00062         public Product(string reff, decimal price, int makeID, int categoryID)
00063         {
00064             _reference = reff;
00065             _price = price;
00066             _makeID = makeID;
00067             _categoryID = categoryID;
00068             _warranty = null;
00069         }
00070
00076         public Product(string reff, decimal price, Warranty warranty, int make, int category)
00077         {
00078             _reference = reff;
00079             _price = price;
00080             _makeID = make;
00081             _categoryID = category;
00082             _warranty = warranty;
00083         }
00084
00085         #endregion
00086
00087         #region Properties
00088
00093         public string Reference

```

```

00094     {
00095         get { return _reference; }
00096         set { _reference = value; }
00097     }
00098 }
00099
00103 public decimal Price
00104 {
00105     get { return _price; }
00106     set { _price = value; }
00107 }
00108
00112 public int MakeID
00113 {
00114     get { return _makeID; }
00115     set { _makeID = value; }
00116 }
00117
00122 public int CategoryID
00123 {
00124     get { return _categoryID; }
00125     set { _categoryID = value; }
00126 }
00127
00131 public int Stock
00132 {
00133     get { return _stock; }
00134     set { _stock = value; }
00135 }
00136
00137 public Warranty Warranty
00138 {
00139     get { return _warranty; }
00140     set { _warranty = value; }
00141 }
00142 #endregion
00143
00144
00145
00146 #region Overrides
00152 public override bool Equals(object obj)
00153 {
00154     if (obj == null) return false;
00155     Product product = obj as Product;
00156     if (product.Reference == _reference) return true;
00157     return false;
00158 }
00159
00166 public static bool operator ==(Product p1, Product p2)
00167 {
00168     return (p1.Equals(p2));
00169 }
00170
00177 public static bool operator !=(Product p1, Product p2)
00178 {
00179     return !(p1.Equals(p2));
00180 }
00181
00186 public override string ToString()
00187 {
00188     StringBuilder sb = new StringBuilder();
00189     sb.AppendLine($"Product ID: {_reference}");
00190     sb.AppendLine($"Price: {_price}€");
00191     sb.AppendLine(_makeID.ToString());
00192     sb.AppendLine(_warranty.ToString());
00193
00194     return sb.ToString();
00195 }
00196
00197 #endregion
00198
00199 #region OtherMethods
00210 public static Product CreateProductWithWarranty(string reff, decimal price, int makeID, int
categoryID,int warrantyDuration, string warrantyConditions)
00211 {
00212     Warranty warranty = Warranty.CreateWarranty(reff, warrantyDuration, warrantyConditions);
00213     Product product = new Product(reff, price, warranty, makeID, categoryID);
00214     return product;
00215 }
00216
00217 #endregion
00218
00219 #region Destructor
00223 ~Product()
00224 {
00225 }

```

```

00226         #endregion
00227
00228         #endregion
00229     }
00230 }

```

## 7.41 Product.cs

```

00001 /*
00002 * <copyright file="trabalhoPOO_27967.cs" company="IPCA">
00003 * Copyright (c) 2024 All Rights Reserved
00004 * </copyright>
00005 * <author>Jose Alves a27967</author>
00006 * <date>11/2/2024 4:40:12 PM</date>
00007 * <description></description>
00008 */
00009 using System;
00010 using System.Collections;
00011 using System.Collections.Generic;
00012 using System.Diagnostics.Contracts;
00013 using System.Text;
00014 using System.Xml.Linq;
00015
00016 namespace trabalhoPOO_27967
00017 {
00025     public class Product
00026     {
00027         #region Attributes
00028         string _reference;
00029         decimal _price;
00030         int _makeID;
00031         int _categoryID;
00032         Warranty _warranty; //in Years
00033         int _stock;
00034         #endregion
00035
00036         #region Methods
00037
00038         #region Constructors
00039
00043         public Product()
00044         {
00045             _reference = string.Empty;
00046             _price = -1;
00047             _makeID = -1;
00048             _categoryID = -1;
00049             _stock = 0;
00050         }
00051
00057         public Product(string reff, decimal price, Warranty warranty, int make, int category)
00058         {
00059             _reference = reff;
00060             _price = price;
00061             _makeID = make;
00062             _categoryID = category;
00063             _warranty = warranty;
00064         }
00065     }
00066
00067     #endregion
00068
00069     #region Properties
00070
00074     public string Reference
00075     {
00076         get { return _reference; }
00077         set { _reference = value; }
00078     }
00079
00080
00084     public decimal Price
00085     {
00086         get { return _price; }
00087         set { _price = value; }
00088     }
00089
00093     public int Make
00094     {
00095         get { return _makeID; }
00096         set { _makeID = value; }
00097     }
00098
00099

```

```

00103     public int Category
00104     {
00105         get { return _categoryID; }
00106         set { _categoryID = value; }
00107     }
00108
00112     public int Stock
00113     {
00114         get { return _stock; }
00115         set { _stock = value; }
00116     }
00117
00118     public Warranty Warranty
00119     {
00120         get { return _warranty; }
00121         set { _warranty = value; }
00122     }
00123     #endregion
00124
00125
00126
00127     #region Overrides
00133     public override bool Equals(object obj)
00134     {
00135         if (obj == null) return false;
00136         Product product = obj as Product;
00137         if (product.Reference == _reference) return true;
00138         return false;
00139     }
00140
00147     public static bool operator ==(Product p1, Product p2)
00148     {
00149         return (p1.Equals(p2));
00150     }
00151
00158     public static bool operator !=(Product p1, Product p2)
00159     {
00160         return !(p1.Equals(p2));
00161     }
00162
00167     public override string ToString()
00168     {
00169         StringBuilder sb = new StringBuilder();
00170         sb.AppendLine($"Product ID: {_reference}");
00171         sb.AppendLine($"Price: {_price}€");
00172         sb.AppendLine(_makeID.ToString());
00173         sb.AppendLine(_warranty.ToString());
00174
00175         return sb.ToString();
00176     }
00177
00178     #endregion
00179
00180     #region OtherMethods
00181     #endregion
00182
00183     #region Destructor
00187     ~Product()
00188     {
00189     }
00190     #endregion
00191
00192     #endregion
00193 }
00194 }

```

## 7.42 Products.cs

```

00001 /*
00002  * <copyright file="Data_BestSale.cs" company="IPCA">
00003  *     Copyright (c) 2024 All Rights Reserved
00004  * </copyright>
00005  * <author>Jose Alves a27967</author>
00006  * <date>11/9/2024 6:34:19 PM</date>
00007  * <description>Class to manage a group of more than one product.</description>
00008  */
00009 using System;
00010 using System.Collections;
00011 using System.Collections.Generic;
00012 using System.Linq;
00013 using System.Text;
00014 using static System.Net.Mime.MediaTypeNames;
00015

```

```

00016 namespace Data_BestSale
00017 {
00018     [Serializable]
00026     public class Products : IListManagement
00027     {
00028         #region Attributes
00029         List<Product> _prods; //como faço uma propriedade para isto? Não consigo dar return do array,
        certo?
00030         #endregion
00031
00032         #region Methods
00033
00034         #region Constructors
00035
00039         public Products()
00040         {
00041             _prods = new List<Product>();
00042         }
00043
00048         public Products(List<Product> products)
00049         {
00050             _prods = products;
00051         }
00052
00053
00054
00055         #endregion
00056
00057         #region Properties
00061         public List<Product> Prods
00062         {
00063             get { return _prods; }
00064             set { _prods = value; }
00065         }
00066         #endregion
00067
00068
00069
00070         #region Overrides
00071
00076         public override string ToString()
00077         {
00078             StringBuilder sb = new StringBuilder();
00079             foreach (var product in _prods)
00080             {
00081                 sb.AppendLine(product.ToString());
00082             }
00083             return sb.ToString();
00084         }
00085         #endregion
00086
00087         #region OtherMethods
00088
00094         public decimal ValueInPosition(int p)
00095         {
00096             return this.Prods[p].Price;
00097         }
00098
00104         public bool Add(object obj)
00105         {
00106             if (obj == null) return false;
00107             var aux=obj as Product;
00108             if (Exist(aux.Reference))
00109             {
00110                 if (obj is Product)
00111                 {
00112                     _prods.Add((Product)obj);
00113                     return true;
00114                 }
00115             }
00116             return false;
00117         }
00118
00124         public bool Exist(object obj)
00125         {
00126             if (obj == null) return false;
00127             if (obj is string)
00128             {
00129                 foreach (Product p in _prods)
00130                 {
00131                     if (p.Reference == (string)obj) return true;
00132                 }
00133             }
00134             return false;
00135         }
00136
00142         public bool Remove(object obj)

```

```

00143     {
00144         if (obj == null) return false;
00145         Product p = (Product)obj;
00146         if (Exist(p.Reference))
00147         {
00148             _prods.Remove(p);
00149             return true;
00150         }
00151         return false;
00152     }
00153
00159     public Product SearchProduct(string reff)
00160     {
00161         foreach (Product p in _prods)
00162         {
00163             if(p.Reference==reff) return p;
00164         }
00165         return null;
00166     }
00167
00172     public decimal TotalPrice()
00173     {
00175         return _prods.Sum(p => p.Price);
00176     }
00177
00178
00185     public DateTime WarratyExpirationDateForProduct(DateTime date, string reff)
00186     {
00187         Product p = SearchProduct(reff);
00188         {
00189             return (date.AddYears(p.Warranty.DurationInYears));
00190         }
00191     }
00192
00196     public bool ClearProducts()
00197     {
00198         try{
00199             _prods.Clear();
00200             return true;
00201         }
00202         catch
00203         {
00204             return false;
00205         }
00206     }
00207     #endregion
00208
00209     #region Destructor
00213     ~Products()
00214     {
00215     }
00216     #endregion
00217
00218     #endregion
00219 }
00220 }

```

## 7.43 Products.cs

