Milestone 1

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CST-150: C# Programming 1

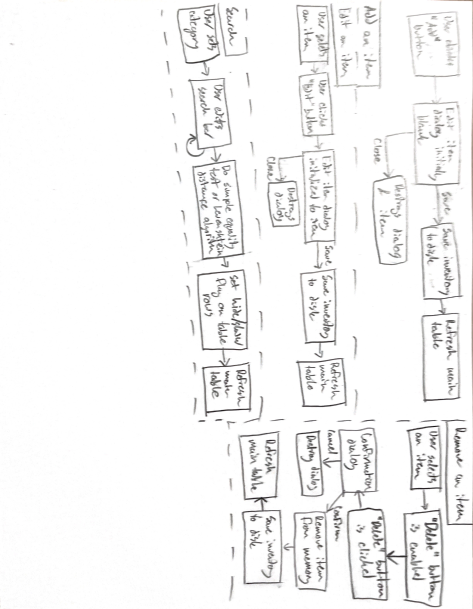
Mark Smithers

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**Inventory Item Properties**

I intend to make this program work as an inventory system for my church’s tech gear (since I manage the multimedia equipment), so some of the fields would be more geared toward that.

* name: string
* size: string (can have standard units, so keep as string; eg: 1/4”, 1/8”)
* type: string (ie: connector type; eg: XLR, jack, coax, VGA, SDI, HDMI)
* length: float
* lengthUnit: string (keep unit separate since lengths would be more common)
* model: string
* brand: string
* inStorage: int (count being held in storage)
* inUse: int (count being used currently for production)
* totalCount: int (there likely isn’t fractional parts of an item, so keep as an integer, and should be inStorage + inUse) (maybe just for display and not on the actual class?)



**Graphical user interface, text

Description automatically generated**