

KeyedListBadia	
-myCart: ItemBadia []	List of objects from the ItemBadia Class(default length: 20).
-mySize: int	Current number of objects in the list (default: 0).
+KeyedListBadia()	Constructs the default keyed list.
-findIndex(keyValue: String)	Returns the index of the specified string.
+getSize(): int	Returns the current size of the list.
+clear(): void	Resets the list to an empty state.
+addItem(product: ItemBadia): boolean	Returns a boolean value indicating if the item was added to the list or not.
+remove(keyValue: String): boolean	Returns a boolean value indicating if the item was removed from the list or not.
+retrieve(keyValue: String): ItemBadia	Returns the specified item object.
+isEmpty(): boolean	Returns a boolean value indicating if the list is full or not.
+isFull(): boolean	Returns a boolean value indicating if the list is empty or not.
+print(): void	Prints a string representation of all the items in the list.
+getCount(): int	Returns the total quantity of all the items in the list.
+calcTotalPrice(): double	Returns the total price of all the items in the list.

ItemBadia	
-myName: String	Name of the item.
-myPrice: Double	Price of the item.
-myQuant: int	Quantity of the item.
+ItemBadia()	Constructs the default item (default: name = “???”, price = 0.0, quant = 0 .)
+ItemBadia(newName: String, newPrice: Double, newQuant: int)	Constructs the new item.
+getName(): String	Returns the name of the item.
+getPrice(): Double	Returns the price of the item.
+getQuant(): int	Returns the quantity of the item.
+setName(): String	Sets the name of the item.
+setPrice(): Double	Sets the price of the item.
+setQuant(): int	Sets the quantity of the item.
+toString(): String	Returns a string representation of the name, price and quantity of the item.