```

00001 /*
00002  * <copyright file="trabalhoPOO_27967.cs" company="IPCA">
00003  *     Copyright (c) 2024 All Rights Reserved
00004  * </copyright>
00005  * <author>Jose Alves a27967</author>
00006  * <date>11/9/2024 6:34:19 PM</date>
00007  * <description></description>
00008 */
00009 using System;
00010 using System.Collections;
00011 using System.Collections.Generic;
00012 using System.Linq;
00013 using System.Text;
00014 using trabalhoPOO_27967.Interface;
00015 using static System.Net.Mime.MediaTypeNames;
00016
00017 namespace trabalhoPOO_27967
00018 {
00019     [Serializable]
00027     public class Products : IListManagement
00028     {
00029         #region Attributes
00030         List<Product> _prods; //como faço uma propriedade para isto? Não consigo dar return do array,
                                certo?

```

```

00031         #endregion
00032
00033         #region Methods
00034
00035         #region Constructors
00036
00040         public Products()
00041         {
00042             _prods = new List<Product>();
00043         }
00044
00049         public Products(List<Product> products)
00050         {
00051             _prods = products;
00052         }
00053
00054
00055
00056         #endregion
00057
00058         #region Properties
00062         public List<Product> Prods
00063         {
00064             get { return _prods; }
00065             set { _prods = value; }
00066         }
00067         #endregion
00068
00069
00070
00071         #region Overrides
00072
00077         public override string ToString()
00078         {
00079             StringBuilder sb = new StringBuilder();
00080             foreach (var product in _prods)
00081             {
00082                 sb.AppendLine(product.ToString());
00083             }
00084             return sb.ToString();
00085         }
00086         #endregion
00087
00088         #region OtherMethods
00089
00095         public decimal ValueInPosition(int p)
00096         {
00097             return this.Prods[p].Price;
00098         }
00099
00105         public bool Add(object obj)
00106         {
00107             if (obj == null) return false;
00108             var aux=obj as Product;
00109             if (Exist(aux.Reference))
00110             {
00111                 if (obj is Product)
00112                 {
00113                     _prods.Add((Product)obj);
00114                     return true;
00115                 }
00116             }
00117             return false;
00118         }
00119
00125         public bool Exist(object obj)
00126         {
00127             if (obj == null) return false;
00128             if (obj is string)
00129             {
00130                 foreach (Product p in _prods)
00131                 {
00132                     if (p.Reference == (string)obj) return true;
00133                 }
00134             }
00135             return false;
00136         }
00137
00143         public bool Remove(object obj)
00144         {
00145             if (obj == null) return false;
00146             Product p = (Product)obj;
00147             if (Exist(p.Reference))
00148             {
00149                 _prods.Remove(p);
00150                 return true;
00151             }

```

```

00152         return false;
00153     }
00154
00160     public Product SearchProduct(string reff)
00161     {
00162         foreach (Product p in _prods)
00163         {
00164             if(p.Reference==reff) return p;
00165         }
00166         return null;
00167     }
00168
00173     public decimal TotalPrice()
00174     {
00175         return _prods.Sum(p => p.Price);
00176     }
00177
00178
00185     public DateTime WarratyExpirationDateForProduct(DateTime date, string reff)
00186     {
00187         Product p = SearchProduct(reff);
00188         {
00189             return (date.AddYears(p.Warranty.DurationInYears));
00190         }
00191     }
00192     #endregion
00193
00194     #region Destructor
00198     ~Products()
00199     {
00200     }
00201     #endregion
00202
00203     #endregion
00204 }
00205 }

```

## 7.44 Sale.cs

```

00001 /*
00002  * <copyright file="Data_BestSale.cs" company="IPCA">
00003  *     Copyright (c) 2024 All Rights Reserved
00004  * </copyright>
00005  * <author>Jose Alves a27967</author>
00006  * <date>11/6/2024 11:21:53 AM</date>
00007  * <description>Definition of Sale and methods to deal with Sale operations.</description>
00008 */
00009 using System;
00010 using System.CodeDom;
00011 using System.Linq;
00012 using System.Text;
00013
00014 namespace Data_BestSale
00015 {
00016     [Serializable]
00025
00026     public class Sale
00027     {
00028         #region Attributes
00029         int _id;
00030         Client _client;
00031         Products _products;
00032         decimal _totPrice;
00033         DateTime _saleDate;
00034         static int _numSales;
00035         Campaign _campaigns;
00036         #endregion
00037
00038
00039         #region Methods
00040
00041         #region Constructors
00042
00046         public Sale()
00047         {
00048             _products= new Products();
00049             _client= new Client();
00050             _campaigns= new Campaign();
00051         }
00052
00059         public Sale(Client client, Products products, Campaign camp)
00060         {
00061             _id = ++_numSales;

```



```

00062         _client = client;
00063         _products = products;
00064         _totPrice = TotalPrice();
00065         _saleDate = DateTime.Now;
00066     }
00067
00068
00069
00070     #endregion
00071
00072     #region Properties
00076     public int Id
00077     {
00078         get { return _id; }
00079         set { _id = value; }
00080     }
00081
00085     public Client Client
00086     {
00087         get { return (_client); }
00088         set { _client = value; }
00089     }
00090
00094     public Products Products
00095     {
00096         get { return _products; }
00097         set { _products = value; }
00098     }
00099
00103     public decimal TotPrice
00104     {
00105         get { return _totPrice; }
00106         set { _totPrice = value; }
00107     }
00108
00112     public DateTime SaleDate
00113     {
00114         get { return _saleDate; }
00115         set { _saleDate = value; }
00116     }
00117
00121     public Campaign Campaigns
00122     {
00123         get { return _campaigns; }
00124         set { _campaigns = value; }
00125     }
00126     #endregion
00127
00128
00129
00130     #region Overrides
00136     public override bool Equals(object obj)
00137     {
00138         Sale sale = obj as Sale;
00139         return (sale.Id==this.Id);
00140     }
00141
00148     public static bool operator ==(Sale s1, Sale s2)
00149     {
00150         return(s1.Equals(s2));
00151     }
00152
00159     public static bool operator !=(Sale s1, Sale s2)
00160     {
00161         return !(s1.Equals(s2));
00162     }
00163
00164     public override string ToString()
00165     {
00166         StringBuilder sb = new StringBuilder();
00167         sb.AppendLine(_products.ToString());
00168         sb.AppendLine("Total " + this.TotalPrice().ToString() + "\u20AC");
00169         return sb.ToString();
00170     }
00171
00172     #endregion
00173
00174     #region OtherMethods
00180     public decimal TotalPrice()
00181     {
00182         decimal total = 0;
00183
00184         total=_products.TotalPrice();
00185
00186         if (Campaign.VerifyApplicability(this.Campaigns))
00187     {

```

```

00188         total *= (1-this.Campaigns.Discount);
00189     }
00190
00191     return total;
00192 }
00193
00199 public bool InsertProductOnSale(Product p)
00200 {
00201     return _products.Add(p);
00202 }
00203
00209 public bool RemoveProductFromSale(Product p)
00210 {
00211     return _products.Remove(p);
00212 }
00213
00219 public bool ExistProductOnSale(Product p)
00220 {
00221     return _products.Exist(p.Reference);
00222 }
00223
00230 public DateTime WarrantyExpirationDate(string reff)
00231 {
00232     return (_products.WarrantyExpirationDateForProduct(this.SaleDate, reff));
00233 }
00234 #endregion
00235
00236 #region Destructor
00240 ~Sale()
00241 {
00242 }
00243 #endregion
00244
00245 #endregion
00246 }
00247 }

```

## 7.45 Sale.cs

```

00001 /*
00002  * <copyright file="trabalhoPOO_27967.cs" company="IPCA">
00003  * Copyright (c) 2024 All Rights Reserved
00004  * </copyright>
00005  * <author>Jose Alves a27967</author>
00006  * <date>11/6/2024 11:21:53 AM</date>
00007  * <description></description>
00008  */
00009 using System;
00010 using System.CodeDom;
00011 using System.Linq;
00012 using System.Text;
00013
00014 namespace trabalhoPOO_27967
00015 {
00024
00025     public class Sale
00026     {
00027         #region Attributes
00028         int _id;
00029         Client _client;
00030         Products _products;
00031         decimal _totPrice;
00032         DateTime _saleDate;
00033         static int _numSales;
00034         Campaign _campaigns;
00035         #endregion
00036
00037
00038         #region Methods
00039
00040         #region Constructors
00041
00045         public Sale()
00046         {
00047             _products= new Products();
00048             _client= new Client();
00049             _campaigns= new Campaign();
00050         }
00051
00058         public Sale(Client client, Products products, Campaign camp)
00059         {
00060             _id = ++_numSales;
00061             _client = client;

```

