























 InputOutput		
	userInput	Scanner
	InputOutput()	
	printInfo(String)	String
	readDouble(String)	double
	readInt(String)	int
	readString(String)	String

 Launcher		
	EOL	String
	facade	Facade
	Launcher()	
	main(String[])	void
	mainMenu()	void































 TransactionsMenu		
	TransactionsMenu()	
	transactionsMenu()	void

















 EmployeeOptions		
	EmployeeOptions()	
	employeeOptions()	void

 ReviewsMenu		
	ReviewsMenu()	
	reviewsMenu()	void

 ItemMenu		
	ItemMenu()	
	itemMenu()	void

Facade	
itemsList	ArrayList<Item>
Facade()	
buyItem(String, int)	double
containsItem(String)	boolean
createEmployee(String, String, double)	String
createEmployee(String, String, double, String)	String
createEmployee(String, String, double, String, String)	String
createEmployee(String, String, double, int)	String
createItem(String, String, double)	String
getBestReviewedItems()	List<String>
getItemComments(String)	List<String>
getItemCommentsPrinted(String)	String
getItemMeanGrade(String)	double
getLeastReviewedItems()	List<String>
getMostReviewedItems()	List<String>
getNetSalary(String)	double
getNumberOfReviews(String)	int
getPrintedItemReview(String, int)	String
getPrintedReviews(String)	String
getProfit(String)	double
getTotalNetSalary()	double
getTotalProfit()	double
getTotalTransactions()	int
getTotalUnitsSold()	int
getUnitsSolds(String)	int
getWorseReviewedItems()	List<String>
mapEachDegree()	Map<String, Integer>
printAllEmployees()	String
printAllItems()	String
printAllReviews()	String
printAllTransactions()	String
printBestReviewedItems()	String
printEmployee(String)	String
printItem(String)	String
printItemTransactions(String)	String
printLeastReviewedItems()	String
printMostProfitableItems()	String
printMostReviewedItems()	String
printSortedEmployees()	String
printWorseReviewedItems()	String
promoteToDirector(String, String, String)	String
promoteToIntern(String, int)	String
promoteToManager(String, String)	String
removeEmployee(String)	String
removeItem(String)	String
retrieveItem(String)	Item
reviewItem(String, String, int)	String
reviewItem(String, int)	String
updateDirectorDept(String, String)	String
updateEmployeeName(String, String)	String
updateGrossSalary(String, double)	String
updateInternGPA(String, int)	String
updateItemName(String, String)	String
updateItemPrice(String, double)	String
updateManagerDegree(String, String)	String

  Item		
 	itemID	String
 	itemName	String
 	unitPrice	double
 	reviewsList	ArrayList<Review>
 	Item(String, String, double)	
 	getItemId()	String
 	getItemName()	String
 	getUnitPrice()	double
 	purchase(int)	double
 	setItemName(String)	void
 	setUnitPrice(double)	void
 	toString()	String
 	truncateDouble(double)	double
 	truncateString(double)	String

  Review		
 	reviewGrade	int
 	reviewComment	String
 	Review(String, int)	
 	getReviewComment()	String
 	getReviewGrade()	int
 	setReviewComment(String)	void
 	setReviewGrade(int)	void