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?
Stop & Think:

- What/where are the instance variables?
- Which methods set or modify the instance variables?
- Which provide read-only access to the object's state?
- Which methods have parameters? Where are they? What are they used for?

```java
public class StoreItem {
    String name;
    String department;
    double price;
    double saleDiscount;

    public StoreItem(String item, String dept, double price) {
        this.name = item;
        this.department = dept;
    }

    public String getName() {
        return name;
    }

    public String getDept() {
        return department;
    }

    public double getPrice() {
        return price;
    }

    public boolean isOnSale() {
        return saleDiscount > 0;
    }

    public double getNonSalePrice() {
        return price / (1 - saleDiscount);
    }

    public void setDiscount(int discountRate) {
        saleDiscount = discountRate / 100.0;
    }
}
```
```java
Inventory

```