## Jordan Wood

# CST – 150 Milestone 2 UML Design

## 06.12.22

# Class: Inventory

+ string: inventoryItem

+ addItem(): void

+ deleteItem(): void

+ modifyItem(): void

+ search(): void

# Class: Item

+ name: string + price: double

+ quantity: int

setItemName(): void

getItemName(): string

setItemPrice(): void

getItemPrice(): double

setItemQuantity(): void

getItemQuantity(): int