

Pseudocode

Inventory package

Controller package- setting up web application

ProductController class

```
public class ProductController
    getAllProducts() method
```

Model package

Product class

```
public class Product
    Variables (productId (needs to be unique), productName, quantity,
    Price (quantity and price need to be valid numeric inputs))
    constructor
    Getters and setters
    toString()
```

PerishableProduct (extends) Product class

```
public class PerishableProduct
    Variables ( productId, expirationDate)
    constructor
    Getters and setters
    toString() - also include to toString to override parent class
```

repository

ProductRepository

```
public interface ProductRepository
```

ui

Console

```
public class Console
    scanner
    displayMenuOptions() method
    printHeader() method
```

MenuOption

```
Enums for switch statement (ADD, VIEW, SEARCH, UPDATE, DELETE,
EXIT)
constructor
getMessage() method
```

InventoryManagerApplication

```
public class InventoryManagerApplication
    public static void main method
```

InventoryManagerApplicationCLI

```
public class InventoryManagerApplicationCLI
```

```
    public static void main method
```

```
    public void run
```

```
        MenuOption with Switch statement
```

- public void addProduct() method for user to add a product
- public void viewProduct() method for user to view product (display in a structured format)
- public void searchProduct() method for user to search for a product using name or Id (if not found, display message)
- public void updateProduct() method for user to update the price or quantity of an existing product (make sure productId exists before updating)
- public void deleteProduct() method for user to remove a product by Id. (If the Id is not found, display a message). Confirm the user wants to remove the product before removing.