```

00062         _products = products;
00063         _totPrice = TotalPrice();
00064         _saleDate = DateTime.Now;
00065     }
00066
00067
00068
00069     #endregion
00070
00071     #region Properties
00072     public int Id
00073     {
00074         get { return _id; }
00075         set { _id = value; }
00076     }
00077
00078     public Client Client
00079     {
00080         get { return (_client); }
00081         set { _client = value; }
00082     }
00083
00084     public Products Products
00085     {
00086         get { return _products; }
00087         set { _products = value; }
00088     }
00089
00090     public decimal TotPrice
00091     {
00092         get { return _totPrice; }
00093         set { _totPrice = value; }
00094     }
00095
00096     public DateTime SaleDate
00097     {
00098         get { return _saleDate; }
00099         set { _saleDate = value; }
00100     }
00101
00102     public Campaign Campaigns
00103     {
00104         get { return _campaigns; }
00105         set { _campaigns = value; }
00106     }
00107     #endregion
00108
00109     #region Overrides
00110     public override bool Equals(object obj)
00111     {
00112         Sale sale = obj as Sale;
00113         return (sale.Id==this.Id);
00114     }
00115
00116     public static bool operator ==(Sale s1, Sale s2)
00117     {
00118         return(s1.Equals(s2));
00119     }
00120
00121     public static bool operator !=(Sale s1, Sale s2)
00122     {
00123         return !(s1.Equals(s2));
00124     }
00125
00126     public override string ToString()
00127     {
00128         StringBuilder sb = new StringBuilder();
00129         sb.AppendLine(_products.ToString());
00130         sb.AppendLine("Total " + this.TotalPrice().ToString() + "\u20AC");
00131         return sb.ToString();
00132     }
00133     #endregion
00134
00135     #region OtherMethods
00136     public decimal TotalPrice()
00137     {
00138         decimal total = 0;
00139
00140         total=_products.TotalPrice();
00141
00142         if (Campaign.VerifyApplicability(this.Campaigns))
00143         {
00144             total *= (1-this.Campaigns.Discount);
00145         }
00146     }
00147
00148
00149
00150
00151
00152
00153
00154
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00187

```

```

00188         }
00189
00190         return total;
00191     }
00192
00198     public bool InsertProductOnSale(Product p)
00199     {
00200         return _products.Add(p);
00201     }
00202
00208     public bool RemoveProductFromSale(Product p)
00209     {
00210         return _products.Remove(p);
00211     }
00212
00218     public bool ExistProductOnSale(Product p)
00219     {
00220         return _products.Exist(p.Reference);
00221     }
00222
00229     public DateTime WarrantyExpirationDate(string reff)
00230     {
00231         return (_products.WarrantyExpirationDateForProduct(this.SaleDate, reff));
00232     }
00233     #endregion
00234
00235     #region Destructor
00239     ~Sale()
00240     {
00241     }
00242     #endregion
00243
00244     #endregion
00245 }
00246 }

```

## 7.46 Sales.cs

```

00001 /*
00002  * <copyright file="Data_BestSale.cs" company="IPCA">
00003  *     Copyright (c) 2024 All Rights Reserved
00004  * </copyright>
00005  * <author>Jose Alves a27967</author>
00006  * <date>11/10/2024 7:42:03 PM</date>
00007  * <description>File with the agregation of sales of a store.</description>
00008 **/
00009 using System;
00010 using System.Collections.Generic;
00011
00012 namespace Data_BestSale
00013 {
00014     [Serializable]
00022     public class Sales : IListManagement
00023     {
00024         #region Attributes
00025         static List<Sale> _salesStored;
00026         #endregion
00027
00028         #region Methods
00029
00030         #region Constructors
00031
00035         public Sales()
00036         {
00037             _salesStored = new List<Sale>();
00038         }
00039
00044         public Sales(List<Sale> sales)
00045         {
00046             _salesStored = sales;
00047         }
00048
00049         #endregion
00050
00051         #region Properties
00056         public List<Sale> SalesStored
00057         {
00058             get { return _salesStored; }
00059             set { _salesStored = value; }
00060         }
00061
00062         #endregion

```

```

00063
00064
00065
00066     #region Overrides
00067     #endregion
00068
00069     #region OtherMethods
00075     public Sale GetSale(int idSale)
00076     {
00077         foreach (Sale s in _salesStored)
00078         {
00079             if (s.Id == idSale) return s;
00080         }
00081         return null;
00082     }
00083
00089     public bool Add(object obj)
00090     {
00091         if (obj == null) return false;
00092         if (obj is Sale)
00093         {
00094             _salesStored.Add((Sale)obj);
00095             return true;
00096         }
00097         return false;
00098     }
00099
00105     public bool Remove(object obj)
00106     {
00107         if (obj == null) return false;
00108         Sale aux = (Sale)obj;
00109         if (Exist(aux.Id))
00110         {
00111             if (obj is Sale)
00112             {
00113                 _salesStored.Remove(aux);
00114                 return true;
00115             }
00116         }
00117         return false;
00118     }
00119
00125     public bool Exist(object obj)
00126     {
00127         if (obj == null) return false;
00128         if (obj is int)
00129         {
00130             foreach (Sale s in _salesStored)
00131             {
00132                 if (s.Id == (int)obj)
00133                 {
00134                     return true;
00135                 }
00136             }
00137         }
00138         return false;
00139     }
00140
00144     public bool ClearSales()
00145     {
00146         try
00147         {
00148             _salesStored.Clear();
00149             return true;
00150         }
00151         catch
00152         {
00153             return false;
00154         }
00155     }
00156     #endregion
00157
00158     #region Destructor
00162     ~Sales()
00163     {
00164     }
00165     #endregion
00166
00167     #endregion
00168 }
00169 }

```

## 7.47 Sales.cs

```

00001 /*
00002 * <copyright file="trabalhoPOO_27967.cs" company="IPCA">
00003 *     Copyright (c) 2024 All Rights Reserved
00004 * </copyright>
00005 * <author>Jose Alves a27967</author>
00006 * <date>11/10/2024 7:42:03 PM</date>
00007 * <description></description>
00008 */
00009 using System;
00010 using System.Collections.Generic;
00011 using trabalhoPOO_27967.Interface;
00012
00013 namespace trabalhoPOO_27967
00014 {
00022     public class Sales : IListManagement
00023     {
00024         #region Attributes
00025         static List<Sale> _salesStored;
00026         #endregion
00027
00028         #region Methods
00029
00030         #region Constructors
00031
00035         public Sales()
00036         {
00037             _salesStored = new List<Sale>();
00038         }
00039
00044         public Sales(List<Sale> sales)
00045         {
00046             _salesStored = sales;
00047         }
00048
00049
00050         #endregion
00051
00052         #region Properties
00056         public List<Sale> SalesStored
00057         {
00058             get { return _salesStored; }
00059             set { _salesStored = value; }
00060         }
00061
00062         #endregion
00063
00064
00065
00066         #region Overrides
00067         #endregion
00068
00069         #region OtherMethods
00075         public Sale GetSale(int idSale)
00076         {
00077             foreach (Sale s in _salesStored)
00078             {
00079                 if (s.Id == idSale) return s;
00080             }
00081             return null;
00082         }
00083
00089         public bool Add(object obj)
00090         {
00091             if (obj == null) return false;
00092             if (obj is Sale)
00093             {
00094                 _salesStored.Add((Sale)obj);
00095                 return true;
00096             }
00097             return false;
00098         }
00099
00105         public bool Remove(object obj)
00106         {
00107             if (obj == null) return false;
00108             Sale aux = (Sale)obj;
00109             if (Exist(aux.Id))
00110             {
00111                 if (obj is Sale)
00112                 {
00113                     _salesStored.Remove(aux);
00114                     return true;
00115                 }
00116             }
00117             return false;

```

```

00118     }
00119
00125     public bool Exist(object obj)
00126     {
00127         if (obj == null) return false;
00128         if(obj is int)
00129         {
00130             foreach (Sale s in _salesStored)
00131             {
00132                 if (s.Id == (int)obj)
00133                 {
00134                     return true;
00135                 }
00136             }
00137         }
00138         return false;
00139     }
00140 #endregion
00141
00142     #region Destructor
00146     ~Sales()
00147     {
00148     }
00149 #endregion
00150
00151     #endregion
00152 }
00153 }

```

## 7.48 Store.cs

```

00001 /*
00002 * <copyright file="Data_BestSale.cs" company="IPCA">
00003 *     Copyright (c) 2024 All Rights Reserved
00004 * </copyright>
00005 * <author>Jose Alves a27967</author>
00006 * <date>11/14/2024 5:01:23 PM</date>
00007 * <description>This class has the definition and properties to manage a store.</description>
00008 */
00009 using System;
00010 using System.Collections.Generic;
00011 using System.Diagnostics;
00012 using System.IO;
00013 using System.Runtime.Serialization.Formatters.Binary;
00014 using Business_Object;
00015
00016 namespace Data_BestSale
00017 {
00018     [Serializable]
00026     public class Store
00027     {
00028         #region Attributes
00029         static Clients _clientList;
00030         static Products _prodList;
00031         static Sales _saleList;
00032         static Makes _makeList;
00033         static Categories _catList;
00034         #endregion
00035
00036         #region Methods
00037
00038         #region Constructors
00039
00043         public Store()
00044         {
00045             _clientList = new Clients();
00046             _prodList = new Products();
00047             _saleList = new Sales();
00048             _makeList = new Makes();
00049             _catList = new Categories();
00050         }
00051
00060         public Store(Clients cl, Products p, Sales s, Makes m, Categories c)
00061         {
00062             _clientList = cl;
00063             _prodList = p;
00064             _saleList = s;
00065             _makeList = m;
00066             _catList = c;
00067         }
00068
00069         #endregion
00070

```

