Jordan Wood
CST – 150
Milestone 3 Program Screenshots
06.30.22
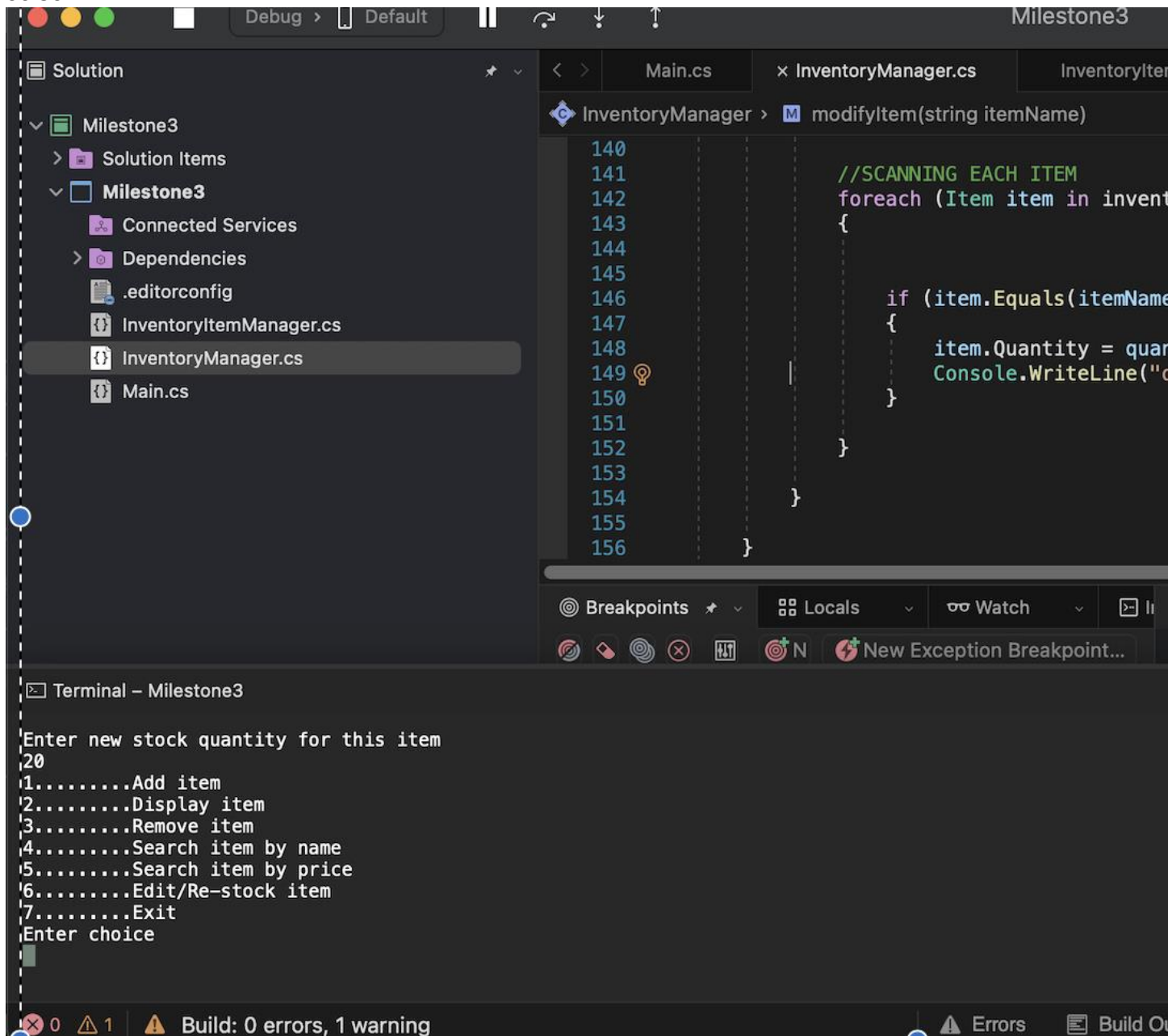