# Laboratory 10 Designs

**SaleRecord**

- itemNumber : String

- quantityOnHand : int

+ GetItemNumber(void) : String {itemNumber}

Gives back the item number attribute.

+ GetQuantityOnHand(void) : int {quantityOnHand}

Gives back the quantity on hand attribute.

+ LoadSalesData(saleFileSC : Scanner) : void

Reads the item number and quantity on hand attributes from a given Scanner.

**InventoryRecord**

- itemNumber : String

- itemDescription : String

- itemCost : double

- itemPrice : double

- reorderLevel : double

- reorderPoint : int

+ LoadInventoryData(inventoryFileSC : Scanner) : void

Loads all attributes from a given scanner.

+ ComputeAmountToReorder(aSale : SaleRecord) : int {amountToReorder}

Computes the number of items to be ordered using the inventory attributes and a given sales record.

+ ComputeReorderCost(aSale : SaleRecord) : double {reorderCost}

Computes the reorder cost based upon the number of items to be ordered using the inventory attributes and a given sales record.

+ GetItemNumber(void) : String {itemNumber}

Gives back the item number attribute.

+ GetItemDescription(void) : String {itemDescription}

Gives back the item description attribute.

+ GetItemCost(void) : double {itemCost}

Gives back the item cost attribute.

+ GetItemPrice(void) : double {itemPrice}

Gives back the itemPrice attribute.

+ GetReorderLevel(void) : double {reorderlevel}

Gives back the reorder level attribute.

+ GetReorderPoint(void) : int {reorderPoint}

Gives back the reorder point attribute.

**ProduceReorderingSummaries**

None.

+ main(args : String [ ]) : void

Displays the reorder report heading and processes each item.

+ ProcessEachItem(void) : void

Repeatedly loads inventory data, loads sale data, computes amount to reorder, computes reorder cost, displays item to reorder, and logs the reorder purchase.

+ DisplayItemToReorder(anItem : InventoryRecord, aSale : SaleRecord) :

When amount to reorder is greater than 0, displaying item name, item description and amount to reorder.

+ LogReorderPurchase(anItem : InventoryRecord, aSale : SaleRecord) : void

When amount to reorder is greater than 0, store the item name, amount to reorder, and reorder cost to the orders file.