```

00071     #region Properties
00075     public Clients ClientList
00076     {
00077         get { return _clientList; }
00078         set { _clientList = value; }
00079     }
00080
00084     public Products ProdList
00085     {
00086         get { return _prodList; }
00087         set { _prodList = value; }
00088     }
00089
00093     public Sales SaleList
00094     {
00095         get { return _saleList; }
00096         set { _saleList = value; }
00097     }
00098
00102     public Makes MakeList
00103     {
00104         get { return _makeList; }
00105         set { _makeList = value; }
00106     }
00107
00111     public Categories CatList
00112     {
00113         get { return _catList; }
00114         set { _catList = value; }
00115     }
00116
00117
00118     #endregion
00119
00120
00121
00122     #region Overrides
00123     #endregion
00124
00125     #region OtherMethods
00131     public static string GetMakeNameFromID(int makeID)
00132     {
00133         foreach(Make m in _makeList.MakeList)
00134         {
00135             if (m.ID == makeID) return m.Name;
00136         }
00137
00138         return ("Not Found");
00139     }
00140
00147     public static bool InsertClientInStore(Client client)
00148     {
00149         return _clientList.Add(client);
00150     }
00151
00152     #region Files
00158     public bool SaveStoreBin(string fileName)
00159     {
00160         try
00161         {
00162             FileStream stream = File.Open(fileName, FileMode.OpenOrCreate);
00163             BinaryFormatter bin = new BinaryFormatter();
00164             bin.Serialize(stream, this);
00165             stream.Close();
00166             return true;
00167         }
00168         catch (IOException ioExcep)
00169         {
00170
00171             throw ioExcep;
00172         }
00173         catch (Exception excep)
00174         {
00175             throw excep;
00176         }
00177     }
00178
00182     public static bool ClearStore()
00183     {
00184         try
00185         {
00186             _clientList.ClearClients();
00187             _catList.ClearCategories();
00188             _makeList.ClearMakes();
00189             _prodList.ClearProducts();
00190             _saleList.ClearSales();
00191             return true;

```



```
00192         }
00193         catch
00194         {
00195             return false;
00196         }
00197     }
00198
00204     public static bool LoadStoreBin(string fileName)
00205     {
00207         if (File.Exists(fileName) && (new FileInfo(fileName).Length > 0))
00208         {
00209             try
00210             {
00211                 Store store = new Store();
00212                 Stream stream = File.Open(fileName, FileMode.Open);
00213                 BinaryFormatter bin = new BinaryFormatter();
00214                 store = (Store)bin.Deserialize(stream);
00215                 stream.Close();
00216                 return true;
00217             }
00218             catch (IOException ioExcep)
00219             {
00220
00221                 throw ioExcep;
00222             }
00223             catch (Exception excep)
00224             {
00225                 throw excep;
00226             }
00227         }
00228         return false;
00229     }
00230 #endregion
00231
00232 #region Products
00239     public static bool InsertProductInStore(Product prod)
00240     {
00241         if (_prodList.Exist(prod)) return false;
00242         else
00243         {
00244             _prodList.Add(prod);
00245             return true;
00246         }
00247     }
00248
00254     public static decimal GetProductPriceInStoreFromReference(string reference)
00255     {
00256         Product prod = _prodList.SearchProduct(reference);
00257         return prod.Price;
00258     }
00259
00260 #endregion
00261
00262 #region Makes
00269     public static int GetMakeIdFromNameInStore(string name)
00270     {
00271         if (_makeList.Exist(name))
00272         {
00273             Make aux = _makeList.GetMake(name);
00274             return (aux.GetMakeID());
00275         }
00276         else return -50;
00277     }
00278
00284     public static bool InsertMakeInStore(Make make)
00285     {
00286         return _makeList.Add(make);
00287     }
00288 #endregion
00289
00290 #region Category
00291
00298     public static int GetCategoryIdFromNameInStore(string name)
00299     {
00300         if(_catList.Exist(name))
00301         {
00302             Category aux= _catList.GetCategory(name);
00303             return aux.Id;
00304         }
00305         return -100;
00306     }
00307
00313     public static bool InsertCategoryInStore(Category cat)
00314     {
00315         return _catList.Add(cat);
00316     }
00317 #endregion
```

```

00318
00319         #endregion
00320
00321         #region Destructor
00325         //~Store()
00326         //{
00327         //}
00328         #endregion
00329
00330         #endregion
00331     }
00332 }

```

## 7.49 Store.cs

```

00001 /*
00002  * <copyright file="trabalhoPOO_27967.Store.cs" company="IPCA">
00003  *     Copyright (c) 2024 All Rights Reserved
00004  * </copyright>
00005  * <author>Jose Alves a27967</author>
00006  * <date>11/14/2024 5:01:23 PM</date>
00007  * <description></description>
00008 **/
00009 using System;
00010
00011 namespace trabalhoPOO_27967.Store
00012 {
00020     public class Store
00021     {
00022         #region Attributes
00023         static Clients _clientList;
00024         static Products _prodList;
00025         static Sales _saleList;
00026         static Makes _makeList;
00027         static Categories _catList;
00028         static Warranties _warrantList;
00029         #endregion
00030
00031         #region Methods
00032
00033         #region Constructors
00034
00038         public Store()
00039         {
00040             _clientList = new Clients();
00041             _prodList = new Products();
00042             _saleList = new Sales();
00043             _makeList = new Makes();
00044             _catList = new Categories();
00045             _warrantList = new Warranties();
00046         }
00047
00057         public Store(Clients cl, Products p, Sales s, Makes m, Categories c, Warranties w)
00058         {
00059             _clientList=cl;
00060             _prodList=p;
00061             _saleList=s;
00062             _makeList=m;
00063             _catList=c;
00064             _warrantList=w;
00065         }
00066
00067         #endregion
00068
00069         #region Properties
00073         public Clients ClientList
00074         {
00075             get { return _clientList; }
00076             set { _clientList = value; }
00077         }
00078
00082         public Products ProdList
00083         {
00084             get { return _prodList; }
00085             set { _prodList = value; }
00086         }
00087
00091         public Sales SaleList
00092         {
00093             get { return _saleList; }
00094             set { _saleList = value; }
00095         }
00096

```

```

00100     public Makes MakeList
00101     {
00102         get { return _makeList; }
00103         set { _makeList = value; }
00104     }
00105
00109     public Categories CatList
00110     {
00111         get { return _catList; }
00112         set { _catList = value; }
00113     }
00114
00118     public Warranties WarrantList
00119     {
00120         get { return _warrantList; }
00121         set { _warrantList = value; }
00122     }
00123
00124
00125     #endregion
00126
00127
00128
00129     #region Overrides
00130     #endregion
00131
00132     #region OtherMethods
00138     public static string GetMakeNameFromID(int makeID)
00139     {
00140         foreach(Make m in _makeList.MakeList)
00141         {
00142             if (m.ID == makeID) return m.Name;
00143         }
00144
00145         return ("Not Found");
00146     }
00147     #endregion
00148
00149     #region Destructor
00153     ~Store()
00154     {
00155     }
00156     #endregion
00157
00158     #endregion
00159 }
00160 }

```

## 7.50 Warranties.cs

```

00001 /*
00002 * <copyright file="Data_BestSale.cs" company="IPCA">
00003 *     Copyright (c) 2024 All Rights Reserved
00004 * </copyright>
00005 * <author>Jose Alves a27967</author>
00006 * <date>11/14/2024 4:20:11 PM</date>
00007 * <description>This file has the definition and methods to work with the plurality of
    Warranty.</description>
00008 */
00009 using System;
00010 using System.Collections.Generic;
00011
00012
00013 namespace Data_BestSale
00014 {
00015     [Serializable]
00023     public class Warranties: IListManagement
00024     {
00025         #region Attributes
00026         List<Warranty> _warrants;
00027         #endregion
00028
00029         #region Methods
00030
00031         #region Constructors
00032
00036         public Warranties()
00037         {
00038             _warrants = new List<Warranty>();
00039         }
00040
00045         public Warranties(List<Warranty> warrants)
00046         {

```

```

00047         _warrants = warrants;
00048     }
00049
00050
00051
00052     #endregion
00053
00054     #region Properties
00058     public List<Warranty> Warrants
00059     {
00060         get { return _warrants; }
00061         set { _warrants = value; }
00062     }
00063     #endregion
00064
00065
00066
00067     #region Overrides
00068     #endregion
00069
00070     #region OtherMethods
00071     // <summary>
00076     public bool Add(object obj)
00077     {
00078         if (obj == null) return false;
00079         if (obj is Warranty)
00080         {
00081             _warrants.Add((Warranty)obj);
00082             return true;
00083         }
00084         return false;
00085     }
00086
00092     public bool Remove(object obj)
00093     {
00094         if (obj == null) return false;
00095         Warranty aux;
00096
00097         //ACRESCENTAR NAS OUTRAS CLASSES DE AGREGACAO!!!!
00098         if (obj is Warranty){
00099             aux = obj as Warranty;
00100             if (Exist(aux.ProdID))
00101             {
00102                 if (obj is Warranty)
00103                 {
00104                     _warrants.Remove((Warranty)obj);
00105                     return true;
00106                 }
00107             }
00108         }
00109
00110         return false;
00111     }
00112
00119     public bool Exist(object obj)
00120     {
00121         if (obj == null) return false;
00122         if (obj is string)
00123         {
00124             foreach (Warranty w in _warrants)
00125             {
00126                 if (w.ProdID == (string)obj)
00127                 {
00128                     return true;
00129                 }
00130             }
00131         }
00132         return false;
00133     }
00134
00138     public void ClearWarranties()
00139     {
00140         _warrants.Clear();
00141     }
00142     #endregion
00143
00144     #region Destructor
00148     ~Warranties()
00149     {
00150     }
00151     #endregion
00152
00153     #endregion
00154 }
00155 }

```

## 7.51 Warranties.cs

