Item

- stockNum; integer
- description[]; char
- count; integer
- next; integer
- <<constructor>> Item();
- <<constructor>> Item(int, string, int, int);
- + getStockNum(); int + getDescription(); string + getCount(); int
- + displayItem(); void
- setStockNum(int):void
- setDescription(string):void
- setCount(int):voidsetNext(int): void

fileHandler

- <<constructor>> fileHandler(); + outputLine(ostream &output, const Item &); void + updateHeader(int lines, fstream& myFile); void
- + printRecords(fstream& myFile); void

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- + openFile; ofstream
- + myFile; fstream
- + infile; fstream
- + stockNum; int
- + description; string
- + qty; int
- + nextitem; string
- + record; Item
- + main(int, char*); int

