WEEK 3 ASSIGMENT

Project: Inventory Management System

Objective:

Develop a console-based Inventory Management System using OOP, functions, arrays, lists, and CRUD operations in C#

Requirements:

Item Class:

Create an Item class with the following attributes: ID, Name, Price, Quantity.

Include appropriate constructors, properties, and methods.

Inventory Class:

Implement an Inventory class that manages a collection of items.

- Use a list to store instances of the Item class.
- Include methods for:
- Adding a new item.
- Displaying all items.
- Finding an item by ID.
- Updating an item's information.
- Deleting an item.

Evaluation Criteria:

Proper use of OOP principles (classes, objects, encapsulation, inheritance if applicable).

Correct implementation of the Inventory Management System functionalities.

Effective use of functions, arrays, and lists.

Well-organized and readable code with meaningful variable/method names.

Handling of edge cases and input validation.

Note:

Feel free to explore additional features or improvements beyond the specified requirements. The goal is to demonstrate a good understanding of OOP concepts and proficiency in using functions, arrays, lists, and loops in C#. Good luck!

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