**stm** Possible states of an item

AddItemActivity
item = new Item(title_str, maker_str,
description_str, dimensions, image, id)

**Create item**

Item
addImage(image)

Item
if (image == null)

**Available Item Image**

**Available Item no Image**

AddItemActivity
addItem(item)

AddItemActivity
addItem(item)

**Item in item_list**

EditItemActivity
item_list.deleteItem(item)

EditItemActivity
saveItem(View view)

**Edit Item**

EditItemActivity
updated_item= new Item(title_str, maker_str,
description_str, dimensions, image, id)

**Create updated_item**

Item
addImage(image)

Item
if (image == null)

**Available updated_item Image**

**Available updated_item no Image**

if (!checked)

if (checked)

if (!checked)

if (checked)

**Borrowed updated_item Image**

**Available updated_item Image**

**Borrowed updated_item no Image**

**Available updated_item no Image**

EditItemActivity
addItem(updated_item)

EditItemActivity
addItem(updated_item)

EditItemActivity
addItem(updated_item)

EditItemActivity
addItem(updated_item)