Code

```csharp
    private void Inventory_Button_Click(object sender, EventArgs e) //  button that displays methods
    {
        Inventory_Manager inventory_Manager = new Inventory_Manager();

        inventory_Manager.increase_Storage(); // adds item to storage

        inventory_Manager.decrease_Storage(); // deletes item from storage

        inventory_Manager.restock_Storage(); // restocks an item in storage

        inventory_Manager.search_Storage(); // searchs for item in storage based on criteria

        inventory_Manager.getStorage(); // returns storage value
    }
}
3 references
class Inventory_Manager // inventory class
{
    private string[] storage;

    1 reference
    public Inventory_Manager()
    {
        storage = new string[5];
    }
    1 reference
    public void increase_Storage() // add to storage
    {
        storage[0] = "Equipment ";
        storage[1] = "Weapons Cash   ";
        storage[2] = "Power tools   ";
    }
    1 reference
    public void decrease_Storage() // remove from storage
    {
        storage[1] = "      NA      ";
    }
```

```csharp
1 reference
public void restock_Storage()
{
    storage[3] = " Weapons Cash(restocked)  ";
}
1 reference
public void search_Storage() // searches for item in storage
{
    MessageBox.Show(" Items Currently in storage: " + storage[0] + storage[1] + storage[2] + storage[3]);

    string search = Array.Find(storage, element => element.StartsWith("E", StringComparison.Ordinal));

    MessageBox.Show("I searched for  " + search + " by first letter");
}

1 reference
public string getStorage() // displays storage
{

    return storage.ToString();
}
```

Program

View Inventory

Items Currently in storage: Equipment   NA   Power tools
Weapons Cash(restocked)

OK

View Inventory

I searched for Equipment by first letter

OK

View Inventory

Then I found Equipment by name

OK