# Namespace MyApi.Controllers Classes

<u>ItemsController</u>

## Class ItemsController

Namespace: MyApi.Controllers

```
Assembly: MyApi.dll
   [ApiController]
    [Route("[controller]")]
    public class ItemsController : ControllerBase
Inheritance
object  
    ← ControllerBase  
    ← ItemsController
Inherited Members
ControllerBase.StatusCode(int) □ , ControllerBase.StatusCode(int, object) □ ,
ControllerBase.Content(string) ☑, ControllerBase.Content(string, string) ☑,
ControllerBase.Content(string, string, Encoding) ≥ ,
ControllerBase.Content(string, MediaTypeHeaderValue) down to the ControllerBase.NoContent() dow
ControllerBase.Ok() ☑, ControllerBase.Ok(object) ☑, ControllerBase.Redirect(string) ☑,
ControllerBase.RedirectPermanent(string) / ControllerBase.RedirectPreserveMethod(string) / ,
ControllerBase.RedirectPermanentPreserveMethod(string) □,
ControllerBase.LocalRedirect(string) d, ControllerBase.LocalRedirectPermanent(string) d,
ControllerBase.LocalRedirectPreserveMethod(string) □,
ControllerBase.LocalRedirectPermanentPreserveMethod(string) □,
ControllerBase.RedirectToAction() □, ControllerBase.RedirectToAction(string) □,
ControllerBase.RedirectToAction(string, object) □,
<u>ControllerBase.RedirectToAction(string, string)</u> ✓,
ControllerBase.RedirectToAction(string, string, object) □,
ControllerBase.RedirectToAction(string, string, string) ☑,
ControllerBase.RedirectToAction(string, string, object, string) ♂,
ControllerBase.RedirectToActionPreserveMethod(string, string, object, string) \( \text{\text{\text{\text{o}}}} \) ,
ControllerBase.RedirectToActionPermanent(string) □,
ControllerBase.RedirectToActionPermanent(string, object) □,
<u>ControllerBase.RedirectToActionPermanent(string, string)</u> ✓,
ControllerBase.RedirectToActionPermanent(string, string, string) □,
ControllerBase.RedirectToActionPermanent(string, string, object) □,
ControllerBase.RedirectToActionPermanent(string, string, object, string) ☑,
ControllerBase.RedirectToRoute(string) ≥ , ControllerBase.RedirectToRoute(object) ≥ ,
ControllerBase.RedirectToRoute(string, object) ≥ , ControllerBase.RedirectToRoute(string, string) ≥ ,
```

```
<u>ControllerBase.RedirectToRoute(string, object, string)</u> ✓,
ControllerBase.RedirectToRoutePreserveMethod(string, object, string) \( \text{\text{\text{\text{o}}}} \) ,
ControllerBase.RedirectToRoutePermanent(string) □,
ControllerBase.RedirectToRoutePermanent(object) □,
<u>ControllerBase.RedirectToRoutePermanent(string, object)</u> □,
ControllerBase.RedirectToRoutePermanent(string, string) □,
ControllerBase.RedirectToRoutePermanent(string, object, string) □,
ControllerBase.RedirectToRoutePermanentPreserveMethod(string, object, string) \( \text{\text{\text{\text{o}}}} \) ,
ControllerBase.RedirectToPage(string) □, ControllerBase.RedirectToPage(string, object) □,
ControllerBase.RedirectToPage(string, string) □,
ControllerBase.RedirectToPage(string, string, object) □,
ControllerBase.RedirectToPage(string, string, string) ☑,
ControllerBase.RedirectToPage(string, string, object, string) □,
ControllerBase.RedirectToPagePermanent(string) □,
ControllerBase.RedirectToPagePermanent(string, object) □ ,
ControllerBase.RedirectToPagePermanent(string, string) □,
ControllerBase.RedirectToPagePermanent(string, string, string) ≥ ,
ControllerBase.RedirectToPagePermanent(string, string, object, string) \( \text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\tinq}}}}}}}}} \text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\tinq}}}}}}}}} \text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\tinq}}}}}}}}}} \text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{
ControllerBase.RedirectToPagePreserveMethod(string, string, object, string) □ ,
ControllerBase.RedirectToPagePermanentPreserveMethod(string, string, object, string) ,
ControllerBase.File(byte[], string) degree , ControllerBase.File(byte[], string, bool) degree ,
ControllerBase.File(byte[], string, string) degree , ControllerBase.File(byte[], string, string, bool) degree ,
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue) ,
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue, bool) ,
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue) ,
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue, bool) ,
ControllerBase.File(Stream, string) □, ControllerBase.File(Stream, string, bool) □,
ControllerBase.File(Stream, string, string, string, bool) , ControllerBase.File(Stream, string, string, bool) ,
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue) ,
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue, bool) do ,
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue) ,
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue, bool) ,
ControllerBase.File(string, string) □, ControllerBase.File(string, string, bool) □,
ControllerBase.File(string, string, string) do , ControllerBase.File(string, string, string, bool) do ,
