Furniture

- materialType : String  
- requiresAssembly : boolean  
- outdoorSuitable : String

<<constructor>> Furniture(materialType : String, requiresAssembly : Boolean, outdoorSuitable : String)

+ getMaterialType() : String

+ getIsRequiresAssembly() : boolean

+ getOutdoorSuitable() : String

+ setMaterialType(materialType : color)

+ setRequiresAssembly(requiresAssembly: boolean)

+ setOutdoorSuitable(outdoorSuitable : String)

+createItem : Furniture

+clone() : StoreItem