Product UML

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| Abstract Product |
| -name: String  -price: float  -currentStock: int  -maxStock: int |
| +Product( )  +Product(String name, double price)  +Product(Product product)  +getName(): String  +setName(String): void  +getPrice(): double  +setPrice(double): void  +getCurrentStock(): int  +setCurrentStock(int): void  +getMaxStock(): int  +setMaxStock(int): void  +toString(): String |

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| The name of the product  The price of the product  Current amount of product type available.  Allows for manual setting of max quantity (Overridden by dispenser class)  Creates a Product  Creates a Product and sets name and price  Creates a copy of a product  Returns the name of the Product  Sets the name of the Product  Returns the price of the Product  Sets the price of the Product  Return current stock  Set current stock  Returns maxStock value  Sets maxStock value  Returns the variables of the Product as a String |

\*By declaring currentStock as a variable vise creating duplicate instances of Product, code will be simplified and inventory easier to manage.