Milestone 3

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CST-150: C# Programming 1

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UML Class Diagram

InventoryManager

- items: List<InventoryItem>

+ add(item: InventoryItem): int

+ remove(item: InventoryItem): bool

+ restock(item: InventoryItem, amount: int): int

+ display(): void

+ search(value: string, type: SearchType): InventoryItem?

enum SearchType

NAME

SIZE

BRAND

MODEL

LENGTH