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| StoreFrontApplication |

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| - inventoryManager: InventoryManager

| - shoppingCart: ShoppingCart

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| + StoreFrontApplication()

| + displayInventory(): void

| + purchaseProduct(index: int): void

| + cancelPurchase(index: int): void

| + displayShoppingCart(): void

| + emptyShoppingCart(): void

| + main(args: String[]): void

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| InventoryManager |

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| - inventory: List<SalableProducts>

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| + InventoryManager()

| - initializeInventory(): void

| + removeProduct(index: int): void

| + addProduct(index: int): void

| + getInventory(): List<SalableProducts>

| + addProduct(product: SalableProducts): void

| + readInventoryFromFile(): void

| + writeInventoryToFile(): void

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| ShoppingCart |

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| - contents: List<SalableProducts>

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| + ShoppingCart()

| + addProduct(product: SalableProducts): void

| + removeProduct(product: SalableProducts): void

| + emptyCart(): void

| + getContents(): List<SalableProducts>

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| SalableProducts |

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| - name: String

| - description: String

| - price: double

| - quantity: int

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| + SalableProducts(name: String, description: String, price: double, quantity: int)

| + getName(): String

| + setName(name: String): void

| + getDescription(): String

| + setDescription(description: String): void

| + getPrice(): double

| + setPrice(price: double): void

| + getQuantity(): int

| + setQuantity(quantity: int): void

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| Weapon |

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| + Weapon(name: String, description: String, price: double, quantity: int, attribute: int)

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| Armor |

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| + Armor(name: String, description: String, price: double, quantity: int, attribute: int)

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| Health |

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| + Health(name: String, description: String, price: double, quantity: int)

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