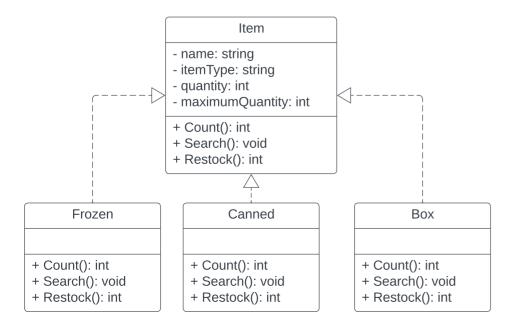


Jason Hatfield This is my original work



## AddInventoryItem

- name: List<Item>
- itemType: string
- quantity: int
- maximumQuantity: int
- + AddName(): string
- + AddItemType(): string
- + AddItemQuantity: int
- + AddMaximumQuantity: int

Remove Inventory Item

+ RemoveItem(): void