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