CST-150 Milestone 3

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10/31/21

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+<<create>> InventoryManager()

+AddItem(item: InventoryItem)

+RemoveItem(item: InventoryItem)

+RestockItem(item: InventoryItem, amount: integer)

+Display() : List<string>

+Search(searchTerm: string, out indecesFound: List<int>, out itemsFound: List<InventoryItem>) : bool

+<<property>> Items: List<InventoryItem>

InventoryManager

InventoryItem

+<<property>> ItemName: string

+<<property>> Stock: integer

+<<property>> Price: double

+<<property>> HasBeenRemoved: Boolean

+<<property>> TotalStock: integer

+<<property>> TotalItems: integer

+<<create>> InventoryItem(ItemName: string, stock: integer, price: double)

+Remove()

+AddStock(amount: integer)

+SubtractStock(amount: integer)

Software Ideas. (n.d.). C# *Class, Interface, Enum and Other Concepts in UML.* https://www.softwareideas.net/csharp-uml-class#:~:text=Static%20fields%20%28C%23%20static%29%20are%20expressed%20using%20a,be%20modeled%20as%20UML%20attributes%20with%20property%20stereotype.

References:

This is my own work.

10/31/2021