

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();
    }
}
```

Updated Forms



View Stock	Back to Cover
Add to Stock	
Remove From Stock	
Restock	
Find Item	