

item.searchID()
item.insert()
isEquipt()

playerInventory shopInventory isStorageFull: bool storageLimit: int canItemStack: bool itemStackLimit: int displayItem(int ID) numberItemsStacked: int addItemToPlayer(int ID) armorEquipt: object removeItemFromShop(int ID) weaponEquipt: object removePlayerGold() itemStorageLocation: intArray buyPlayerItem() inputArmorEquipt() removeArmorEquipt() inputWeaponEquipt() removeWeaponEquipt() changeItemsStackedNumber() deleteItem()