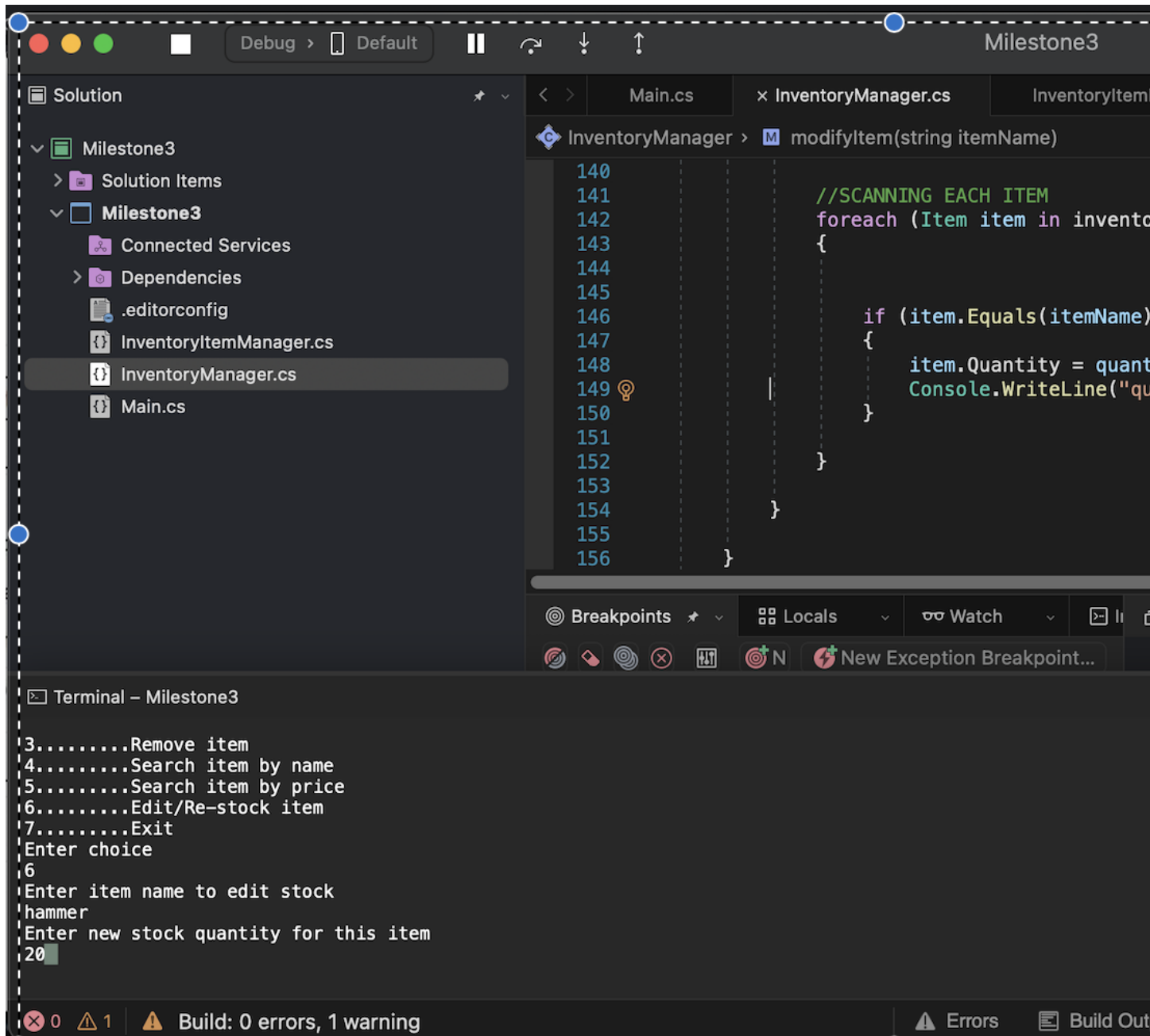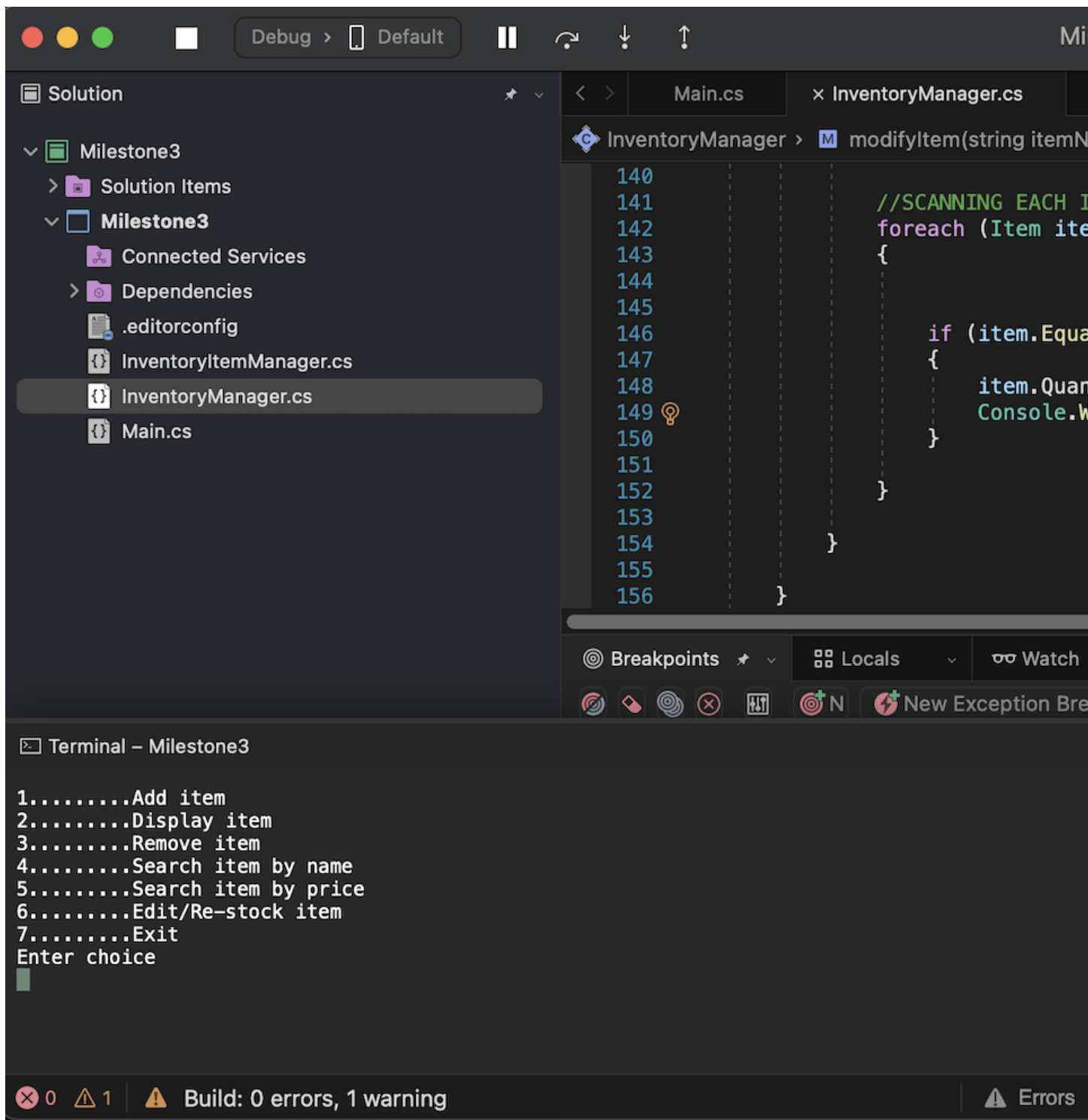
Debug › **Default**   ⏸ ↻ ↓ ↑   Milestone3

