/**
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 */

UML Diagram

RetailItem
- numberOfWidgets : int - dayNumber : int - widgetGoal : int
+ RetailItem() + setNumberOfWidgets(n : int) : void + getNumberOfWidgets() : int + setDayNumber(d : int) : void + getDayNumber() : int + setWidgetGoal(w : int) : void + getWidgetGoal() : int + production() + dailyAddition() + timeRequired()

Class

Attributes

Methods