StoreItems

```java
public static void main(String[] args)
{
    // Create StoreItem objects:
    //    K Sweatshirt, Clothing, $29.99
    //    Notebook, Office Supplies, $5.29.




    // Enact a 20% discount on the clothing item.



    // Print each item's name, department, original price
    // and sale price.









}
```

Analysis Questions:
- Are you creating instance variables or local variables?
- What should you send as parameters to the constructor and methods?
- How will you print sale prices given the methods available to you?

```
public static void main(String[] args)
{
        // Create user interface & inventory objects.
        UserInterface ui = new UserInterface();
        Inventory inventory = new Inventory();

        // Read in store item information from a file.
        inventory.readStoreItemInfoFrom("inventory.txt");

        // Apply a 20% store-wide discount to all items.



        // Print the inventory.



        // Print the number of items in the Clothing department.



        // Print the current price of a K sweatshirt.



}
```

Analysis Questions:
- Are ui and inventory local variables or instance variables? Why?
- What new Inventory method is being used here?
- Do you need a loop in main to apply the discount to all store items or to print the inventory?

StoreItem

String name
String department
double price
double saleDiscount

```
StoreItem(String item, String dept,
              double price)
{

      this.name =
      this.department =



}
```

```
String getName()
{


}
```

```
String getDept()
{


}
```
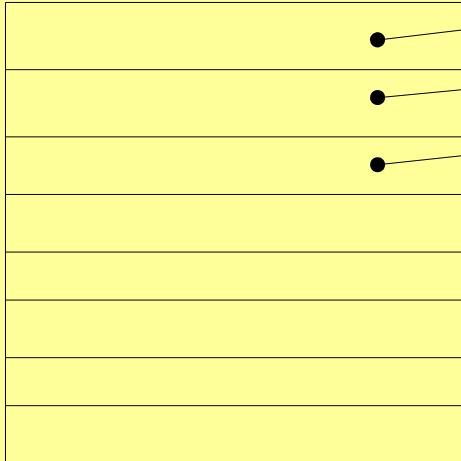
```
double getPrice()
{


}
```

```
boolean isOnSale()
{


}
```

```
double getNonSalePrice()
{


}
```

```
void setDiscount(int discountRate)
{


}
```

Inventory

ArrayList<StoreItem> allItems

getPrice(String itemName)
{

}

printInventory()
{

}

getSaleItems()
{

}

getNumItemsInDept(String dept)
{

}

applyStoreDiscount(int
            discountRate)
{

}