Jason Hatfield
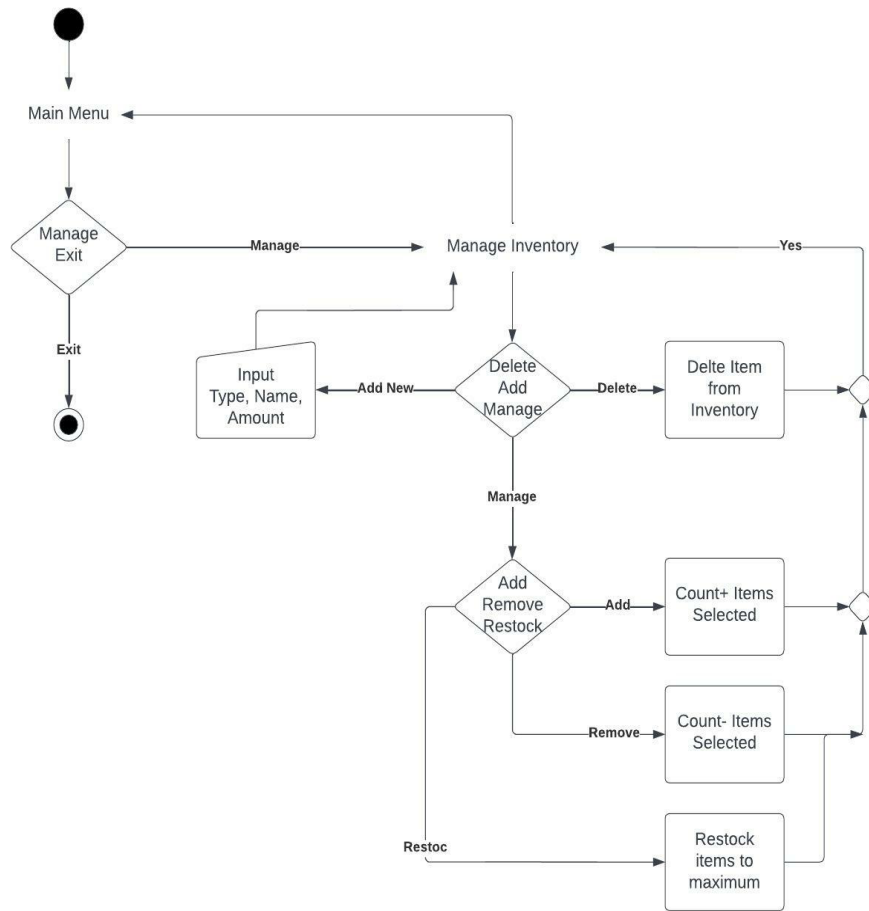
CST-150: Programming in C# I

Milestone 4

September 4, 2022

Prof. Mark Smithers

Jason Hatfield
This is my original work

Main Menu

Manage
Exit

**Manage** → Manage Inventory

Exit

Input
Type, Name,
Amount

← **Add New**

Delete
Add
Manage

**Delete** → Delte Item
from
Inventory

**Yes**

**Manage**

Add
Remove
Restock

**Add** → Count+ Items
Selected

**Remove** → Count- Items
Selected

**Restoc** ← Restock
items to
maximum

Jason Hatfield
This is my original work

**Inventory**

+ List<Item> Items
+ Inventory()

**Driver**

- inventory: Inventory

+ InventoryProject()
+ SetupData(): void
+ ItemNameFocus(): void
+ ClearTextBox(): void
+ DeleteItem(): void
+ SearchName(): void
+ SearchType(): void
+ AddNewItem(): void
+ IncreaseStock(): void
+ DecreaseStock(): void

**Item**

- Name: string
- ItemType: string
- Quantity: int
- MaximumQuantity: int
- Show: bool
- Delete: bool

+ Name()
+ Type()
+ Quantity()
+ MaxQuantity
+ Show()
+ Delete()
+ DisplayItems(): string
+ DisplayOnHandStock(): string
+ DisplayMaximumStock(): String

Main Menu

**Manage Inventory**   **Exit**



# Inventory

## Inventory Items

- Carrots | Frozen
- Corn | Canned
- Pickles | Jar
- Ice Cream | Frozen
- Macaroni N Cheese | Boxed

**Remove Selected**

### Item Name

Carrots    Search

### Item Type

Frozen    Search

#### Manage Stock

**Stock**

5    On Hand

25    Full Stock Count

**Add/Remove Stock**

Up    Down

Restock

**Add New Item**