

Singleton (Inventory)

Singleton (Purchase + Returns)

InventoryManager

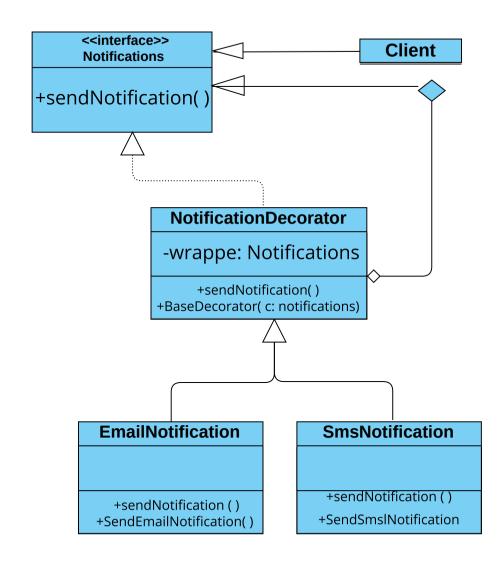
- +getInstance(): Inventory
- + incrementInventory (item: item)
- +decrementInventory(item: Item) +checkInventory(itemId: int): Item
- +displayInventory(): void addProductType()
- items: Map<int, item>

PurchaseManager

+getInstance(): PurchaseReturns +purchaseProduct(item: Item): returnItemProduct(item: Item)

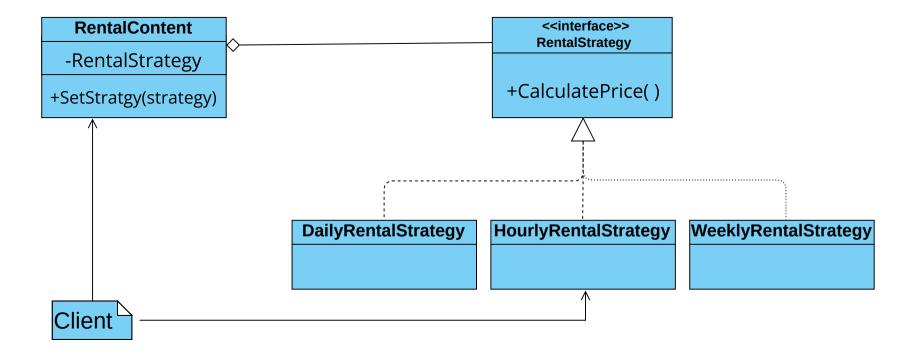


Decorator (Notifications)





Strategy (Rental)





Factory Method (Product Creation)

