Product

Attribute
- price: float
- id: enum ProductsID
- quantity: int

  <<Constructor>> Product(float, enum ProductsID, int)
  <<Constructor>> Product()
Method
+ setPrice(price: float): void
+ getPrice(): float
+ setId(id: enum ProductsID): void
+ getId(): enum ProductsID
+ setQuantity(quantity: int): void
+ getQuantity(): int
+ toString(): String

Inventory

Attribute
- inventory: ArrayList<Product>

  <<Constructor>> Inventory()
Method
+ addProduct(product: Product): void
+ getProduct(index: int): Product
+ printProducts(): void
+ inventoryValue(): float

<<enum>>
ProductsID

{EGG, MILK, CHEESE...BEER}