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue) ,
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue, bool) ,
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue) do ,
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue, bool) ,
ControllerBase.PhysicalFile(string, string) \( \text{\text{\circ}} \) , ControllerBase.PhysicalFile(string, string, bool) \( \text{\circ} \) ,
ControllerBase.PhysicalFile(string, string, string) ≥ ,
```

```
<u>ControllerBase.PhysicalFile(string, string, string, bool)</u> ✓,
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue) ,
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue, bool) ,
ControllerBase.PhysicalFile(string, string, string, DateTimeOffset?, EntityTagHeaderValue) ,
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue, bool) ,
ControllerBase.Unauthorized() □ , ControllerBase.Unauthorized(object) □ ,
ControllerBase.NotFound() ☑, ControllerBase.NotFound(object) ☑, ControllerBase.BadRequest() ☑,
ControllerBase.BadRequest(object) ☑, ControllerBase.BadRequest(ModelStateDictionary) ☑,
ControllerBase.UnprocessableEntity() ≥ , ControllerBase.UnprocessableEntity(object) ≥ ,
ControllerBase.UnprocessableEntity(ModelStateDictionary) □, ControllerBase.Conflict() □,
ControllerBase.Conflict(object) ♂, ControllerBase.Conflict(ModelStateDictionary) ♂,
ControllerBase.Problem(string, string, int?, string, string) ☑,
ControllerBase.ValidationProblem(ValidationProblemDetails) ,
ControllerBase.ValidationProblem(ModelStateDictionary) . ControllerBase.ValidationProblem() . ,
ControllerBase. Validation Problem (string, string, int?, string, string, ModelStateDictionary) ,
ControllerBase.Created() do , ControllerBase.Created(string, object) do ,
ControllerBase.Created(Uri, object) , ControllerBase.CreatedAtAction(string, object) ,
ControllerBase.CreatedAtAction(string, object, object) □,
ControllerBase.CreatedAtAction(string, string, object, object) d,
ControllerBase.CreatedAtRoute(string, object) ♂, ControllerBase.CreatedAtRoute(object, object) ♂,
ControllerBase.Accepted(object) □ , ControllerBase.Accepted(Uri) □ ,
ControllerBase.Accepted(string) □ , ControllerBase.Accepted(string, object) □ ,
ControllerBase.Accepted(Uri, object) ≥ , ControllerBase.AcceptedAtAction(string) ≥ ,
ControllerBase.AcceptedAtAction(string, string) ☑,
ControllerBase.AcceptedAtAction(string, object) □,
ControllerBase.AcceptedAtAction(string, string, object) ,
ControllerBase.AcceptedAtAction(string, object, object) □,
ControllerBase.AcceptedAtAction(string, string, object, object) □ ,
ControllerBase.AcceptedAtRoute(object) decided , ControllerBase.AcceptedAtRoute(string) decided , ControllerBase.Accepted decided dec
ControllerBase.AcceptedAtRoute(string, object) ≥ ,
ControllerBase.AcceptedAtRoute(object, object) □,
<u>ControllerBase.Challenge(params string[])</u> ≥ ,
ControllerBase.Challenge(AuthenticationProperties) □,
ControllerBase.Challenge(AuthenticationProperties, params string[]) ☑, ControllerBase.Forbid() ☑,
ControllerBase.Forbid(params string[]) d, ControllerBase.Forbid(AuthenticationProperties) d,
ControllerBase.Forbid(AuthenticationProperties, params string[]) ☑,
ControllerBase.SignIn(ClaimsPrincipal) ☑, ControllerBase.SignIn(ClaimsPrincipal, string) ☑,
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties) ,
```

```
<u>ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties, string)</u> ✓,
ControllerBase.SignOut() ☑, ControllerBase.SignOut(AuthenticationProperties) ☑,
ControllerBase.SignOut(params string[]) □,
ControllerBase.TryUpdateModelAsync<TModel>(TModel) ≥ ,
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string) ,
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider) ,
<u>ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, params</u>
Expression < Func < TModel, object >> []) & ,
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, Func<ModelMetadata, bool>) d ,
<u>ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, params</u>
<u>Expression<Func<TModel, object>>[])</u> ♂,
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider,
Func<ModelMetadata, bool>)♂,
ControllerBase.TryUpdateModelAsync(object, Type, string) □,
ControllerBase.TryUpdateModelAsync(object, Type, string, IValueProvider, Func<ModelMetadata,
bool>)♂,
ControllerBase.HttpContext day, ControllerBase.Request day, ControllerBase.Response day,
ControllerBase.RouteData ☑, ControllerBase.ModelState ☑, ControllerBase.ControllerContext ☑,
ControllerBase.ObjectValidator dark , ControllerBase.ProblemDetailsFactory dark , ControllerBase.User dark , ControllerBase.User
ControllerBase.Empty degree , object.Equals(object) degree , object.Equals(object, object) degree , object.Equals(object) degree , obj
object.GetHashCode() □ , object.GetType() □ , object.MemberwiseClone() □ ,
object.ReferenceEquals(object, object) ♂, object.ToString() ♂
```

