**Package**

-IDNumber: int

-value: double

-mass:double

+Package(): void

Constructor creates a unique ID

-SetIDNumber(): void

Sets the id number to a unique

+GetIDNumber(): int

Returns the ID

+SetValue(value:double): void

Sets the value to the parameter

+GetValue(): int

Returns the Value

+SetMass(mass: double):void

Sets the mass to the parameter

+GetMass():double

Sets the mass to the parameter

**Truck**

-inventory : package array

-numItems: int

+AddPackage(packageToAdd: package) : void

Adds a package to the end of the array

+CalcValue() : double

Goes through the whole list and adds up the value of all packages in list

+CalcMass() : double

Goes through the whole list and adds up the mass of all packages in list

+Display() : void

Displays all the packages that have been added to the truck

**Main**

regional : Truck

national : Truck

international : Truck

choice: int

+PackageItem(): void

Creates a new package and adds it to the end of the specified truck

+DisplayMenu(): void

Displays a menu to the user

+PerformUserChoice(): void

Depending on the choice, the appropriate methods will be called

+GetUserChoice(): int

Reads in the choice from the user