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Questions:

The challenging part was trying to put all of those items on the store front without calling the number being chosen by the user to be outside of the array of items in armor and health. So, I learned that I can just initialize an int variable in the method and increase that int so I can call the right item inside the right array. I want to improve the project by passing through all the items from either the Salable Product class, to both Inventory Manager class and Shopping Cart, or from the Inventory Manager to the Salable Product class. I can help keep all the items in one class, instead of having them all in different classes.