```

00001 /*
00002  * <copyright file="trabalhoPOO_27967.Category.cs" company="IPCA">
00003  *     Copyright (c) 2024 All Rights Reserved
00004  * </copyright>
00005  * <author>Jose Alves a27967</author>
00006  * <date>11/14/2024 4:20:11 PM</date>
00007  * <description></description>
00008 **/
00009 using System;
00010 using System.Collections.Generic;
00011 using trabalhoPOO_27967.Interface;
00012
00013 namespace trabalhoPOO_27967
00014 {
00022     public class Warranties: IListManagement
00023     {
00024         #region Attributes
00025         List<Warranty> _warrants;
00026         #endregion
00027
00028         #region Methods
00029
00030         #region Constructors
00031
00035         public Warranties()
00036         {
00037             _warrants = new List<Warranty>();
00038         }
00039
00044         public Warranties(List<Warranty> warrants)
00045         {
00046             _warrants = warrants;
00047         }
00048
00049
00050
00051         #endregion
00052
00053         #region Properties
00057         public List<Warranty> Warrants
00058         {
00059             get { return _warrants; }
00060             set { _warrants = value; }
00061         }
00062         #endregion
00063
00064
00065
00066         #region Overrides
00067         #endregion
00068
00069         #region OtherMethods
00070         // <summary>
00075         public bool Add(object obj)
00076         {
00077             if (obj == null) return false;
00078             if(obj is Warranty)
00079             {
00080                 _warrants.Add((Warranty)obj);
00081                 return true;
00082             }
00083             return false;
00084         }
00085
00091         public bool Remove(object obj)
00092         {
00093             if (obj == null) return false;
00094             Warranty aux=null;
00095
00096             //ACRESCENTAR NAS OUTRAS CLASSES DE AGREGACAO!!!!
00097             if (obj is Warranty){
00098                 aux = obj as Warranty;
00099             }
00100             if (Exist(aux.ProdID))
00101             {
00102                 if (obj is Warranty)
00103                 {
00104                     _warrants.Remove((Warranty)obj);
00105                     return true;
00106                 }
00107             }
00108             return false;
00109         }
00110
00116         public bool Exist(object obj)

```

```

00117     {
00118         if (obj == null) return false;
00119         if (obj is string)
00120         {
00121             foreach (Warranty w in _warrants)
00122             {
00123                 if (w.ProdID == (string)obj)
00124                 {
00125                     return true;
00126                 }
00127             }
00128         }
00129         return false;
00130     }
00131 #endregion
00132
00133 #region Destructor
00134 ~Warranties()
00135 {
00136 }
00137 #endregion
00138
00139 #endregion
00140
00141 #endregion
00142
00143 }
00144 }

```

## 7.52 Warranty.cs

```

00001 /*
00002 * <copyright file="Data_BestSale.cs" company="IPCA">
00003 * Copyright (c) 2024 All Rights Reserved
00004 * </copyright>
00005 * <author>Jose Alves a27967</author>
00006 * <date>11/13/2024 4:17:18 PM</date>
00007 * <description>This class contains the definition and methods to manage warranties.</description>
00008 */
00009 using System;
00010 using System.Diagnostics.Contracts;
00011 using System.Text;
00012 using System.Xml.Linq;
00013
00014 namespace Data_BestSale
00015 {
00016     [Serializable]
00024     public class Warranty
00025     {
00026         #region Attributes
00027         string _prodID;
00028         int _durationInYears;
00029         string _conditions;
00030         #endregion
00031
00032         #region Methods
00033
00034         #region Constructors
00035
00039         public Warranty()
00040         {
00041             _prodID = string.Empty;
00042             _durationInYears = -1;
00043             _conditions = string.Empty;
00044         }
00045
00052         public Warranty(string prodID, int durationInYears, string conditions)
00053         {
00054             _prodID = prodID;
00055             _durationInYears = durationInYears;
00056             _conditions = conditions;
00057         }
00058
00059
00060
00061         #endregion
00062
00063         #region Properties
00064
00068         public string ProdID
00069         {
00070             get { return _prodID; }
00071             set { _prodID = value; }
00072         }
00073
00077         public int DurationInYears

```

```

00078     {
00079         get { return _durationInYears; }
00080         set { _durationInYears = value; }
00081     }
00082
00086     public string Conditions
00087     {
00088         get { return _conditions; }
00089         set { _conditions = value; }
00090     }
00091     #endregion
00092
00093
00094
00095     #region Overrides
00100     public override string ToString()
00101     {
00102         StringBuilder sb = new StringBuilder();
00103         sb.AppendLine($"Warranty Data: ");
00104         sb.AppendLine($"Duration: {_durationInYears} years");
00105         sb.AppendLine($"Terms: {_conditions}");
00106
00107         return sb.ToString();
00108     }
00109
00115     public override bool Equals(object obj)
00116     {
00117         if (obj == null)
00118         {
00119             return false;
00120         }
00121
00122         Warranty war = obj as Warranty;
00123         return (this.ProdID == war.ProdID && this.Conditions == war.Conditions);
00124     }
00125
00126
00127
00134     public static bool operator ==(Warranty w1, Warranty w2)
00135     {
00136         return (w1.Equals(w2));
00137     }
00138
00145     public static bool operator !=(Warranty w1, Warranty w2)
00146     {
00147         return !(w1.Equals(w2));
00148     }
00149     #endregion
00150
00151     #region OtherMethods
00158     public DateTime ExpirationDate(Sale s, string reff)
00159     {
00160         Product p = s.Products.SearchProduct(reff);
00161         return (s.SaleDate.AddYears(_durationInYears));
00162     }
00163
00171     public static Warranty CreateWarranty(string reff, int warrantyDuration, string
warrantyConditions)
00172     {
00173         return new Warranty(reff, warrantyDuration, warrantyConditions);
00174     }
00175
00176     #endregion
00177
00178     #region Destructor
00182     ~Warranty()
00183     {
00184     }
00185     #endregion
00186
00187     #endregion
00188 }
00189 }

```

## 7.53 Warranty.cs

```

00001 /*
00002  * <copyright file="trabalhoPOO_27967.cs" company="IPCA">
00003  *     Copyright (c) 2024 All Rights Reserved
00004  * </copyright>
00005  * <author>Jose Alves a27967</author>
00006  * <date>11/13/2024 4:17:18 PM</date>
00007  * <description></description>
00008  */
00009 using System;

```

```

00010 using System.Diagnostics.Contracts;
00011 using System.Text;
00012 using System.Xml.Linq;
00013
00014 namespace trabalhoPOO_27967
00015 {
00023     public class Warranty
00024     {
00025         #region Attributes
00026         string _prodID;
00027         int _durationInYears;
00028         string _conditions;
00029         #endregion
00030
00031         #region Methods
00032
00033         #region Constructors
00034
00038         public Warranty()
00039         {
00040             _prodID = string.Empty;
00041             _durationInYears = -1;
00042             _conditions = string.Empty;
00043         }
00044
00051         public Warranty(string prodID, int durationInYears, string conditions)
00052         {
00053             _prodID = prodID;
00054             _durationInYears = durationInYears;
00055             _conditions = conditions;
00056         }
00057
00058
00059
00060         #endregion
00061
00062         #region Properties
00063
00067         public string ProdID
00068         {
00069             get { return _prodID; }
00070             set { _prodID = value; }
00071         }
00072
00076         public int DurationInYears
00077         {
00078             get { return _durationInYears; }
00079             set { _durationInYears = value; }
00080         }
00081
00085         public string Conditions
00086         {
00087             get { return _conditions; }
00088             set { _conditions = value; }
00089         }
00090         #endregion
00091
00092
00093
00094         #region Overrides
00099         public override string ToString()
00100         {
00101             StringBuilder sb = new StringBuilder();
00102             sb.AppendLine($"Warranty Data: ");
00103             sb.AppendLine($"Duration: {_durationInYears} years");
00104             sb.AppendLine($"Terms: {_conditions}");
00105
00106             return sb.ToString();
00107         }
00108
00114         public override bool Equals(object obj)
00115         {
00117             if (obj == null)
00118             {
00119                 return false;
00120             }
00121
00123             Warranty war = obj as Warranty;
00124             return (this.ProdID == war.ProdID && this.Conditions == war.Conditions);
00125         }
00126
00133         public static bool operator ==(Warranty w1, Warranty w2)
00134         {
00135             return (w1.Equals(w2));
00136         }
00137
00144         public static bool operator !=(Warranty w1, Warranty w2)

```



```
00145         {
00146             return ! (w1.Equals(w2));
00147         }
00148     #endregion
00149
00150     #region OtherMethods
00157     public DateTime ExpirationDate(Sale s, string reff)
00158     {
00159         Product p = s.Products.SearchProduct(reff);
00160         return (s.SaleDate.AddYears(_durationInYears));
00161     }
00162     #endregion
00163
00164     #region Destructor
00168     ~Warranty()
00169     {
00170     }
00171     #endregion
00172
00173     #endregion
00174 }
00175 }
```

## 7.54 InvalidPhoneNumberException.cs

