

Item
<p>Attributes</p> <p>(-)String name  (-) double price  (-) String brand  (-) String description  (-) int quantity  (-) int returnPolicy  (-) double tax</p>
<p>Behaviors</p> <p>(+)Item(name:String, price:double, brand:String, description:String)</p> <p>(+)getName():String  (+)getPrice(): double  (+)getQuantity():int  (+)getReturnPolicy():int  (+)getTax():double  (+)getBrand():String  (+)getDescription(): String</p> <p>(+)setName(): void  (+)setPrice(): void  (+)setQuantity(): void  (+)setReturnPolicy(): void  (+)setTax(): void  (+)setBrand(): void  (+)setDescription(): void</p> <p>(+)equals(): boolean</p>

StoreItem
Attributes
(-) boolean fragile
Behaviors
(+)StoreItem(name:String, price:double, brand:String, description:String, fragile:boolean) super(name, price, brand, description)
(+)getFragile(): boolean
(+)setFragile(): void

FoodItem
Attributes
(-) String expiration
Behaviors
(+)FoodItem(name:String, price:double, brand:String, description:String, expiration:String) super(name, price, brand, description)
(+)getExpiration(): String
(+)setExpiration(): void

Electronic Item
Attributes
(-) int releaseYear
Behaviors
(+)electronicItem(name:String, price:double, brand:String, description:String, fragile:boolean, releaseYear:int) super(name, price, brand, description, fragile)

(+)getReleaseYear(): int

(+)setReleaseYear(): void

### Householditem

#### Attributes

(-) String material

#### Behaviors

(+)HouseholdItem(name:String, price:double, brand:String, description:String, fragile:boolean, material:String)

    super(name, price, brand, description, fragile)

(+)getMaterial(): String

(+)setMaterial(): void

### Vegetable

#### Attributes

(-) boolean green

#### Behaviors

(+)Vegetable(name:String, price:double, brand:String, description:String, expiration:String, green:boolean)  
    super(name, price, brand, description, expiration)

(+)getGreen(): boolean

(+)setGreen(): void

## TV

### Attributes

(-) String resolution

### Behaviors

(+)TV(name:String, price:double, brand:String, description:String, expiration:String, fragile:boolean, releaseYear:int , resolution:String)  
    super(name, price, brand, description, fragile, releaseYear)

(+)getResolution(): String

(+)setResolution(): void

Shoe
Attributes
(-) String hightop
Behaviors
(+)Shoe(name:String, price:double, brand:String, description:String, fragile:boolean, size:int, hightop:boolean) super(name, price, brand, description, fragile, size)
(+)getHightop(): boolean
(+)setHightop(): void

Shirt
Attributes
(-) String color
Behaviors
(+)Shirt(name:String, price:double, brand:String, description:String, fragile:boolean, size:int, color:String) super(name, price, brand, description, fragile, size)
(+)getColor(): String
(+)setColor(): void

ShelfStable
Attributes
(-) String packaging
Behaviors
(+)ShelfSTable(name:String, price:double, brand:String, description:String, expiration:String, packaging:String) super(name, price, brand, description, expiration)
(+)getPackaging(): String
(+)setPackaging(): void

Phone
Attributes
(-) String formFactor
Behaviors
(+)Phone(name:String, price:double, brand:String, description:String, fragile:boolean, releaseYear:int , formFactor:String) super(name, price, brand, description, fragile, releaseYear)
(+)getFormFactor(): String
(+)setFormFactor(): void

Outerwear
Attributes
(-) Int size
Behaviors
(+)Outerwear(name:String, price:double, brand:String, description:String, fragile:boolean, size:int) super(name, price, brand, description, fragile)
(+)getSize(): Int
(+)setSize(): void

Laptop
Attributes
(-) String processor
Behaviors
(+)Laptop(name:String, price:double, brand:String, description:String, fragile:boolean, releaseYear:int , processor:String) super(name, price, brand, description, fragile, releaseYear)
(+)getProcessor(): String
(+)setProcessor(): void

Furniture
Attributes
(-) Int legs
Behaviors
(+)Furniture(name:String, price:double, brand:String, description:String, material:String, legs:Int) super(name, price, brand, description, fragile, material)
(+)getLegs(): Int
(+)setLegs(): void

HouseHoldItem
Attributes
(-) String material
Behaviors
(+)HouseHoldItem(name:String, price:double, brand:String, description:String, fragile:boolean, material:String) super(name, price, brand, description, fragile)
(+)getMaterial(): String
(+)setMaterial(): void



Fruit
Attributes
(-) Boolean Citrus
Behaviors
(+)Fruit(name:String, price:double, brand:String, description:String, expiration:String, citrus:boolean) super(name, price, brand, description, fragile, releaseYear)
(+)getCitrus(): boolean
(+)setCitrus(): void