249 int checkValue = 0;  
250 int decrementQuantity;  
251   
252 // Create a variable remaining quantity and initialize it to zero  
253 int remainingQuantity = 0;  
254   
255 for (int d = 0; d < itemArray.length; d++) {  
256 // if statement  
257 String itemString = itemArray[d].getDescription();  
258 if (inputString.equalsIgnoreCase(itemString)) {  
259 checkValue++; // Increase the count  
260 System.out.print("How much of the item do you want to sell? ");  
261 decrementQuantity = objectScanner.nextInt();  
262   
263 // Calculate the remaining quantity of the item left  
264 remainingQuantity = itemArray[d].getQuantity() - decrementQuantity;  
265   
266 }  
267 // Output the final result  
268 System.out.println("The new updated quantity of item " + itemArray[d].getDescription() +   
269 " is " + remainingQuantity);   
270   
271 }  
272   
273 // Check to see if checkValue is 0 (The item does not exist)  
274 if (checkValue == 0) {  
275 System.out.println("Item is not found. Should not cash.");  
276 }  
277

116 //else {  
117 //System.out.println("No item needs to be ordered!");  
118 //}

} catch (NullPointerException e) {  
115 System.out.println("Item " + (k+1) + " is null!");  
116   
117 }

System.out.println("There are no items currently in the item inventory");  
208 // Use for loop to search for most expensive price   
209 for (int k = 1; k < itemArray.length - 1; k++) {  
210 // try-catch statement  
211 try {  
212   
213 // if statement  
214 if (itemArray[k].greaterThan(mostExpensiveObject)) {  
215 // Reassign the most expensive object  
216 mostExpensiveObject = itemArray[k];  
217   
218 }  
219   
220   
221 } catch (NullPointerException e) {  
222 System.out.println("There are no items currently in the item inventory");  
223 }  
224   
225   
226 }

202 // Create an item object with maximumValue as its index   
203 // Item mostExpensiveObject = itemArray[maximumValue];

// If else statement  
254 if (itemArray[countNumber] == null) {  
255 System.out.println("There is no item in the inventory to sell");  
256   
257 } else if (status == false && countNumber < itemArray.length) {  
258 System.out.print("Please enter the name of the item to find: ");  
259 String inputString = objectScanner.next();  
260   
261 // if else statement  
262 if(inputString.equals(itemArray[countNumber].getDescription())) {  
263 // set the boolean values to opposite  
264 status = true;  
265 itemFound = true;  
266 } else {  
267 // Increment the countNumber  
268 countNumber++;  
269 }  
270   
271   
272 // if statement to check if item is found  
273 if (itemFound == true) {  
274   
275   
276 // While loop to make sure decrementQuantity is less than quantity  
277 while (decrementQuantity > itemArray[countNumber].getQuantity()) {  
278 System.out.println("Error. Quantity to sell must be less than amount");  
279 System.out.print("How much of the item do you want to sell? ");  
280 objectScanner.nextInt();  
281 }   
282   
283 // Use sell some method to sell the amount of quantity entered  
284 itemArray[countNumber].sellSome(decrementQuantity);  
285 } else {  
286 // Indicate the item is not found  
287 System.out.println("The item is not found");  
288 }

290 // Check to make sure the number is between 1 and 10  
291 while (itemToRemove < 1 || itemToRemove > 10) {  
292 System.out.print("Error! Invalid number entered! Enter again: ");  
293 itemChoice = objectScanner.nextInt();  
294 }

itemArray[itemChoice - 1] = null;