**Requirement Specification**

What I did for my project is a Hardware supplier system. I created instantiable classes to represent different stock items a hardware supplier would sell. Then I created a class called customer which will be able to buy items from the items of stock via user input.

First, I created three concrete classes called Hardware, Tools and Materials. This was so I could separate the different types of stock into identifiable groups. These classes had generic requirements for instance the type or price of a product.

I then created different instantiable classes for each different type of stock that had their own specific requirements. For example, the diameter of screws and whether there were nuts included in a box of bolts.

Once I had enough stock items. I created a class called StockSystem which would fill all the required data of each stock item I had created.

From there I created the Customer class which ‘purchases’ the stock from the StockSystem which would then reduce the amount of each item the customer purchased.