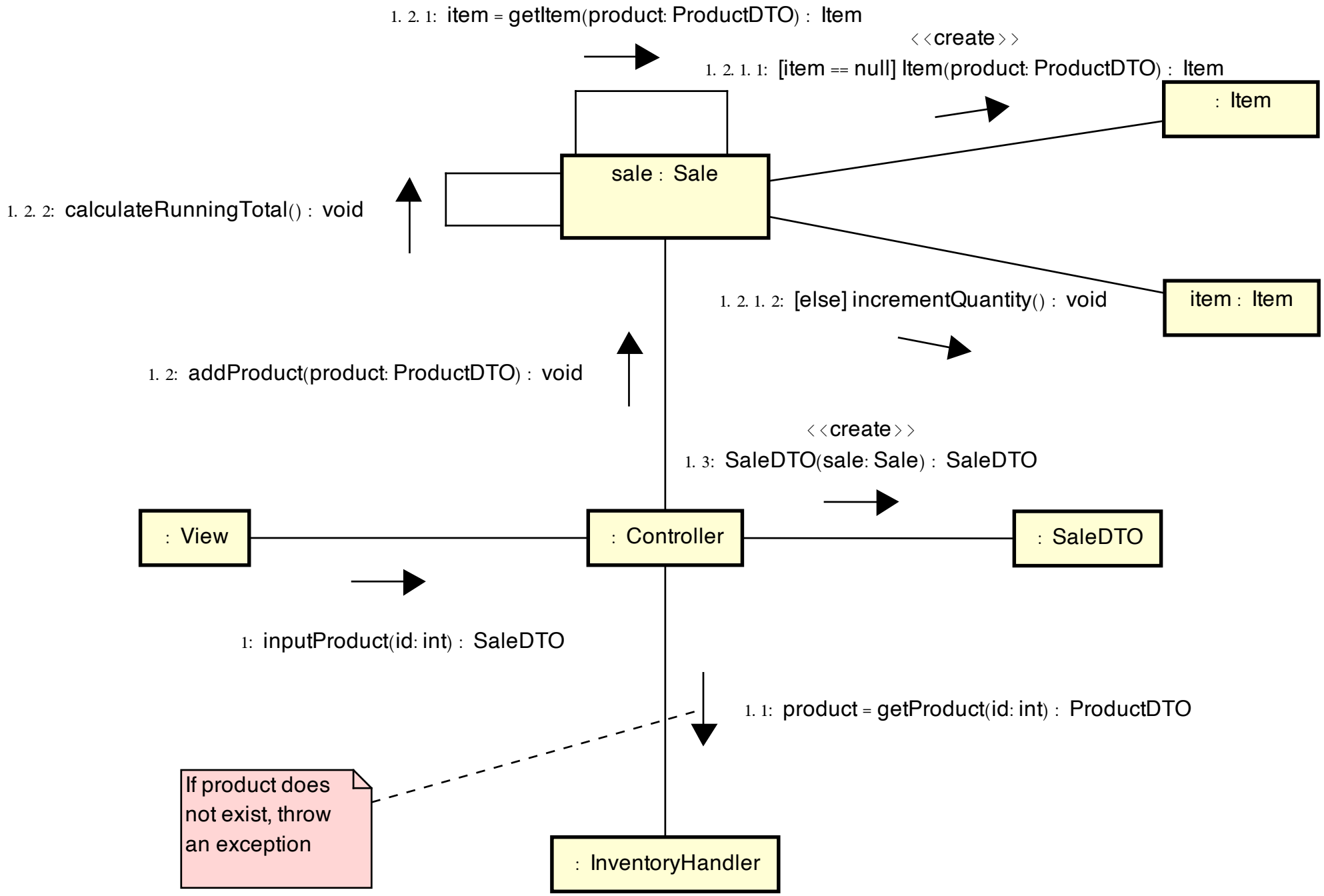
1. 2. 1: item = getItem(product: ProductDTO) : Item
<<create>>
1. 2. 1. 1: [item == null] Item(product: ProductDTO) : Item
: Item
sale : Sale
1. 2. 2: calculateRunningTotal() : void
1. 2. 1. 2: [else] incrementQuantity() : void
item : Item
1. 2: addProduct(product: ProductDTO) : void
<<create>>
1. 3: SaleDTO(sale: Sale) : SaleDTO
: View
: Controller
: SaleDTO
1: inputProduct(id: int) : SaleDTO
1. 1: product = getProduct(id: int) : ProductDTO
If product does not exist, throw an exception
: InventoryHandler