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CST-117 Milestone 4/5

GPU Inventory

InventoryManager Class UML

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Inventory Manager

- + gpuInventory: List<GPU>
- + gpuAsList: List<string>
- + currentSearchIndexex: List<int>
- maxStock: int
- + delete(int index)
- + add(GPU gpu)
- + update(GPU gpu)
- + restockItem(int index)
- + restockAllItems()
- + search(string search, string filter)
- + displayInventory(): List<int>
- initializeGPUInventory()
- searchManufacturer(string manufacturer)
- manufacterEquals(int index, string manufacturer)
- searchName(string name)
- nameEquals(int index, string name)
- searchPrice(string price)
- priceEquals(int index, string price)
- searchCores(string cores)
- coresEquals(int index, string cores
- searchClockSpeed(string clockSpeed)
- clockSpeedEquals(int index, string clockSpeed)
- searchMemorySize(string memorySize)
- memorySizeEquals(int index, string memorySize)
- searchQuantity(string quantity)
- quantityEquals(int index, string quantity)
- searchAll(string search)
- checkThisInstance(int index, string search)