Item

Item
name
purchasePrice
listPrice
newOrUsed
dayArrived
condition
salePrice
daySold
item_type_id
getStringCondition
setStringCondition
ItemBroke
getName
setName

Instruments

Stringed
electric

Mandolin
count

Guitar
count

Bass
count

Wi...

Harmonica
key
count

Comment

Added count variable to each item subclass
customers) to help with naming each custom

Added methods to help handling different fur
Ex. CheckCustomerItem to help handling cus
wanting to sell an item.

Clerk

break_prob

DoInventory

PlaceAnOrder

CleanTheStore

CheckCustomerItem

OpenStore

CheckRegister

GoToBank

Classes and Attributes

Music (italic)
- band
- album

CD
- count

Flute (italic)
- type
- count

ind (partial, italic)

Vinyl (italic)
- count

Paper Score (italic)
- count

(Yellow class methods, partial)
- getListPrice
- setListPrice
- isNewOrUsed
- setIsNewOrUsed
- setDayArrived
- A BUNCH OF OTHER GET
- A BUNCH OF OTHER SET

Players (italic)

CD
- count

MP3 (italic)
- count

Record Player (italic)
- count

Accessories (italic)

Practice Amps (italic)
- wattage
- count

Cables (italic)
- length
- count

S (partial)
- shirtSi...
- count

S (partial)
- type
- count

Store
- name
- items
- money
- staff_members
- is_store_open
- sold_items
- money_earned
- customers

- PrintSummary
- RunSimulation
- Store (Constructor)
- GenerateDailyCustomers

Staff
- name
- consecutive_work_days
- ype (type)

- ArriveAtStore
- LeaveTheStore
- getConsecutiveWorkDays
- setConsecutiveWorkDays

Customer
- customer_number
- selling_or_buying
- items_to_sell
- items_to_buy
- num_customers

- getCustomerID
- getItemSubClass
- Customer (constructor)

Cash Register
- money

(as well as
...er/item.

...nctionalities.
...stomer

Clothing

Hats
hatSize
count

Shirts
ize

Strings

Bandanas
count