## **DynamicArray** -m array: Potion \* -m elements: int -m\_total\_potion\_cost: int -Find(in target: const Potion&): int +DynamicArray() +DynamicArray(in copy: const DynamicArray &) +~DynamicArray() +operator = (in rhs: const DynamicArray &): DynamicArray & +operator << (in out: ostream&, rhs: const DynamicArray &): ostream & +GetElements(): int +Insert(in to\_add: const Potion&): void +Delete(in to delete: const Potion&): void +DisplayArray(): void +CalculateTotalWorth(): void Λ **Potion** -m\_name: String -m description: String -m potency: String -m\_cost: String +Potion() +Potion(in name: String, description: String, potency: String, Cost: String) +~Potion() +Potion(in copy: const Potion &) +operator = (in rhs: const Potion&): Potion& +SetName(in name: String): void +SetDescription(in description: String): void +SetPotency(in potency: String): void +SetCost(in Cost: String): void +GetName(): String +GetDescription(): String +GetPotency(): String +GetCost(): String +Display(): void +FixCost(): void

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String
-m str: char *
+String()
+String(in single char: char)
+String(in str: const char *)
+~String()
+String(in copy: const String&)
+operator = (in rhs: const String&)
+operator <= (in rhs: const String&)
+operator >= (in rhs: const String&)
+operator ++(): String&
+operator ++(in: int): const String
+operator << (in out: ostream&, in rhs: const String&): ostream&
+operator == (in string2: const String&): bool
+operator != (in string2: const String&): bool
+GetString(): Char *
+Display(): void
+ToUpper(): void
+ToLower(): void
+StringLengthManual(): int
+StringLengthDefined(): int
+StringReverseManual(): void
+StringReverseDefined(): void
```