# Constructors

# ItemsController(MyDbContext)

public ItemsController(MyDbContext context)

### **Parameters**

context MyDbContext

## Methods

# Delete(int)

```
Deletes an item by ID.
```

```
[HttpDelete("{id}")]
public Task<IActionResult> Delete(int id)
```

### **Parameters**

```
id int♂
```

The ID of the item to delete.

## Returns

<u>Task</u>♂ < <u>IActionResult</u>♂ >

An IActionResult.

## Get()

Gets all items.

```
[HttpGet]
public Task<IEnumerable<Item>> Get()
```

### Returns

<u>Task</u> ♂ < <u>IEnumerable</u> ♂ < <u>Item</u> > >

A list of items.

# Get(int)

Gets an item by ID.

```
[HttpGet("{id}")]
public Task<ActionResult<Item>> Get(int id)
```

### **Parameters**

```
id <u>int</u>♂
```

The ID of the item.

### Returns

```
<u>Task</u>♂ <<u>ActionResult</u>♂ <<u>Item</u>>>
```

The item with the specified ID.

# Post(Item)

Creates a new item.

```
[HttpPost]
public Task<ActionResult<Item>> Post(Item item)
```

## Parameters

item <u>ltem</u>

The item to create.

### Returns

<u>Task</u> ♂ < <u>ActionResult</u> ♂ < <u>Item</u> > >

The created item.

# Put(int, Item)

Updates an item.

```
[HttpPut("{id}")]
public Task<IActionResult> Put(int id, Item item)
```

## **Parameters**

## $\text{id } \underline{int} \square$

The ID of the item to update.

## item <u>ltem</u>

The updated item.

# Returns

<u>Task</u> ♂ < <u>IActionResult</u> ♂ >

An IActionResult.

# Namespace MyApi.Data Classes

**MyDbContext** 

# Class MyDbContext

```
Namespace: MyApi.Data
Assembly: MyApi.dll
```

```
public class MyDbContext : DbContext, IInfrastructure<IServiceProvider>,
IDbContextDependencies, IDbSetCache, IDbContextPoolable, IResettableService,
IDisposable, IAsyncDisposable
```

#### Inheritance

<u>object</u> ♂ ← <u>DbContext</u> ♂ ← MyDbContext

#### **Implements**

<u>IInfrastructure</u> < <u>IServiceProvider</u> ♂ >, <u>IDbContextDependencies</u> ♂, <u>IDbSetCache</u> ♂, <u>IDbContextPoolable</u> ♂, <u>IResettableService</u> ♂, <u>IDisposable</u> ♂, <u>IAsyncDisposable</u> ♂

