EasyInventory

Creating and managing items

Index

- Creating an Item
- Retrieving Item information

A) Creating an Item

---

1. The Item class

Before we continue working on our bank, we will first need to learn how to create an Item object.

It's important to note that because we are managing items, we will need to import the Repository namespace. Since our items are stored in a repository, we will need to import from it.

```
using EasyInventory.Repository;
```

Next we can create an item by using the following code.

```
Item myItem = new Item(12, 5, true);
```

As you can see, the Item class requires three actual parameters. The first is the Item ID, this is the item's unique identifier. The second parameter is the Item Amount, how many of the current item do we have? Finally the third parameter is a boolean value, should the item be *stackable*? yes or no.

Continue

B) Retrieving Item information

---

1. The Item Properties

You can extract data from your item by using it's properties. If you
ever need to debug your item, you can either use the *ToString()*
method or you can retrieve the data individually by using the
following statements.

```
myItem.ItemAmount
myItem.ItemId
myItem.Stackable
```

There isn't much to say here. Next lesson we will insert this item
into our Bank.

Continue

© 2017 Corey St-Jacques   Up Next Adding & Removing Items->

Developed by Corey St-Jacques
Questions please contact Corey_stjacques@hotmail.com