1. ItemDefinition- This is the data definition class where I make all my set methods and get methods and constructors and such.

ItemImplementation- This is the implementation class that will have my menu and main methods used for completing the program.

ItemWarranty- This is my warranty class which extends the itemDefinition class in order for the warranty to be calculated.

1. Graphical user interface, application, table

   Description automatically generated A picture containing table

   Description automatically generated

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| --- | --- | --- | --- | --- |
| Method | Purpose | Inputs | Returns |  |
| inputItem() | Allows you to add into the items array | none | Either the G or W objects |  |
| removeItems() | To remove an item from the array | Items array | nothing |  |
| Search() | Searches the array for the item to remove | The array, and the searchItem index | Returns an integer which is the index |  |
| Print() | Prints the subtotal and contents of the items array | Items array | Nothing but prints the contents |  |
| printSavings() | Prints the total amount you saved, and the individual item you saved | Items array | Nothing but prints the savings amounts. |  |