

Module 04: Review Question

(Invoice Class) Create a class called `Invoice` that a hardware store might use to represent an invoice for an item sold at the store. An `Invoice` should include four pieces of information as instance variables—a part number (type `String`), a part description (type `String`), a quantity of the item being purchased (type `int`) and a price per item (type `double`). Your class should have a constructor that initializes the four instance variables. In addition, provide a method named `getInvoiceDetails` that displays the values of the four variables and calculates the invoice amount (i.e. multiplies the quantity by the price per item). Add a main method to create two instances that demonstrates class `Invoice`'s capabilities.

The output can resemble the following snipped screen:

```
Part Number: ST01
Part Description: Stationary
Purchased Quantity: 40.0
Price per Unit: 500.0
*****
Total Cost for product ST01 is: 20000.0
*****
Part Number: ST02
Part Description: Drinks
Purchased Quantity: 4.0
Price per Unit: 500.0
*****
Total Cost for product ST02 is: 2000.0
*****
```