

Code

```
class Inventory_Manager
{
    List<string> storage = new List<string>(); // list string to hold inventory

    5 references
    public void Storage() // method for initial inventory items
    {
        // initial storage items

        storage.Add("Equipment");
        storage.Add("Weapons Cash");
        storage.Add("Power Tools");
    }

    1 reference
    public void increase_storage() // method that adds an item to inventory
    {
        Storage(); // this is so that the copiler knows to add Storage() method's information

        storage.Add("Lightbulbs");

        MessageBox.Show(storage[0] + " + " + storage[1] + " + " + storage[2] + " + " + storage[3]);
    }

    1 reference
    public void decrease_storage() // method deletes an item from inventory
    {
        Storage();

        storage.Remove("Equipment");

        MessageBox.Show(storage[0] + " + " + storage[1]);
    }

    1 reference
    public void restock_storage() // restocks an deleted item from storage
    {
        Storage();
    }
}
```

```

        storage.Add("Equipment (restocked)");

        MessageBox.Show(storage[0] + " " + " " + storage[1] + " " + " " + storage[2]);
    }

1 reference
public void search_storage() // searches for item based on criteria
{
    Storage();

    Random random = new Random();

    string search = "";

    // if statement is so criteria automatically switches. Two criteria are used. Name and first letter

    if (random.Next(10) > 5)
    {
        search = storage.Find(x => x.Equals("Equipment"));

        MessageBox.Show("I found " + search + " name. ");
    }

    else
    {
        search = storage.Find(x => x.StartsWith("E"));

        MessageBox.Show("I found " + search + " first letter. ");
    }
}

1 reference
public string getstorage() // returns and displays normal inventory list
{
    Storage();

    MessageBox.Show(storage[0] + " " + " " + storage[1] + " " + " " + storage[2]);

    return storage.ToString();
}

```

Forms One and Two

Inventory



Updated Inventory

View Stock

Add to Stock

Remove From Stock

Restock

Find Item

Tests





