


Inventory Update

Compare and update the inventory stored in a 2D array against a second 2D array of a fresh delivery. Update the current existing inventory item quantities (in `arr1`). If an item cannot be found, add the new item and quantity into the inventory array. The returned inventory array should be in alphabetical order by item.

	The function <code>updateInventory</code> should return an array.
	<code>updateInventory([[21, "Bowling Ball"], [2, "Dirty Sock"], [1, "Hair Pin"], [5, "Microphone"]], [[2, "Hair Pin"], [3, "Half-Eaten Apple"], [67, "Bowling Ball"], [7, "Toothpaste"]])</code> should return an array with a length of 6.
	<code>updateInventory([[21, "Bowling Ball"], [2, "Dirty Sock"], [1, "Hair Pin"], [5, "Microphone"]], [[2, "Hair Pin"], [3, "Half-Eaten Apple"], [67, "Bowling Ball"], [7, "Toothpaste"]])</code> should return <code>[[88, "Bowling Ball"], [2, "Dirty Sock"], [3, "Hair Pin"], [3, "Half-Eaten Apple"], [5, "Microphone"], [7, "Toothpaste"]]</code> .
	<code>updateInventory([[21, "Bowling Ball"], [2, "Dirty Sock"], [1, "Hair Pin"], [5, "Microphone"]], [])</code> should return <code>[[21, "Bowling Ball"], [2, "Dirty Sock"], [1, "Hair Pin"], [5, "Microphone"]]</code> .
	<code>updateInventory([], [[2, "Hair Pin"], [3, "Half-Eaten Apple"], [67, "Bowling Ball"], [7, "Toothpaste"]])</code> should return <code>[[67, "Bowling Ball"], [2, "Hair Pin"], [3, "Half-Eaten Apple"], [7, "Toothpaste"]]</code> .
	<code>updateInventory([[0, "Bowling Ball"], [0, "Dirty Sock"], [0, "Hair Pin"], [0, "Microphone"]], [[1, "Hair Pin"], [1, "Half-Eaten Apple"], [1, "Bowling Ball"], [1, "Toothpaste"]])</code> should return <code>[[1, "Bowling Ball"], [0, "Dirty Sock"], [1, "Hair Pin"],</code>

	[1, "Half-Eaten Apple"], [0, "Microphone"], [1, "Toothpaste"]].
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