Product UML

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

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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  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 |

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