```
Invoice
- partNumber : string
                                                                        data members (properties, attributes)
- description : string
- quantity: int
- price : float
<<constructor>> Invoice (pn: string, d: string, q: int, pr: float)
+ setPartNumber (pn: string)
+ setDescription (d: string)
+ setQuantity (q:int)
                                                                               member functions
+ setPrice ( pr : float )
                                                                               (behaviors, actions)
+ getPartNumber (): string
+ getDescription(): string
+ getQuantity (): int
+ getPrice(): float
+ getInvoiceAmount(): float
```

## Additional mutator specifications

Quantity must be  $\geq$  0. If the parameter value is negative, set quantity to 0. Price must be  $\geq$  0. If the parameter value is negative, set price to 0.

## **Utility function specifications**

getInvoiceAmount should multiply price \* quantity and return the result.