



classDiagram

```

class GroceryList {
    - items: List<Item>
    + addItem(item: Item)
    + deleteItem(item: Item)
    + changeQuantity(item: Item, newQuantity: Float)
    + checkOffItem(item: Item)
    + clearCheckOffMarks()
}
  
```

```

class Item {
    - name: String
    - quantity: Float
  }
  
```

```
- type: ItemType
- checked: Boolean
}
```

```
class ItemType {
    - name: String
}
```

```
class Database {
    - items: List<Item>
    - itemTypes: List<ItemType>
    + searchItemByName(name: String): List<Item>
    + addItem(item: Item)
    + addItemType(itemType: ItemType)
}
```

```
class ListManager {
    + createList(name: String)
    + renameList(list: GroceryList, newName: String)
    + selectList(list: GroceryList)
    + deleteList(list: GroceryList)
}
```

```
GroceryList <|-- Item
Item "1" *-- "1" ItemType
Database "1" o-- "0..*" Item
Database "1" o-- "0..*" ItemType
```