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11/21/21

Milestone 2

# Inventory Item Class UML Diagram

Table

Description automatically generated

# Code for Class and Implementation

Class InventoryItem contains 5 variables, one constructor and 1 method and some getters/setters

Text

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Description automatically generated

When clicking the New Item Button an item is created using the user input as the arguments for the constructor. I have not implemented any of the validations. For now I have assumed that the correct data was entered.

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Description automatically generated

# Implementing Class in User Interface

Currently, the listbox is not implemented but items entered will soon be added to this list. For now, an item object is created from the InventoryItem class and then its method is implemented to display the item details.

Graphical user interface, application

Description automatically generated