```
00001 /*
00002  * <copyright file="InvalidPhoneNumberException.cs" company="IPCA">
00003  *     Copyright (c) 2024 All Rights Reserved
00004  * </copyright>
00005  * <author>Jose Alves a27967</author>
00006  * <date>12/17/2024 6:23:56 PM</date>
00007  * <description>This file contains the exceptions to be handled by the app, when it comes to the
    validation of phone numbers.</description>
00008 */
00009
00010 using System;
00011 using System.Collections.Generic;
00012 using System.Linq;
00013 using System.Text;
00014 using System.Threading.Tasks;
00015
00016 namespace Exceptions
00017 {
00021     public class InvalidPhoneNumberException : ApplicationException
00022     {
00023         public InvalidPhoneNumberException() : base("Invalid Phone Number") { }
00024
00025         public InvalidPhoneNumberException(string message) : base(message) { }
00026
00027         public InvalidPhoneNumberException(string message, Exception e)
00028         {
00029             throw new InvalidPhoneNumberException(e.Message + "-" + message);
00030         }
00031     }
00032 }
00033 }
```



# Index

## Add

- Data\_BestSale.Categories, [27](#)
- Data\_BestSale.Clients, [46](#)
- Data\_BestSale.IListManagement, [51](#)
- Data\_BestSale.Makes, [62](#)
- Data\_BestSale.Products, [77](#)
- Data\_BestSale.Sales, [98](#)
- Data\_BestSale.Warranties, [115](#)
- trabalhoPOO\_27967.Campaigns, [25](#)
- trabalhoPOO\_27967.Categories, [30](#)
- trabalhoPOO\_27967.Clients, [49](#)
- trabalhoPOO\_27967.Interface.IListManagement, [52](#)
- trabalhoPOO\_27967.Makes, [65](#)
- trabalhoPOO\_27967.Products, [83](#)
- trabalhoPOO\_27967.Sales, [101](#)
- trabalhoPOO\_27967.Warranties, [117](#)

## BestSale, [11](#)

BestSale.BestSale, [15](#)

BestSale/BestSale.cs, [127](#)

BestSale/obj/Debug/.NETFramework,Version=v4.7.2.AssemblyAttributes.cs, [128](#)

BestSale/Properties/AssemblyInfo.cs, [129](#)

BestSale\_Validations, [11](#)

BestSale\_Validations/BestSale\_Validations.cs, [132](#)

BestSale\_Validations/obj/Debug/.NETFramework,Version=v4.7.2.AssemblyAttributes.cs, [128](#)

BestSale\_Validations/Properties/AssemblyInfo.cs, [130](#)

Business\_Layer, [11](#)

Business\_Layer/ClientManagement.cs, [133](#)

Business\_Layer/FileManagement.cs, [133](#)

Business\_Layer/obj/Debug/.NETFramework,Version=v4.7.2.AssemblyAttributes.cs, [128](#)

Business\_Layer/ProductManagement.cs, [134](#)

Business\_Layer/Properties/AssemblyInfo.cs, [130](#)

Business\_Object, [11](#)

Business\_Object.SimpleProduct, [102](#)

Make, [104](#)

Price, [104](#)

Reference, [104](#)

SimpleProduct, [103](#)

Business\_Object/obj/Debug/.NETFramework,Version=v4.7.2.AssemblyAttributes.cs, [129](#)

Business\_Object/Properties/AssemblyInfo.cs, [130](#)

Business\_Object/SimpleProduct.cs, [135](#)

## Campaign

Data\_BestSale.Campaign, [16](#)

trabalhoPOO\_27967.Campaign, [20](#)

## CampaignCount

Data\_BestSale.Campaign, [18](#)

trabalhoPOO\_27967.Campaign, [22](#)

## Campaigns

Data\_BestSale.Sale, [90](#)

trabalhoPOO\_27967.Campaigns, [24](#)

trabalhoPOO\_27967.Sale, [96](#)

## Camps

trabalhoPOO\_27967.Campaigns, [26](#)

## Categories

Data\_BestSale.Categories, [27](#)

trabalhoPOO\_27967.Categories, [30](#)

## Category

Data\_BestSale.Category, [33](#)

trabalhoPOO\_27967.Category, [37](#)

trabalhoPOO\_27967.Product, [75](#)

## CategoryID

Data\_BestSale.Product, [71](#)

## CatList

Data\_BestSale.Store, [110](#)

trabalhoPOO\_27967.Store.Store, [112](#)

## obj/AssemblyAttributes.cs,

Data\_BestSale.Categories, [29](#)

trabalhoPOO\_27967.Categories, [32](#)

## ClearCategories

Data\_BestSale.Categories, [28](#)

## ClearClients

Data\_BestSale.Clients, [47](#)

## ClearMakes

Data\_BestSale.Makes, [62](#)

## ClearProducts

Data\_BestSale.Products, [78](#)

## ClearSales

Data\_BestSale.Sales, [98](#)

## ClearStore

Data\_BestSale.Store, [106](#)

## ClearWarranties

Data\_BestSale.Warranties, [115](#)

## Client

Data\_BestSale.Client, [39](#)

Data\_BestSale.Sale, [90](#)

trabalhoPOO\_27967.Client, [43](#)

trabalhoPOO\_27967.Sale, [96](#)

## ClientCount

Data\_BestSale.Client, [41](#)

trabalhoPOO\_27967.Client, [45](#)

## ClientID

Data\_BestSale.Client, [41](#)

trabalhoPOO\_27967.Client, [45](#)

- ClientLlst
  - Data\_BestSale.Store, 110
  - trabalhoPOO\_27967.Store.Store, 112
- ClientList
  - Data\_BestSale.Clients, 48
  - trabalhoPOO\_27967.Clients, 51
- Clients
  - Data\_BestSale.Clients, 46
  - trabalhoPOO\_27967.Clients, 49
- Conditions
  - Data\_BestSale.Warranty, 122
  - trabalhoPOO\_27967.Warranty, 126
- Contact
  - Data\_BestSale.Client, 42
  - trabalhoPOO\_27967.Client, 45
- CreateCategory
  - Data\_BestSale.Category, 33
- CreateClientFromNameContact
  - Data\_BestSale.Client, 40
- CreateMake
  - Data\_BestSale.Make, 55
- CreateProductWithWarranty
  - Data\_BestSale.Product, 69
- CreateWarranty
  - Data\_BestSale.Warranty, 120
- Data\_BestSale, 12
- Data\_BestSale.Campaign, 15
  - Campaign, 16
  - CampaignCount, 18
  - Discount, 18
  - EndDate, 18
  - Equals, 17
  - Id, 19
  - Name, 19
  - operator!=, 17
  - operator==, 17
  - StartDate, 19
  - VerifyApplicability, 18
- Data\_BestSale.Campaigns, 23
- Data\_BestSale.Categories, 26
  - Add, 27
  - Categories, 27
  - Cats, 29
  - ClearCategories, 28
  - Exist, 28
  - GetCategory, 28
  - Remove, 29
- Data\_BestSale.Category, 32
  - Category, 33
  - CreateCategory, 33
  - Equals, 33
  - Id, 36
  - Name, 36
  - operator!=, 35
  - operator==, 35
- Data\_BestSale.Client, 39
  - Client, 39
  - ClientCount, 41
  - ClientID, 41
  - Contact, 42
  - CreateClientFromNameContact, 40
  - Equals, 40
  - Name, 42
  - operator!=, 40
  - operator==, 41
  - ToString, 41
- Data\_BestSale.Clients, 46
  - Add, 46
  - ClearClients, 47
  - ClientList, 48
  - Clients, 46
  - Exist, 47
  - GetClient, 47
  - Remove, 48
- Data\_BestSale.IListManagement, 51
  - Add, 51
  - Exist, 51
  - Remove, 52
- Data\_BestSale.Make, 54
  - CreateMake, 55
  - Equals, 56
  - GetMakeID, 56
  - ID, 57
  - Make, 55
  - Name, 57
  - operator!=, 56
  - operator==, 57
  - ToString, 57
- Data\_BestSale.Makes, 61
  - Add, 62
  - ClearMakes, 62
  - Exist, 63
  - GetMake, 63
  - MakeList, 64
  - Makes, 62
  - Remove, 63
- Data\_BestSale.Product, 67
  - CategoryID, 71
  - CreateProductWithWarranty, 69
  - Equals, 69
  - MakeID, 71
  - operator!=, 70
  - operator==, 70
  - Price, 71
  - Product, 68
  - Reference, 71
  - Stock, 71
  - ToString, 70
  - Warranty, 72
- Data\_BestSale.Products, 76
  - Add, 77
  - ClearProducts, 78
  - Exist, 78
  - Prods, 81
  - Products, 77
  - Remove, 78

- SearchProduct, 79
- ToString, 79
- TotalPrice, 79
- ValueInPosition, 80
- WarrantyExpirationDateForProduct, 81
- Data\_BestSale.Sale, 85
  - Campaigns, 90
  - Client, 90
  - Equals, 87
  - ExistProductOnSale, 87
  - Id, 90
  - InsertProductOnSale, 88
  - operator!=, 88
  - operator==, 88
  - Products, 90
  - RemoveProductFromSale, 89
  - Sale, 87
  - SaleDate, 90
  - ToString, 89
  - TotalPrice, 89
  - TotPrice, 91
  - WarrantyExpirationDate, 89
- Data\_BestSale.Sales, 97
  - Add, 98
  - ClearSales, 98
  - Exist, 98
  - GetSale, 98
  - Remove, 99
  - Sales, 97
  - SalesStored, 99
- Data\_BestSale.Store, 104
  - CatList, 110
  - ClearStore, 106
  - ClientList, 110
  - GetCategoryIdFromNameInStore, 106
  - GetMakeIdFromNameInStore, 106
