Item

-	name	String
-	code	String
-	price	double
-	count	int

+ Item(String,int,int,double)	Constructor
+ getName()	String
+ getCode()	String
+ getCount()	int
+ getPrice()	double
+ setPrice(double)	void
+ increment(int)	Item
+ decrement(int)	Item

ItemList

-	last	int
-	size	int
-	list[]	Item

+ ItemList(int)	Constructor
+ getLast()	int
+ getSize()	int
+ getList()	Item[]
+ setItem(Item)	void
+ getItem(Item)	void
+ findItem(String)	int

Main

-	list	ItemList
-	Check{in,out,find,revise}	Enum

+ inputItem(Check)	Item
+ outputItem(Item)	void
+ outputList(ItemList)	void
+ addItem(ItemList)	void
+ issueItem(ItemList)	void
+ checkItem(ItemList)	int
+ changeRate(ItemList)	void
+ main(String[] args)	void