Item

//Attributes

```
+ class Item{
-String ItemName;
-String ItemId;
-String ItemDescription;
-String ItemCategory;
-String SupplierName;
-String SupplierContact;
-int AvailableQty;
}
```

//Default constructors

```
+ Item(){
this.ItemName = null;
this.ItemId = null;
this.ItemDescription = null;
this.ItemCategory = null;
this.SupplierName = null;
this.SupplierContact = null;
this.AvailableQty = 0;
}
```

//Overloaded Constructors

```
+ Item(String ItemName, String ItemId, String ItemDescription, String ItemCategory, String
SupplierName, String SupplierContact, int AvailableQty){

this.ItemName = ItemName;
this.ItemId = ItemId;
this.ItemDescription = ItemDescription;
this.ItemCategory = ItemCategory;
this.SupplierName = SupplierNamel;
this.SupplierContact = SupplierContact;
this.AvailableQty = AvailableQty;
}
```

//Getters

```
+String getItemId() {
  return ItemId;
}
+String getItemName() {
  return ItemName;
}
+String getItemDescription() {
return ItemDescription;
}
```

```
+String getItemCategory() {
return ItemCategory;
}
+String getSupplierName() {
return SupplierName;
}
+String getSupplierContact() {
return SupplierContact;
 }
+double getItemPrice() {
return ItemPrice;
}
+int getAvailableQty() {
return AvailableQty;
}
```

//Setters

```
+ void setItemId(String ItemId) {
        this.ItemId = ItemId;
}
+ void setItemName(String ItemName) {
        this.ItemName = ItemName;
}
+ void setItemDescription(String ItemDescription) {
        this.ItemDescription = ItemDescription;
}
+ void setItemCategory(String ItemCategory) {
        this.ItemCategory = ItemCategory;
}
+ void setSupplierContact(String SupplierContact) {
        this.SupplierContact = SupplierContact;
}
+ void setSupplierName(String SupplierName) {
        this.SupplierName = SupplierName;
}
+ void setItemPrice(double ItemPrice) {
        this.ItemPrice = ItemPrice;
}
+ void setAvailableQty(int AvailableQty) {
        this.AvailableQty = AvailableQty;
}
```

// Generic/Other methods

```
//compare two Item objects for equality


+ boolean equal(Item X) {
```

```
      return(this.ItemId.equalsIgnoreCase(X.ItemId)){
}
//getters & setters for counter to count number of items.
+ static Counter()
```