  - GetMakeNameFromID, 107
  - GetProductPriceInStoreFromReference, 107
  - InsertCategoryInStore, 107
  - InsertClientInStore, 108
  - InsertMakeInStore, 108
  - InsertProductInStore, 108
  - LoadStoreBin, 109
  - MakeList, 110
  - ProdList, 110
  - SaleList, 110
  - SaveStoreBin, 109
  - Store, 105
- Data\_BestSale.Warranties, 114
  - Add, 115
  - ClearWarranties, 115
  - Exist, 115
  - Remove, 115
  - Warranties, 114
  - Warrants, 116
- Data\_BestSale.Warranty, 119
  - Conditions, 122
  - CreateWarranty, 120
  - DurationInYears, 122
  - Equals, 120
  - ExpirationDate, 121
  - operator!=, 121
  - operator==, 122
  - ProdID, 123
  - ToString, 122
  - Warranty, 120
- Data\_BestSale/Campaign/Campaign.cs, 136
- Data\_BestSale/Campaign/Campaigns.cs, 140
- Data\_BestSale/Category/Categories.cs, 142
- Data\_BestSale/Category/Category.cs, 145
- Data\_BestSale/Client/Client.cs, 148
- Data\_BestSale/Client/Clients.cs, 151
- Data\_BestSale/Interface/IListManagement.cs, 154
- Data\_BestSale/Make/Make.cs, 155
- Data\_BestSale/Make/Makes.cs, 158
- Data\_BestSale/obj/Debug/.NETFramework,Version=v4.7.2.AssemblyAttributes.cs, 129
- Data\_BestSale/Product/Product.cs, 161
- Data\_BestSale/Product/Products.cs, 164
- Data\_BestSale/Properties/AssemblyInfo.cs, 131
- Data\_BestSale/Sale/Sale.cs, 168
- Data\_BestSale/Sale/Sales.cs, 172
- Data\_BestSale/Store/Store.cs, 175
- Data\_BestSale/Warranty/Warranties.cs, 179
- Data\_BestSale/Warranty/Warranty.cs, 182
- Discount
  - Data\_BestSale.Campaign, 18
  - trabalhoPOO\_27967.Campaign, 22
- DurationInYears
  - Data\_BestSale.Warranty, 122
  - trabalhoPOO\_27967.Warranty, 126
- EndDate
  - Data\_BestSale.Campaign, 18
  - trabalhoPOO\_27967.Campaign, 22
- Equals
  - Data\_BestSale.Campaign, 17
  - Data\_BestSale.Category, 33
  - Data\_BestSale.Client, 40
  - Data\_BestSale.Make, 56
  - Data\_BestSale.Product, 69
  - Data\_BestSale.Sale, 87
  - Data\_BestSale.Warranty, 120
  - trabalhoPOO\_27967.Campaign, 21
  - trabalhoPOO\_27967.Category, 37
  - trabalhoPOO\_27967.Client, 43
  - trabalhoPOO\_27967.Make, 59
  - trabalhoPOO\_27967.Product, 73
  - trabalhoPOO\_27967.Sale, 93
  - trabalhoPOO\_27967.Warranty, 124
- Exceptions, 13
- Exceptions.InvalidPhoneNumberException, 53
  - InvalidPhoneNumberException, 53, 54
- Exceptions/InvalidPhoneNumberException.cs, 185
- Exceptions/obj/Debug/.NETFramework,Version=v4.7.2.AssemblyAttributes.cs, 129
- Exceptions/Properties/AssemblyInfo.cs, 131

## Exist

- Data\_BestSale.Categories, [28](#)
- Data\_BestSale.Clients, [47](#)
- Data\_BestSale.IListManagement, [51](#)
- Data\_BestSale.Makes, [63](#)
- Data\_BestSale.Products, [78](#)
- Data\_BestSale.Sales, [98](#)
- Data\_BestSale.Warranties, [115](#)
- trabalhoPOO\_27967.Campaigns, [25](#)
- trabalhoPOO\_27967.Categories, [31](#)
- trabalhoPOO\_27967.Clients, [50](#)
- trabalhoPOO\_27967.Interface.IListManagement, [52](#)
- trabalhoPOO\_27967.Makes, [66](#)
- trabalhoPOO\_27967.Products, [83](#)
- trabalhoPOO\_27967.Sales, [101](#)
- trabalhoPOO\_27967.Warranties, [118](#)

## ExistProductOnSale

- Data\_BestSale.Sale, [87](#)
- trabalhoPOO\_27967.Sale, [93](#)

## ExpirationDate

- Data\_BestSale.Warranty, [121](#)
- trabalhoPOO\_27967.Warranty, [125](#)

## GetCategory

- Data\_BestSale.Categories, [28](#)

## GetCategoryIdFromNameInStore

- Data\_BestSale.Store, [106](#)

## GetClient

- Data\_BestSale.Clients, [47](#)
- trabalhoPOO\_27967.Clients, [50](#)

## GetMake

- Data\_BestSale.Makes, [63](#)

## GetMakeID

- Data\_BestSale.Make, [56](#)

## GetMakeIdFromNameInStore

- Data\_BestSale.Store, [106](#)

## GetMakeNameFromID

- Data\_BestSale.Store, [107](#)
- trabalhoPOO\_27967.Store.Store, [112](#)

## GetProductPriceInStoreFromReference

- Data\_BestSale.Store, [107](#)

## GetSale

- Data\_BestSale.Sales, [98](#)
- trabalhoPOO\_27967.Sales, [101](#)

## ID

- Data\_BestSale.Make, [57](#)
- trabalhoPOO\_27967.Make, [60](#)

## Id

- Data\_BestSale.Campaign, [19](#)
- Data\_BestSale.Category, [36](#)
- Data\_BestSale.Sale, [90](#)
- trabalhoPOO\_27967.Campaign, [23](#)
- trabalhoPOO\_27967.Category, [38](#)
- trabalhoPOO\_27967.Sale, [96](#)

## InsertCategoryInStore

- Data\_BestSale.Store, [107](#)

## InsertClientInStore

- Data\_BestSale.Store, [108](#)

## InsertMakeInStore

- Data\_BestSale.Store, [108](#)

## InsertProductInStore

- Data\_BestSale.Store, [108](#)

## InsertProductOnSale

- Data\_BestSale.Sale, [88](#)
- trabalhoPOO\_27967.Sale, [93](#)

## InvalidPhoneNumberException

- Exceptions.InvalidPhoneNumberException, [53](#), [54](#)

## LoadStoreBin

- Data\_BestSale.Store, [109](#)

## Make

- Business\_Object.SimpleProduct, [104](#)
- Data\_BestSale.Make, [55](#)
- trabalhoPOO\_27967.Make, [59](#)
- trabalhoPOO\_27967.Product, [75](#)

## MakeID

- Data\_BestSale.Product, [71](#)

## MakeList

- Data\_BestSale.Makes, [64](#)
- Data\_BestSale.Store, [110](#)
- trabalhoPOO\_27967.Makes, [67](#)
- trabalhoPOO\_27967.Store.Store, [113](#)

## Makes

- Data\_BestSale.Makes, [62](#)
- trabalhoPOO\_27967.Makes, [65](#)

## Name

- Data\_BestSale.Campaign, [19](#)
- Data\_BestSale.Category, [36](#)
- Data\_BestSale.Client, [42](#)
- Data\_BestSale.Make, [57](#)
- trabalhoPOO\_27967.Campaign, [23](#)
- trabalhoPOO\_27967.Category, [38](#)
- trabalhoPOO\_27967.Client, [45](#)
- trabalhoPOO\_27967.Make, [60](#)

## operator!=

- Data\_BestSale.Campaign, [17](#)
- Data\_BestSale.Category, [35](#)
- Data\_BestSale.Client, [40](#)
- Data\_BestSale.Make, [56](#)
- Data\_BestSale.Product, [70](#)
- Data\_BestSale.Sale, [88](#)
- Data\_BestSale.Warranty, [121](#)
- trabalhoPOO\_27967.Campaign, [21](#)
- trabalhoPOO\_27967.Category, [37](#)
- trabalhoPOO\_27967.Client, [44](#)
- trabalhoPOO\_27967.Make, [59](#)
- trabalhoPOO\_27967.Product, [74](#)
- trabalhoPOO\_27967.Sale, [94](#)
- trabalhoPOO\_27967.Warranty, [125](#)

## operator==

- Data\_BestSale.Campaign, [17](#)
- Data\_BestSale.Category, [35](#)
- Data\_BestSale.Client, [41](#)

- Data\_BestSale.Make, [57](#)
- Data\_BestSale.Product, [70](#)
- Data\_BestSale.Sale, [88](#)
- Data\_BestSale.Warranty, [122](#)
- trabalhoPOO\_27967.Campaign, [21](#)
- trabalhoPOO\_27967.Category, [38](#)
- trabalhoPOO\_27967.Client, [44](#)
- trabalhoPOO\_27967.Make, [60](#)
- trabalhoPOO\_27967.Product, [74](#)
- trabalhoPOO\_27967.Sale, [94](#)
- trabalhoPOO\_27967.Warranty, [125](#)
- Price
  - Business\_Object.SimpleProduct, [104](#)
  - Data\_BestSale.Product, [71](#)
  - trabalhoPOO\_27967.Product, [75](#)
- ProdID
  - Data\_BestSale.Warranty, [123](#)
  - trabalhoPOO\_27967.Warranty, [126](#)
- ProdList
  - Data\_BestSale.Store, [110](#)
  - trabalhoPOO\_27967.Store.Store, [113](#)
- Prods
  - Data\_BestSale.Products, [81](#)
  - trabalhoPOO\_27967.Products, [85](#)
- Product
  - Data\_BestSale.Product, [68](#)
  - trabalhoPOO\_27967.Product, [73](#)
- Products
  - Data\_BestSale.Products, [77](#)
  - Data\_BestSale.Sale, [90](#)
  - trabalhoPOO\_27967.Products, [82](#)
  - trabalhoPOO\_27967.Sale, [96](#)
- Reference
  - Business\_Object.SimpleProduct, [104](#)
  - Data\_BestSale.Product, [71](#)
  - trabalhoPOO\_27967.Product, [75](#)
- Remove
  - Data\_BestSale.Categories, [29](#)
  - Data\_BestSale.Clients, [48](#)
  - Data\_BestSale.IListManagement, [52](#)
  - Data\_BestSale.Makes, [63](#)
  - Data\_BestSale.Products, [78](#)
