

Criterion B: Design

Testing:

Test Type	Nature of Test	Example
Be able to add tools/products to the inventory	Make sure the client will be able to add his tools/products to the program	"Add 20 Tri-Flow"
Be able to remove tools/products to the inventory	Make sure the client will be able to remove tools/products he used or leant	"Remove 1 Flat Screwdriver"
Print the inventory	Display all items the client has in his inventory	"Display the inventory"

Most complex code explained:

```

public void remover(Tool tool, int n){
    int index = legend(tool);
    String toolName = tool.getName();
    //Type cast it
    for(int i = 0; i<tools[index].size(); i++){
        if(((Tool) (tools[index].get(i))).getName().equals(toolName)){
            ((Tool) (tools[index].get(i))).changer(n);
            System.out.println("You have " + ((Tool) (tools[index].get(i))).getQuantity() + " " + tool.getName() + " left.");
            if(((Tool) (tools[index].get(i))).getQuantity() <= 2){
                System.out.println("You are running out. You should purchase more " + tool.getName());
            }
        }
        break;
    }
}

```

running low
looking through the array for the item
End the loop