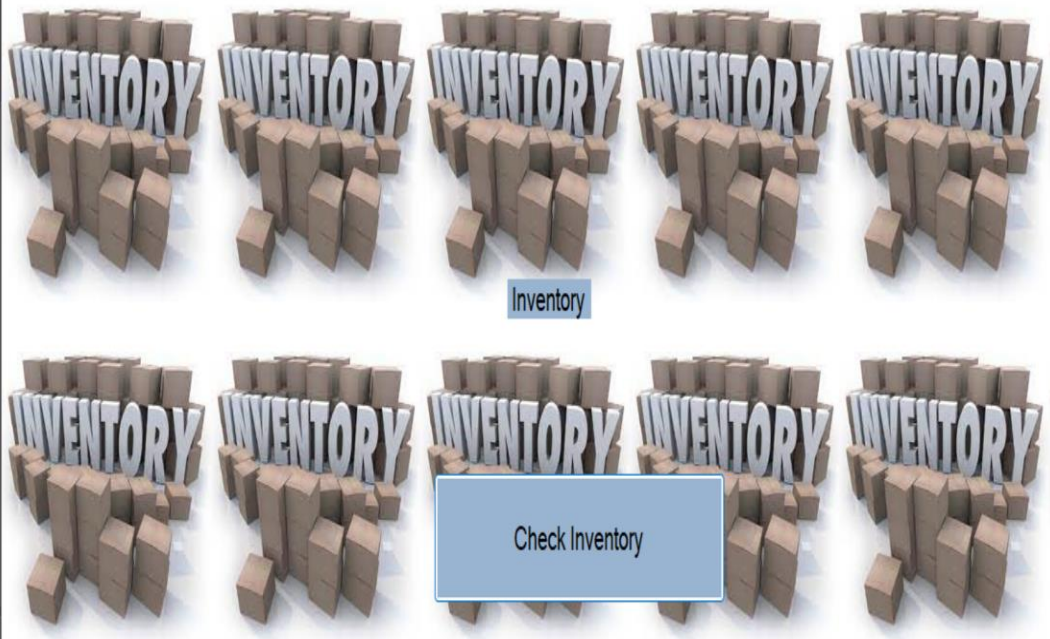


Class Code

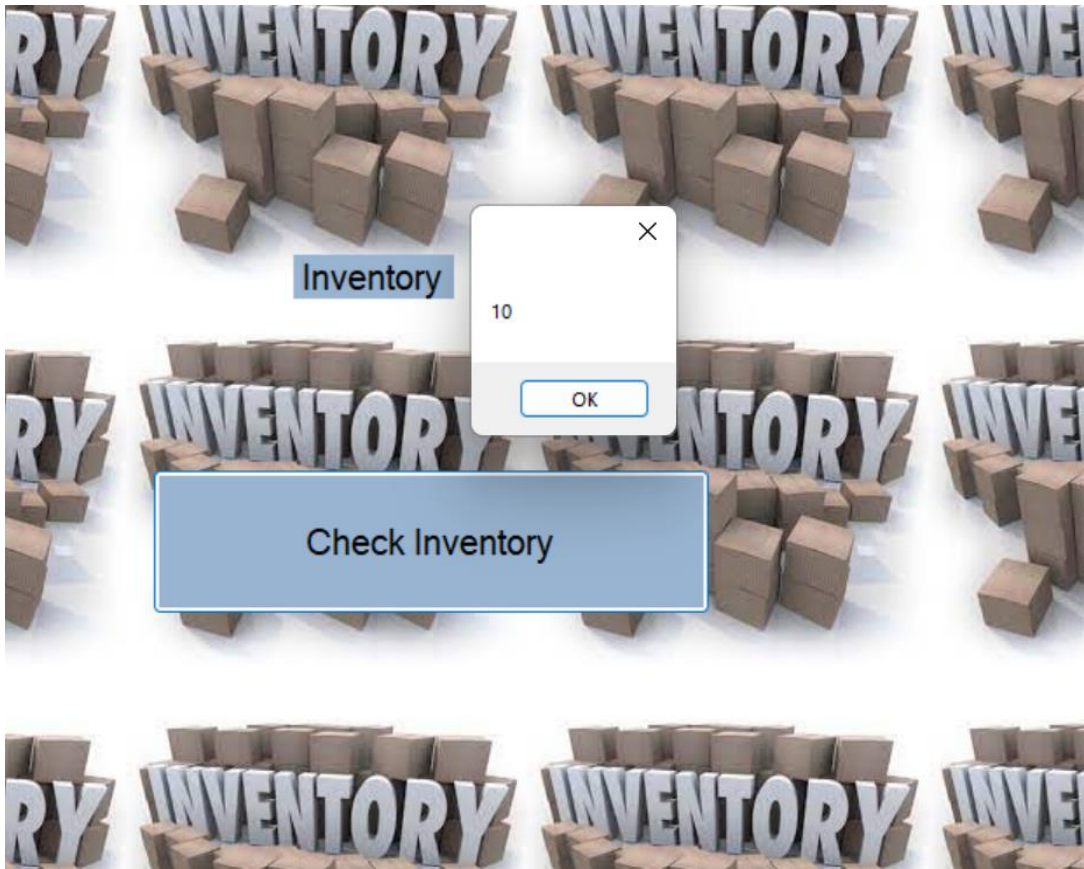
```
3 references
class Inventory_ // the inventory class
{
    private string box;
    1 reference
    public Inventory_() // method for inventory
    {
        box = 0.ToString();
    }
    1 reference
    public void Box() // properties for Inventory
    {
        Random random = new Random(10);
        int[] array = new int[5];
        if (random.NextDouble() < 5)
        {
            array = new int[4];
        }

        if (random.NextDouble() < 20)
        {
            array = new int[10];
        }
        box = array.Length.ToString();
    }
    1 reference
    public string GetBox() // the getter
    {
```

Form First Look



Successful Compilation



Inventory

10

OK

Check Inventory