  - Data\_BestSale.Sales, [99](#)
  - Data\_BestSale.Warranties, [115](#)
  - trabalhoPOO\_27967.Campaigns, [25](#)
  - trabalhoPOO\_27967.Categories, [31](#)
  - trabalhoPOO\_27967.Clients, [50](#)
  - trabalhoPOO\_27967.Interface.IListManagement, [53](#)
  - trabalhoPOO\_27967.Makes, [66](#)
  - trabalhoPOO\_27967.Products, [83](#)
  - trabalhoPOO\_27967.Sales, [102](#)
  - trabalhoPOO\_27967.Warranties, [118](#)
- RemoveProductFromSale
  - Data\_BestSale.Sale, [89](#)
  - trabalhoPOO\_27967.Sale, [94](#)
- Sale
  - Data\_BestSale.Sale, [87](#)
  - trabalhoPOO\_27967.Sale, [92](#)
- SaleDate
  - Data\_BestSale.Sale, [90](#)
  - trabalhoPOO\_27967.Sale, [96](#)
- SaleList
  - Data\_BestSale.Store, [110](#)
  - trabalhoPOO\_27967.Store.Store, [113](#)
- Sales
  - Data\_BestSale.Sales, [97](#)
  - trabalhoPOO\_27967.Sales, [100](#)
- SalesStored
  - Data\_BestSale.Sales, [99](#)
  - trabalhoPOO\_27967.Sales, [102](#)
- SaveStoreBin
  - Data\_BestSale.Store, [109](#)
- SearchProduct
  - Data\_BestSale.Products, [79](#)
  - trabalhoPOO\_27967.Products, [84](#)
- SimpleProduct
  - Business\_Object.SimpleProduct, [103](#)
- StartDate
  - Data\_BestSale.Campaign, [19](#)
  - trabalhoPOO\_27967.Campaign, [23](#)
- Stock
  - Data\_BestSale.Product, [71](#)
  - trabalhoPOO\_27967.Product, [75](#)
- Store
  - Data\_BestSale.Store, [105](#)
  - trabalhoPOO\_27967.Store.Store, [111](#)
- ToString
  - Data\_BestSale.Client, [41](#)
  - Data\_BestSale.Make, [57](#)
  - Data\_BestSale.Product, [70](#)
  - Data\_BestSale.Products, [79](#)
  - Data\_BestSale.Sale, [89](#)
  - Data\_BestSale.Warranty, [122](#)
  - trabalhoPOO\_27967.Client, [44](#)
  - trabalhoPOO\_27967.Make, [60](#)
  - trabalhoPOO\_27967.Product, [74](#)
  - trabalhoPOO\_27967.Products, [84](#)
  - trabalhoPOO\_27967.Sale, [95](#)
  - trabalhoPOO\_27967.Warranty, [126](#)
- TotalPrice
  - Data\_BestSale.Products, [79](#)
  - Data\_BestSale.Sale, [89](#)
  - trabalhoPOO\_27967.Products, [84](#)
  - trabalhoPOO\_27967.Sale, [95](#)
- TotPrice
  - Data\_BestSale.Sale, [91](#)
  - trabalhoPOO\_27967.Sale, [96](#)
- trabalhoPOO\_27967, [13](#)
- trabalhoPOO\_27967.Campaign, [19](#)
- Campaign, [20](#)
- CampaignCount, [22](#)
- Discount, [22](#)
- EndDate, [22](#)

- Equals, [21](#)
- Id, [23](#)
- Name, [23](#)
- operator!=, [21](#)
- operator==, [21](#)
- StartDate, [23](#)
- VerifyApplicability, [22](#)
- trabalhoPOO\_27967.Campaigns, [24](#)
  - Add, [25](#)
  - Campaigns, [24](#)
  - Camps, [26](#)
  - Exist, [25](#)
  - Remove, [25](#)
- trabalhoPOO\_27967.Categories, [29](#)
  - Add, [30](#)
  - Categories, [30](#)
  - Cats, [32](#)
  - Exist, [31](#)
  - Remove, [31](#)
- trabalhoPOO\_27967.Category, [36](#)
  - Category, [37](#)
  - Equals, [37](#)
  - Id, [38](#)
  - Name, [38](#)
  - operator!=, [37](#)
  - operator==, [38](#)
- trabalhoPOO\_27967.Client, [42](#)
  - Client, [43](#)
  - ClientCount, [45](#)
  - ClientID, [45](#)
  - Contact, [45](#)
  - Equals, [43](#)
  - Name, [45](#)
  - operator!=, [44](#)
  - operator==, [44](#)
  - ToString, [44](#)
- trabalhoPOO\_27967.Clients, [48](#)
  - Add, [49](#)
  - ClientList, [51](#)
  - Clients, [49](#)
  - Exist, [50](#)
  - GetClient, [50](#)
  - Remove, [50](#)
- trabalhoPOO\_27967.Interface, [14](#)
- trabalhoPOO\_27967.Interface.IListManagement, [52](#)
  - Add, [52](#)
  - Exist, [52](#)
  - Remove, [53](#)
- trabalhoPOO\_27967.Make, [58](#)
  - Equals, [59](#)
  - ID, [60](#)
  - Make, [59](#)
  - Name, [60](#)
  - operator!=, [59](#)
  - operator==, [60](#)
  - ToString, [60](#)
- trabalhoPOO\_27967.Makes, [64](#)
  - Add, [65](#)
  - Exist, [66](#)
  - MakeList, [67](#)
  - Makes, [65](#)
  - Remove, [66](#)
- trabalhoPOO\_27967.Product, [72](#)
  - Category, [75](#)
  - Equals, [73](#)
  - Make, [75](#)
  - operator!=, [74](#)
  - operator==, [74](#)
  - Price, [75](#)
  - Product, [73](#)
  - Reference, [75](#)
  - Stock, [75](#)
  - ToString, [74](#)
  - Warranty, [76](#)
- trabalhoPOO\_27967.Products, [81](#)
  - Add, [83](#)
  - Exist, [83](#)
  - Prods, [85](#)
  - Products, [82](#)
  - Remove, [83](#)
  - SearchProduct, [84](#)
  - ToString, [84](#)
  - TotalPrice, [84](#)
  - ValueInPosition, [84](#)
  - WarrantyExpirationDateForProduct, [85](#)
- trabalhoPOO\_27967.Sale, [91](#)
  - Campaigns, [96](#)
  - Client, [96](#)
  - Equals, [93](#)
  - ExistProductOnSale, [93](#)
  - Id, [96](#)
  - InsertProductOnSale, [93](#)
  - operator!=, [94](#)
  - operator==, [94](#)
  - Products, [96](#)
  - RemoveProductFromSale, [94](#)
  - Sale, [92](#)
  - SaleDate, [96](#)
  - ToString, [95](#)
  - TotalPrice, [95](#)
  - TotPrice, [96](#)
  - WarrantyExpirationDate, [95](#)
- trabalhoPOO\_27967.Sales, [99](#)
  - Add, [101](#)
  - Exist, [101](#)
  - GetSale, [101](#)
  - Remove, [102](#)
  - Sales, [100](#)
  - SalesStored, [102](#)
- trabalhoPOO\_27967.Store, [14](#)
- trabalhoPOO\_27967.Store.Store, [111](#)
  - CatList, [112](#)
  - ClientList, [112](#)
  - GetMakeNameFromID, [112](#)
  - MakeList, [113](#)
  - ProdList, [113](#)



- SaleList, [113](#)
- Store, [111](#)
- WarrantList, [113](#)
- trabalhoPOO\_27967.Warranties, [116](#)
  - Add, [117](#)
  - Exist, [118](#)
  - Remove, [118](#)
  - Warranties, [117](#)
  - Warrants, [119](#)
- trabalhoPOO\_27967.Warranty, [123](#)
  - Conditions, [126](#)
  - DurationInYears, [126](#)
  - Equals, [124](#)
  - ExpirationDate, [125](#)
  - operator!=, [125](#)
  - operator==, [125](#)
  - ProdID, [126](#)
  - ToString, [126](#)
  - Warranty, [124](#)
- trabalhoPOO\_27967/BestSale.cs, [128](#)
- trabalhoPOO\_27967/Campaign/Campaign.cs, [138](#)
- trabalhoPOO\_27967/Campaign/Campaigns.cs, [141](#)
- trabalhoPOO\_27967/Category/Categories.cs, [144](#)
- trabalhoPOO\_27967/Category/Category.cs, [147](#)
- trabalhoPOO\_27967/Client/Client.cs, [150](#)
- trabalhoPOO\_27967/Client/Clients.cs, [153](#)
- trabalhoPOO\_27967/Interface/IListManagement.cs, [154](#)
- trabalhoPOO\_27967/Make/Make.cs, [156](#)
- trabalhoPOO\_27967/Make/Makes.cs, [159](#)
- trabalhoPOO\_27967/obj/Debug/.NETFramework,Version=v4.7.2.AssemblyAttributes.cs, [129](#)
- trabalhoPOO\_27967/Product/Product.cs, [163](#)
- trabalhoPOO\_27967/Product/Products.cs, [166](#)
- trabalhoPOO\_27967/Properties/AssemblyInfo.cs, [132](#)
- trabalhoPOO\_27967/Sale/Sale.cs, [170](#)
- trabalhoPOO\_27967/Sale/Sales.cs, [174](#)
- trabalhoPOO\_27967/Store/Store.cs, [178](#)
- trabalhoPOO\_27967/Warranty/Warranties.cs, [181](#)
- trabalhoPOO\_27967/Warranty/Warranty.cs, [183](#)
- ValueInPosition
  - Data\_BestSale.Products, [80](#)
  - trabalhoPOO\_27967.Products, [84](#)
- VerifyApplicability
  - Data\_BestSale.Campaign, [18](#)
  - trabalhoPOO\_27967.Campaign, [22](#)
- Warranties
  - Data\_BestSale.Warranties, [114](#)
  - trabalhoPOO\_27967.Warranties, [117](#)
- WarrantList
  - trabalhoPOO\_27967.Store.Store, [113](#)
- Warrants
  - Data\_BestSale.Warranties, [116](#)
  - trabalhoPOO\_27967.Warranties, [119](#)
- Warranty
  - Data\_BestSale.Product, [72](#)
  - Data\_BestSale.Warranty, [120](#)
  - trabalhoPOO\_27967.Product, [76](#)
  - trabalhoPOO\_27967.Warranty, [124](#)
- WarrantyExpirationDate
  - Data\_BestSale.Sale, [89](#)
  - trabalhoPOO\_27967.Sale, [95](#)
- WarrantyExpirationDateForProduct
  - Data\_BestSale.Products, [81](#)
  - trabalhoPOO\_27967.Products, [85](#)