

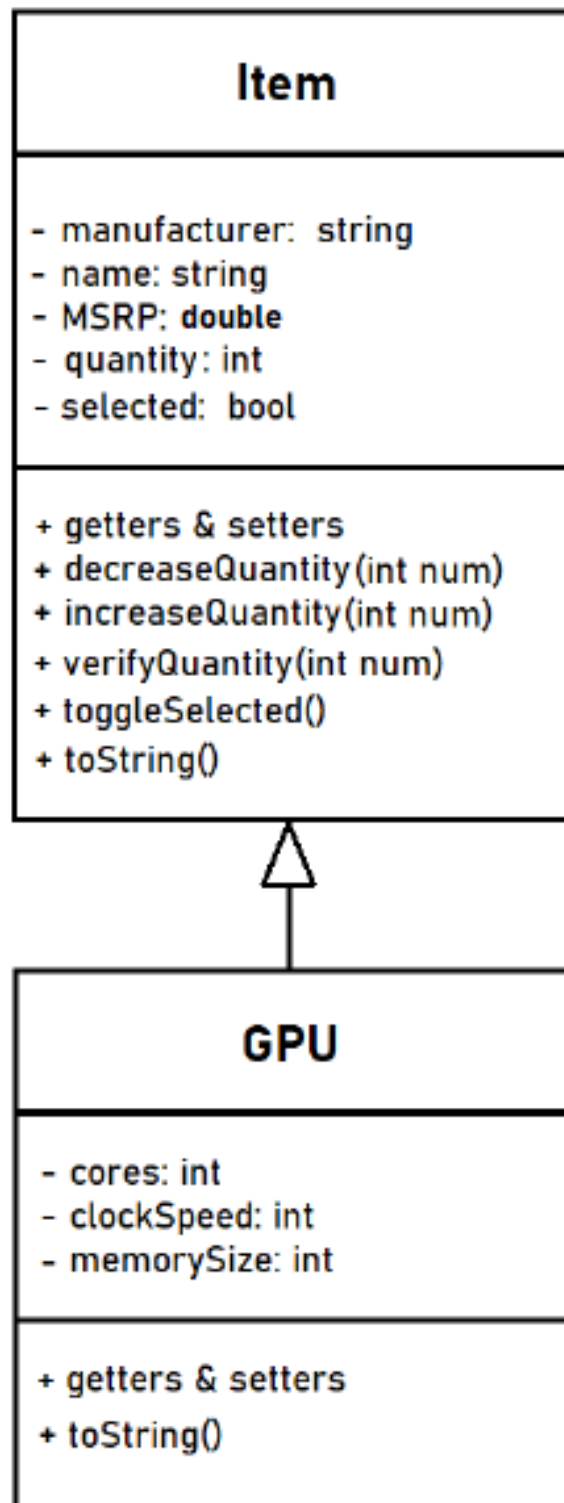
CST-117 Milestone 2

GPU Inventory

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Item class (Base Class) and GPU class (Derived Class) UML



Description:

I intend my project to be the inventory of GPUs. I plan to use a base class (Item) and utilize the derived class (GPU). I made this choice for extendibility in case I want to add other product types at a later time.

The GPU class will inherit properties and methods that are applicable to any “item” in the scope of my program. This will save time when implementing additional product types, if I choose to do so.

I chose the properties cores, clockSpeed and memorySize because they are common properties one might look at when considering what graphics card to purchase. This could also be extended quite easily.

Form use:

Filling in the textboxes will allow you to create a new GPU and add it to the inventory or update an existing GPU by selecting the row of the GPU you wish to update and clicking the Update Selected Row button. This will only update information that you have filled into the textboxes. Blank textboxes will be unaffected.

If the user provides the incorrect data type (string where int was expected) when creating a new GPU, the incorrectly entered value will be set to a predetermined default. If the incorrect data type is used when updating, the data will not be adjusted.

The toString() method could be used in the generation of invoices or receipts.