

Inventory Program Layout

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The screenshot shows a Visual Studio IDE with the following components:

- Menu Bar:** File, Edit, View, Git, Project, Build, Debug, Format, Test, Analyze, Tools, Extensions, Window, Help. A search bar (Ctrl+Q) is on the right.
- Toolbar:** Includes icons for running, debugging, and other development tools. A dropdown menu shows 'Debug' and 'Any CPU'. A 'Start' button is also present.
- Tab Bar:** Shows several open files: Form1.cs*, Program.cs, Form1.Designer.cs*, GPU.cs, Item.cs, and Form1.cs [Design]* (active).
- Form Design:**
 - Title:** 'GPU INVENTORY' in large orange letters.
 - Labels:** Manufacturer, Name, MSRP, Cores, Clock Speed, Memory Size, Current Inventory (all in orange).
 - Input Fields:** Seven white rectangular boxes for user input, each preceded by an orange '+' button.
 - Buttons:** Two orange buttons labeled 'EDIT SELECTED' and 'DELETE SELECTED'.
 - Table:** A table with 8 columns: Manufacturer, Product Name, MSRP, Cores, Clock Speed, Memory Size, and Current Inventory. The first row is highlighted with a grey background and contains an asterisk (*) in the first cell.