Item

Item
- name: String - initialPrice: double - currentPrice: double - url: String - change: double - dateAdded: String
+ Item(): Item - calculateDate(): String - calculateChange(): double + updatePrice(): void + setRandomPrice(double): void + getName(): String + getInitialPrice(): double + getPrice(): double + getURL(): String + getChange(): double + getDateAdded(): String

0..*   Contains

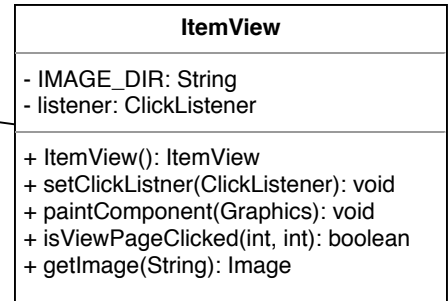| ItemView |
| --- |
| - IMAGE_DIR: String
- listener: ClickListener |
| + ItemView(): ItemView
+ setClickListner(ClickListener): void
+ paintComponent(Graphics): void
+ isViewPageClicked(int, int): boolean
+ getImage(String): Image |

0..*

0..*

Item

Item contains all the operations and variables stored in an item and used to perform calculations on an item.
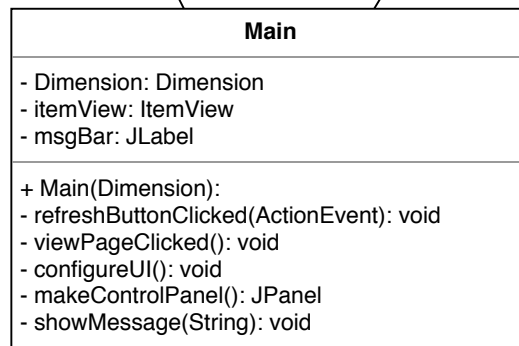
Item is contained within the ItemView which is contained within the main class.

ItemView

ItemView contains all the operations and variables used to declare and initialize the view for the price watcher. It allows the user to see an item using 2D graphics.

ItemView can showcase multiple items to the user. And there can be multiple ItemViews in the main class.

Has   Uses

Main
- Dimension: Dimension - itemView: ItemView - msgBar: JLabel
+ Main(Dimension): - refreshButtonClicked(ActionEvent): void - viewPageClicked(): void - configureUI(): void - makeControlPanel(): JPanel - showMessage(String): void

Main

Main declares and initializes the ItemViews which contain the items. This sets the dimensions for the ItemViews and puts the program together.

The main class is where the program is run.