Furniture

- itemID : String

- itemQuantityAvailable : int

- itemPrice : double

- itemNote : String

+ SetItemID(userItemID) : void

|  |
| --- |
| Sets the input attribute for itemID. |

+ SetItemQuantityAvailable(userItemQuantityAvailable) : void

|  |
| --- |
| Sets the input attribute for itemQuantityAvailable. |

+ SetItemPrice(userItemPrice) : void

|  |
| --- |
| Sets the input attribute for itemPrice. |

+ SetItemNote(userItemNote) : void

|  |
| --- |
| Sets the input attribute for itemNote. |

+ GetItemID(void) : String {itemID}

|  |
| --- |
| Returns the itemID attribute to the application. |

+ GetItemQuantityAvailable(void) : int {itemQuantityAvailable}

|  |
| --- |
| Returns the itemQuantityAvailable attribute to the application. |

+ GetItemPrice(void) : double {itemPrice}

|  |
| --- |
| Returns the itemPrice attribute to the application. |

+ GetItemNote(void) : String {itemNote}

|  |
| --- |
| Returns the itemNote attribute to the application. |