#### **Inherited Members**

<u>DbContext.Set<TEntity>()</u> □, <u>DbContext.Set<TEntity>(string)</u> □,

<u>DbContext.OnConfiguring(DbContextOptionsBuilder)</u> ,

<u>DbContext.ConfigureConventions(ModelConfigurationBuilder)</u> □ ,

<u>DbContext.OnModelCreating(ModelBuilder)</u> do , <u>DbContext.SaveChanges()</u> do ,

<u>DbContext.SaveChanges(bool)</u> d , <u>DbContext.SaveChangesAsync(CancellationToken)</u> d ,

<u>DbContext.SaveChangesAsync(bool, CancellationToken)</u> do , <u>DbContext.Dispose()</u> do ,

DbContext.DisposeAsync() ♂, DbContext.Entry < TEntity > (TEntity) ♂, DbContext.Entry(object) ♂,

<u>DbContext.Remove<TEntity>(TEntity)</u> □, <u>DbContext.Add(object)</u> □,

<u>DbContext.AddAsync(object, CancellationToken)</u> , <u>DbContext.Attach(object)</u> , ,

DbContext.Update(object) ☑ , DbContext.Remove(object) ☑ ,

<u>DbContext.AddRange(params object[])</u> do , <u>DbContext.AddRangeAsync(params object[])</u> do ,

<u>DbContext.AttachRange(params object[])</u> ✓, <u>DbContext.UpdateRange(params object[])</u> ✓,

<u>DbContext.RemoveRange(params object[])</u> ♂, <u>DbContext.AddRange(IEnumerable < object > )</u> ♂,

 $\underline{\mathsf{DbContext}.\mathsf{AttachRange}(\mathsf{IEnumerable} {<} \mathsf{object} {>})} {!} \square \ ,$ 

<u>DbContext.UpdateRange(IEnumerable < object > )</u> □ ,

<u>DbContext.RemoveRange(IEnumerable < object > )</u> do , <u>DbContext.Find(Type, params object[])</u> do ,

<u>DbContext.FindAsync(Type, params object[])</u> d ,

<u>DbContext.FindAsync(Type, object[], CancellationToken)</u> do ,

```
DbContext.Find<a href="Tentity">(params object[])</a>, DbContext.FindAsync<a href="Tentity">(params object[])</a>, DbContext.FindAsync<a href="Tentity">(DbContext.FindAsync<a href="Tentity">(Tentity<a href="Tentity">(Object[])</a>, CancellationToken)</a>, 
DbContext.FromExpression<a href="Tentity">(Expression<a href="Func<a href="Func<a href="Tentity">(Dueryable<a href="Tentity">(Tentity<a href="Tentity">(Decontext.FromExpression<a href="Tentity">(Tentity<a href="Tentity">(Object]<a href="Tentity">(Object]<a href="Tentity">(Decontext.FromExpression<a href="Tentity">(Tentity)<a href="Tentity">(Object.Tentity<a href="Tentity">(Object]<a href="Tentity">(Decontext.FromExpression<a href="Tentity">(Tentity)<a href="Tentity">(Decontext.FromExpression<a href="Tentity">(Tentity)<a href="Tentity">(Object.Tentity)<a href="Tentity">(Object.Tentity)<a href="Tentity">(Object.Tentity)<a href="Tentity">(Object.Tentity)<a href="Tentity">(Object.Tentity)<a href="Tentity">(Decontext.FindAsync<a href="Tentity">(Tentity)<a href="Tentity">(Decontext.FindAsync<a href="Tentity">(Tentity)<a href="Tentity">(Decontext.FindAsync<a href="Tentity">(Decontext.FindAsync<a href="Tentity">(Decontext.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Context.Conte
```

