

Class Code

```
3 references
class Inventory_ // the inventory class
{
    private string [] box;

    1 reference
    public Inventory_() // method for inventory
    {
        box = new string[3];
    }

    1 reference
    public void Box() // properties for Inventory
    {
        box[0] = "Door Knobs ($19.50)";
        box[1] = "Pots and Pans ($30)";
        box[2] = "Lightbulbs ($9.50)";

        string item_one= box[0];
        string item_two= box[1];
        string item_three= box[2];

        MessageBox.Show("All Items Name and Price...");
        MessageBox.Show("Item One: " + item_one);
        MessageBox.Show("Item Two: " + item_two);
        MessageBox.Show("Item Three: " + item_three);
    }

    0 references
    public string getBox() // the getter
    {
        return box.ToString();
    }
}
```

Test



