

days_worked: int

increment_daysWorked(): void
ArriveAtStore(): void
CheckRegister(): void
GoToBank(): void
DoInventory(): void
PlaceAnOrder(String): void
OpenTheStore(): void
CleanTheStore(): void
LeaveTheStore(): void
damageItem(): void

Store

Rng: Random
Cash_Register: double
Inventory: ArrayList<Items>
Clerk_member: ArrayList<Clerk>
Inventory_value: double
daysPassed: int
total_salePrice:: double
money_added: double
OnShift: Clerk
Order_list: ArrayList<Items>
Sold_list: ArrayList<Items>
money_withdrawn: double
Item_list: String[]
staff_names: String[]

Build(): void
pickOnShift(): void
check_stock(String): int
increment_daysPassed(): void
add_Register(double): void
add_orders(Items): void
get_InventoryValue(): double
get_soldValue(): double
add_soldItem(Items): void
add_Inventory(Items): void
remove_Inventory(int): void
Report(): void
Pay(double): void