## Constructors

## MyDbContext(DbContextOptions < MyDbContext > )

```
public MyDbContext(DbContextOptions<MyDbContext> options)
```

### **Parameters**

options <u>DbContextOptions</u> ♂ < <u>MyDbContext</u> >

# **Properties**

## **Items**

```
public DbSet<Item> Items { get; set; }
```

Property Value

DbSet d < Item>

# Namespace MyApi.Helpers Classes

**Utilities** 

Summary description for Utilities

# Class Utilities

Namespace: MyApi.Helpers

Assembly: MyApi.dll

Summary description for Utilities

public class Utilities

#### **Inheritance**

<u>object</u> d ← Utilities

#### **Inherited Members**

## Constructors

Utilities(IHttpContextAccessor)

public Utilities(IHttpContextAccessor httpContextAccessor)

## **Parameters**

 $\texttt{httpContextAccessor} \ \underline{\textbf{IHttpContextAccessor}} \square$ 

## Methods

# ConvertUTF8toBIG5(string)

public static string ConvertUTF8toBIG5(string strInput)

## **Parameters**

strInput <u>string</u>♂

#### Returns

<u>string</u> □

# GetClientIpAddress()

取得用戶端 IP

public string GetClientIpAddress()

Returns

# GetDayHtmlSelect(string)

bmk日期格式轉換(20081008-->2008年10月8日)

public static string GetDayHtmlSelect(string inputstring)

**Parameters** 

inputstring <u>string</u> □

Returns

<u>string</u> □

# GetTimeHtmlSelect(string)

bmk時間格式轉換(1230-->12點30分)

public static string GetTimeHtmlSelect(string inputstring)

**Parameters** 

```
inputstring <u>string</u>♂
Returns
IsValidEmail(string)
 public static bool IsValidEmail(string strIn)
Parameters
strIn <u>string</u>♂
Returns
bool₫
TimeConvertString(int)
 public static string TimeConvertString(int time)
Parameters
time <u>int</u>♂
Returns
<u>string</u> □
TimeFormat(string)
bmk將時間字串-->數字型態(830-->0830)
 public static string TimeFormat(string time)
```

# **Parameters** time <u>string</u>♂ Returns <u>string</u> □ TransNumToChinese(int) 將數字週數轉中文 public static string TransNumToChinese(int num) **Parameters** num <u>int</u>♂ Returns <u>string</u> □ TransNumWeekToString(int) 將數字週數轉中文 public static string TransNumWeekToString(int week) **Parameters**

week <u>int</u>♂

Returns

# TransString2Date(string)

```
public static string TransString2Date(string inputstring)
```

**Parameters** 

inputstring <u>string</u>♂

Returns

<u>string</u> □

# TransString2Date\_all(string)

bmk日期格式轉換(20170118-->2017/01/18)

```
public static string TransString2Date_all(string inputstring)
```

**Parameters** 

inputstring <u>string</u> ☐

Returns

<u>string</u> □

# TransTimeString2Double(string)

bmk將時間字串-->數字型態(0830-->8.5)

public static double TransTimeString2Double(string timestring)

Parameters

timestring <u>string</u>♂

Returns

<u>double</u> ♂

# Namespace MyApi.Models Classes

<u>Item</u>

# Class Item

Namespace: MyApi.Models

Assembly: MyApi.dll

```
public class Item
```

#### Inheritance

<u>object</u> d ← Item

#### **Inherited Members**

<u>object.Equals(object)</u> <u>object.Equals(object, object)</u> <u>object.GetHashCode()</u> <u>object.GetType()</u> <u>object.MemberwiseClone()</u> <u>object.ReferenceEquals(object, object)</u> <u>object.ReferenceEquals(object, ob</u>

# **Properties**

Id

```
public int Id { get; set; }
```

Property Value

<u>int</u>♂

## Name

```
public string? Name { get; set; }
```

Property Value

## Methods

## CreateSampleItems()

Creates a list of sample items.

```
public static List<Item> CreateSampleItems()
```

### Returns

```
<u>List</u> d < <u>Item</u> >
```

A list of sample items.

# IsValid()

Checks if the item is valid based on certain criteria.

```
public bool IsValid()
```

### Returns

### <u>bool</u> ♂

True if the item is valid; otherwise, false.

# ToString()

Returns a formatted string representation of the item.

```
public override string ToString()
```

### Returns

## 

A string representing the item.

# UpdateName(string)

Updates the name of the item.

```
public void UpdateName(string newName)
```

## Parameters

 $newName \ \underline{string} \, \underline{\square}$ 

The new name for the item.