

Singleton (Inventory)

Singleton (Purchase + Returns)

InventoryManager

+getInstance(): Inventory + checkInventory(item: item) +displayInventory(item: Item) +DecreaseInventory(): void +increaseInventory(): void

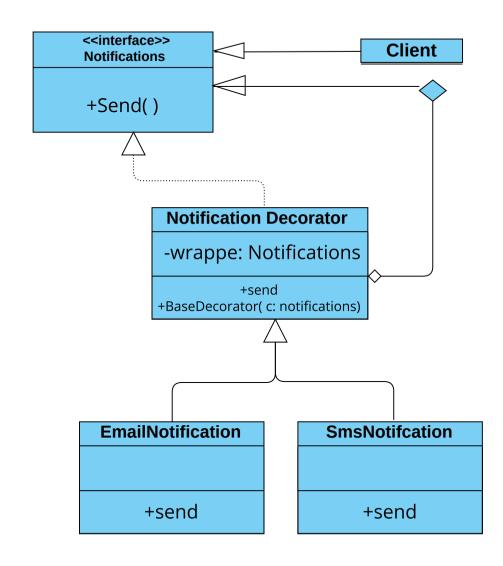
- items: Map<int, item>

PurchaseManager

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

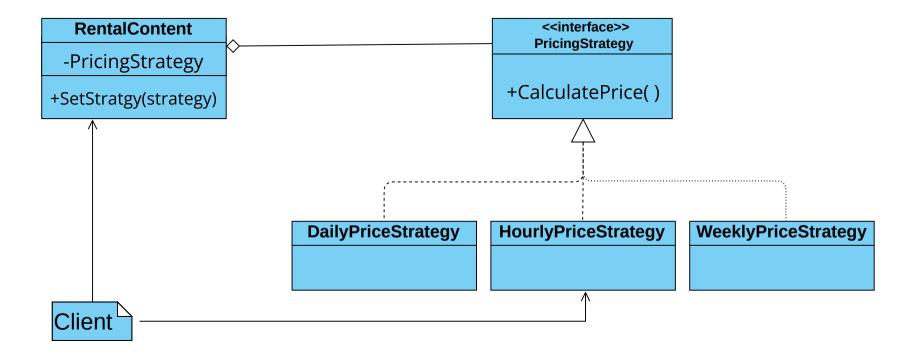


Decorator (Notifications)





Strategy (Rental)





Factory Method (Product Creation)

