Shopping List

* Add a new item to the list, something you sometimes buy.
* Remove an item from the list, something you no longer ever buy.
* Move an item to a different slot. You might allow reordering by allowing the user to assign priority/category numbers, and you keep the list sorted by priority/category. Or you keep it sorted alphabetically.
* Check an item to put it on your list the next time you go shopping.
* Uncheck an item to remove it from your list the next time you go shopping.
* Print a list of just the checked items. You can take this to the store.
* Print a list of all items. You can use this to take a manual inventory of what you are out of.
* Save different Lists
* Send an email of your shopping list

Objects

1. Items
2. Category
3. Shops
4. Abstract Lists
   * Items List
   * Category List
   * Shops List
   * Shopping lists
5. Data Container
6. Items

Private

* + Name
  + Category
  + Quantity

Methods

* getName
* getCategory
* getQuantity
* setName
* setCategory
* setQuantity
* toString

1. Category

Private

* + CategoryName
  + Shop

Methods

* getCategoryName
* getShop
* setCategoryName
* setShop
* toString

1. Shop

Private

* + ShopName

Methods

* getShopName
* setShopName
* toString

1. Abstract Lists

Private

* DataContainer

Methods

* setList
* getList
* getItem
* addItem
* removeItem
* sortList
* printList

1. Data Containers

Private

* Collection ItemList;
* Collection CategoryList;
* Collection ShopList;
* Collection ShoppingList;

Methods

* GetMethods
* SetMethods