

```

package javaInventory;

public class ProductPart1 {

    private int itemnumber;           //unique value for identification
    private String name;              //name of the product
    private int qtyinstock;           //quantity in stock
    private double price;             //price of the product

    //default constructor which initializes instance variables
    //numeric values are 0 (zero) and String values are "" (null)
    public ProductPart1()
    {
        itemnumber = 0;
        name = "";
        qtyinstock = 0;
        price = 0;
    }

    //overload the constructor to allow setting values for Products
    public ProductPart1(int i, String n, int q, double p)
    {
        itemnumber = i;
        name = n;
        qtyinstock = q;
        price = p;
    }

    //item number setter
    public void setItemNumber(int i)
    {
        itemnumber = i;
    }

    //name setter
    public void setName(String n)
    {
        name = n;
    }

    //quantity in stock setter
    public void setQtyInStock(int q)
    {
        qtyinstock = q;
    }
}

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//price setter
public void setPrice(int p)
{
    price = p;
}

//itemnumber getter
public int getItemNumber()
{
    return itemnumber;
}

//name getter
public String getName()
{
    return name;
}

//quantityinstock getter
public int getQtyInStock()
{
    return qtyinstock;
}

//price getter
public double getPrice()
{
    return price;
}

//override toString() Method from the Object class
//to allow display of each object to the console
public String toString()
{
    return "\n\nItem Number: " + getItemNumber() + "\nName:    " + getName() +
        "\nInventory: " + getQtyInStock() + "\nPrice:    " + getPrice();
}
}
```