PROG 32356
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A1
Class & Method Overview
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Namespaces Used

using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.IO;

namespace ALim_A1_PROG32356_June13_Spring2021
{

Class As Program Starter

```
class Program
{
    static void Main(string[] args){}

}//End CL:*
```

Class To Model Vehicles

```
public class Vehicle
{

    private long id;
    private string make;
    private string model;
    private int year;
    private string cond;

    public Vehicle(
                long id,
```

```
                                        string make,
                                        string model,
                                        int year,
                                        string cond
                                    ){}
        }//End CL:*
```

Class To Model Inventory Records

```
        public class Inventory
        {

                private long id;
                private long vehicleId;
                private int numOnHand;
                private double price;
                private double cost;

                public Inventory(
                                    long id,
                                    long vId,
                                    int nOH,
                                    double p,
                                    double c
                                ){}

        }//End CL:*
```

Class To Model Repair Items

```
        public class Repair
        {

                private long id;
                private long inventId;
                private string whatToRepair;

                public Repair(long id, long iID, string wTR){}


        }//End CL:*
```

Class For File Reading and Saving

```
        public class FileIO {
                public FileIO() {}
```

```
        public List<List<string>> readAll(string vPath, string iPath, string rPath) {}

        public ConvertedLists FormatData(
                                string fVehicle,
                                string fInvent,
                                string fRepair
                        ){}

        private string path;

        public void SaveAll(ConvertedLists cvlLists, string vP, string iP, string rP) {}

    }//End CL:*
```

Class To Contain All Lists Simultaneously

```
    public class ConvertedLists {

        private Vehicle[] vList;
        private Inventory[] iList;
        private Repair[] rList;

        public ConvertedLists() {}

        public ConvertedLists(
                                Vehicle[] vList,
                                Inventory[] iList,
                                Repair[] rList
                                ) {}
    }//End CL:*
```

Class For Menu Option Selections

```
    public class Menu {
        public Menu() { }

        public int MainMenu() {}

        public int VehicleMenu() {}

        public void ListVehicles(ConvertedLists cvlLists) {}

        public void AddVehicle(ConvertedLists cvlLists) {}

        public void FindVehicle(ConvertedLists cvlLists) {}

        public void DeleteVehicle(ConvertedLists cvlLists) {}
```

```
        public int InventoryMenu(){}

        public void ListInventory(ConvertedLists cvlLists) {}

        public void AddInventoryItem(ConvertedLists cvlLists){}

        public void FindInventoryItem(ConvertedLists cvlLists){}

        public void DeleteInventoryItem(ConvertedLists cvlLists){}

        public int RepairsMenu){}

        public void AddRepairItem(ConvertedLists cvlLists) {}

        public void FindRepairItem(ConvertedLists cvlLists) {}

        public void DeleteRepairItem(ConvertedLists cvlLists){}

        public void StartMenu(ConvertedLists clTest, string fV, string fI, string fR) {}

    }//End CL:*

}//End NS:*
```