

ITEM		
-	name	string
-	code	int
-	count	int
-	price	double
+	ITEM(string,int,int,double)	Constructor
+	getName()	string
+	getCode()	int
+	getCount()	int
+	getPrice()	double
+	setPrice(double)	void
+	operator+=(int)	ITEM&
+	operator-=	ITEM&
<ul style="list-style-type: none"> <li>• constructor to initialize data members and validate class invariants</li> <li>• getter function for name</li> <li>• getter function for code</li> <li>• getter function for count</li> <li>• getter function for price</li> <li>• setter function for price</li> <li>• operator overload '+' increases item count</li> <li>• operator overload '-' decreases item count</li> </ul>		

ITEMLIST		
-	last	int
-	size	int
-	*list	ITEM
+	ITEMLIST(int)	constructor
+	setItem(ITEM)	void
+	getItem(ITEM)	void
+	findItem(int)	int
<ul style="list-style-type: none"> <li>• last: Private member to hold number of items in list</li> <li>• size: Private member to hold maximum number of items in list</li> <li>• *list: Private member to hold items in list</li> <li>• constructor to initialize data members and validate class invariants</li> <li>• setter function to add item to list</li> <li>• getter function to remove item from list</li> <li>• member function to find item in list</li> </ul>		

friend		
+	changeRate(ITEMLIST)	void
+	outputList(ITEMLIST)	void