/\* This class stores and updates

\* InventoryItems.

\*/

public class UsedInventory {

/\* Updates quantity for a given

\* InventoryItem

\*

\* @Precondition: the relevant

\* InventoryItem has to exist.

\*

\* @Postcondition: the relevant

\* InventoryItem is updated with the

\* provided quantity.

\*/

UpdateQuantity(InventoryItem e, int quantity) {...}

/\* Updates expected quantity

\* for a given InventoryItem

\*

\* @Precondition: the relevant

\* InventoryItem has to exist.

\*

\* @Postcondition: the provided

\* InventoryItem is updated with the

\* provided quantity.

\*/

UpdateExpectedQuantity(InventoryItem e, int quantity) {...}

/\* Clears the UsedInventory of all

\* InventoryItem objects

\*

\* @Precondition: none

\* @Postcondition: the UsedInventory

\* array list is empty.

\*/

ResetInventory() {...}

}