

Singleton (Inventory)

Singleton (Purchase + Returns)

Inventory

+getInstance(): Inventory + addItem (item: item) +removeItem(item: Item) +getItem(itemId: int): Item +displayInventory(): void

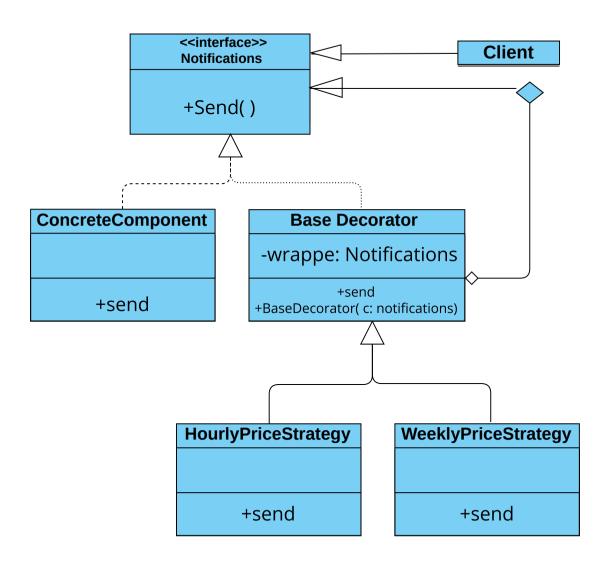
- items: Map<int, item>

PurchaseReturns

+getInstance(): PurchaseReturns +purchase(item: Item): returnItem(item: Item)

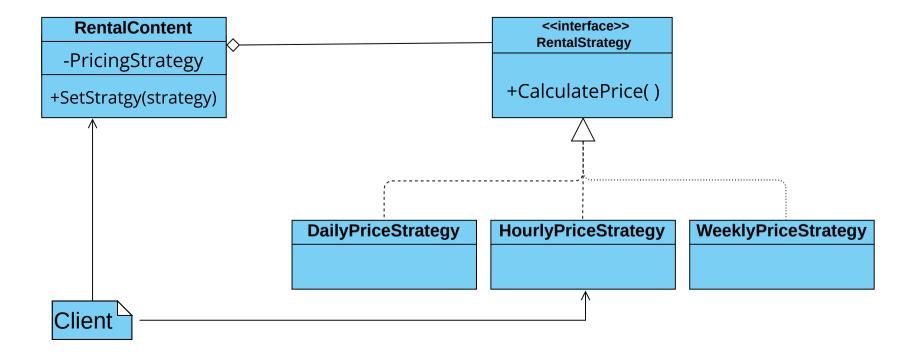


Decorator (Notifications)





Strategy (Rental)





Factory Method (Product Creation)

