Product

-productName: String
-productPrice: double
-productAmount: int
-isStocked: bool
-productLocation: String
-productID: int
- -
+Product ()
+Product (name: String, price: double, amount: int, location: String, ID: int)
+setProductName (name: String): void
+getProductName (): String
+setProductPrice (cost: double): void
+getProductPrice (): double
+setProductAmount (amount: int): void
+getProductAmount (): int
+setIsStocked (true: bool): void
+getIsStocked (): bool
+setProductLocation (location: String): void
+getProductLocation (): String
+setProductID (id: int): void
+getProductID (): int

Snack

-Size: int
-Brand: String
- -
+Snack ()
+Snack (Snack someSnack)
+Snack (size: int, brand: String, name: String, price: double, amount: int, location: String, ID: int)
+setSize (Size: int): void
+getSize (): int
+setBrand (brand: String): void
+getBrand (): String
+toString (): toString

Drink

-Size: int
-Brand: String
- -
+Drink ()
+Drink (Drink someDrink)
+Drink (size: int, brand: String, name: String, price: double, amount: int, location: String, ID: int)
+setSize (Size: int): void
+getSize (): int
+setBrand (brand: String): void
+getBrand (): String
+toString (): toString

Candy

-isChocolate: bool
- -
+Candy ()
+Candy (Candy someCandy)
+Candy (ischocolate: bool, name: String, price: double, amount: int, location: String, ID: int)
+setIsChocolate (true: bool): void
+getIsChocolate (): bool
+toString (): toString

Chips

-Flavor: String
- -
+Chips ()
+Chips (Chips someChips)
+Chips (flavor: String, name: String, price: double, amount: int, location: String, ID: int)
+setFlavor (Flavor: String): void
+getFlavor (): String
+toString (): toString

Gum

-isSugarfree: bool
- -
+Gum ()
+Gum (Gum someGum)
+Gum (issugarfree: bool, name: String, price: double, amount: int, location: String, ID: int)
+setIsSugarfree (true: bool): void
+getIsSugarfree (): bool
+toString (): toString