Solution   📌 ⌄   ‹ › │ Main.cs │ × InventoryManager.cs │ InventoryItem

⌄ ▣ Milestone3   ◆ InventoryManager › Ⓜ modifyItem(string itemName)
  › 📁 Solution Items
  ⌄ ☐ **Milestone3**   140
    🔗 Connected Services   141   //SCANNING EACH ITEM
    › 🔷 Dependencies   142   foreach (Item item in invento
    📄 .editorconfig   143   {
    {} InventoryItemManager.cs   144
    {} InventoryManager.cs   145
    {} Main.cs   146   if (item.Equals(itemName)
                                     147   {
                                     148   item.Quantity = quant
                                  💡 149   │
                                     150   Console.WriteLine("qu
                                     151   }
                                     152
                                     153   }
                                     154   }
                                     155
                                     156 }

                                  ◎ Breakpoints 📌 ⌄ │ 🔲 Locals ⌄ │ ∞ Watch ⌄ │ ▣ I

                                  ◎ ◈ ◎ ⊗ 🎚 ◎⁺N ⚡New Exception Breakpoint...

▣ Terminal – Milestone3

3.........Remove item
4.........Search item by name
5.........Search item by price
6.........Edit/Re-stock item
7.........Exit
Enter choice
6
Enter item name to edit stock
hammer
Enter new stock quantity for this item
20

⊗ 0 ⚠ 1 │ ⚠ Build: 0 errors, 1 warning   ⚠ Errors   📋 Build Out

Debug > Default

Main.cs   × InventoryManager.cs

InventoryManager > modifyItem(string itemN

```
140
141                    //SCANNING EACH I
142                    foreach (Item ite
143                    {
144
145
146                        if (item.Equa
147                        {
148                            item.Quan
149                            Console.W
150                        }
151
152                    }
153
154                }
155
156            }
```

Breakpoints   Locals   Watch

N   New Exception Bre

Terminal – Milestone3

```
1.........Add item
2.........Display item
3.........Remove item
4.........Search item by name
5.........Search item by price
6.........Edit/Re-stock item
7.........Exit
Enter choice
```

0   1   Build: 0 errors, 1 warning   Errors

Solution

- Milestone3
  - Solution Items
  - **Milestone3**
    - Connected Services
    - Dependencies
    - .editorconfig
    - InventoryItemManager.cs
    - InventoryManager.cs
    - Main.cs

Main.cs   × InventoryManager.cs   InventoryItemManager.cs

InventoryManager › ⬛ modifyItem(string itemName)

```
140
141                    //SCANNING EACH ITEM
142                    foreach (Item item in inventoryList)
143                    {
144
145
146                        if (item.Equals(itemName))//IF ITE
147                        {
148                            item.Quantity = quantity;//CHA
149                            Console.WriteLine("quantity up
150                        }
151
152                    }
153
154                }
155
156            }
```

⊙ Breakpoints ⭐ ⌄   ▦ Locals ⌄   👓 Watch ⌄   ▶ I   ⊡ Call Stack

⊘ ◈ ⊚ ⊗   ▥   ⊙N   ⚡New Exception Breakpoint...   Name

▣ Terminal – Milestone3

```
      name       price  quantity

1.........Add item
2.........Display item
3.........Remove item
4.........Search item by name
5.........Search item by price
6.........Edit/Re-stock item
7.........Exit
Enter choice
```

❌ 0 ⚠ 1   ⚠ Build: 0 errors, 1 warning   ⚠ Errors   ▤ Build Output   ▤ P