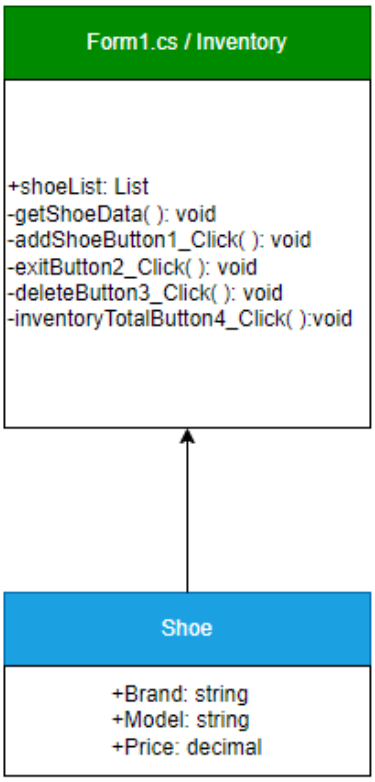
UML Diagram


Form1.cs / Inventory
+shoeList: List
-getShoeData( ): void
-addShoeButton1_Click( ): void
-exitButton2_Click( ): void
-deleteButton3_Click( ): void
-inventoryTotalButton4_Click( ):void
Shoe
+Brand: string
+Model: string
+Price: decimal