



							/α.1.	showMessage()	
			_		-	7.checkInventoryForSpace()			
						7.hasRoomInInventory			
	alt								
						7α.notEnoughRoomInInventory()			
							7α.s	howMessage()	
		7β. choosesItemToRemove()							
						7β. removeItem()			
						8.addProduct()			
						9.updateMoney()			
					9.IncReputationWithMerchant()				
			◀		9.IIICReputationvvitiliverchant()				
			0 undateMerchantInvento	on/()					
			9.updateMerchantInvento	Ji y()					
			9.showTransactionsScreen()					
optional	alt	10. choosesItemForUpgrade()				-			
						ŕ			
						11.checkHasEnoughMoney()			
						11.hasMoney			







