## **Milestone Project**

ed miller | December 16, 2019

## InventoryItem

-itemID: long -itemCount: integer -aisleNumber: integer -itemName: String -price: integer

+getItemID: long +setItemID(long): void +getItemCount: int32 +setItemCount(int32): void +getAisleNumber: int32 +setAisleNumber (int32): void +getItemName: String +setItemName(String): void +getPrice():Int32 +setPrice(Int32): void

## InventoryManager

-ArrayList<InventoryItem> Inventory

+InventoryManager()

+addInv(inventoryItem): void +removeInv(int ID): void +getInv(int ID): inventoryItem +restockInv(int ID): void

+searchByID(int ID): inventoryItem[]
+searchByAisle(int Aisle): inventoryItem[]