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dataBaseC

## Class Ingredient

[java.lang.Object](#)  
[dataBaseC.Ingredient](#)

```
public class Ingredient
extends java.lang.Object
```

Data structure to hold each ingredient's data. Used by Database C to keep track of inventory. Only have one object for each ingredient to keep memory usage low.

### Author:

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### Constructor Summary

#### Constructors

##### Constructor and Description

```
Ingredient(java.lang.String ingredientName, java.lang.Double amountLeft,
java.lang.String unitOfAmount, java.lang.Double threshold)
creates new ingredient
```

### Method Summary

#### All Methods    Instance Methods    Concrete Methods

Modifier and Type	Method and Description
java.lang.Double	<b>checkThreshold</b> () Gets the difference of the amount left in the inventory and the threshold
java.lang.Double	<b>decrementAmountBy</b> (java.lang.Double amount) Decrements this ingredient amount by the amount specified

#### Methods inherited from class java.lang.Object

```
equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait
```

## Constructor Detail

### Ingredient

```
public Ingredient(java.lang.String ingredientName,  
                 java.lang.Double amountLeft,  
                 java.lang.String unitOfAmount,  
                 java.lang.Double threshold)
```

creates new ingredient

**Parameters:**

ingredientName -

amountLeft -

unitOfAmount -

threshold -

## Method Detail

### checkThreshold

```
public java.lang.Double checkThreshold()
```

Gets the difference of the amount left in the inventory and the threshold

**Returns:**

the amount until this ingredient reaches its threshold, null on failure

### decrementAmountBy

```
public java.lang.Double decrementAmountBy(java.lang.Double amount)
```

Decrements this ingredient amount by the amount specified

**Parameters:**

amount - to decrement this ingredient by

**Returns:**

the amount left in the inventory on success, null on failure

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