Assignment 2 Design Doc

Reflection:
- This assignment, in nature seemed simple enough, a grocery store list where the user can add items to it, and remove items. Throughout the entirety of the program, I had a lot of issues, from different problems with the user adding items or figuring out how to remove items, my program did not end up coming together until late monday night. I am not sure if I was distracted by the move I am currently going through, or the job change or everything in between but this week was extremely discombobulated and I am, at this point, just happy it compiled and ran the way it needed to. I apologize if anything is a little bit off with the program this week, going forward things should calm down once I have everything finished up in my personal life.

Testing Plan:
- I tested several different outcomes in this program. Everything from making the program exit, asking for me to put in a choice for the menu was done. One of the main things I wanted to do though was make sure it had the costs correct.
- So I would put in ham for example and have the cost of the ham be 2 dollars each, then the quantity would be ranging, 10 to 20 to 5, just to make sure it would have the right pricing. I would go in and add another item then remove the first item. This would go on in cycles of three before I would print and make sure it printed it out correctly.

Design:
- The main importance in this program was the ability to add, print and remove the items, these would be my addItem class, deleteItem, and printList. The items and descriptors of the classes needed to have getters and setters as well. The menu of the program needed to feed the user's choice into the rest of the program to make sure the user knew their choices and thus would get the feedback they were looking for.