COP 2250 Section #				Assignment 6: A Simple Class	
			100	**Johnny B. Baaad**	
Presentation	**20**				
Prog Id Paragraph	5		5		
Comments	5		5		
Naming	5		5	*Conventional naming conventions followed*	
Indentation	5		5	*Code must be easy to read, structures obvious*	
RetailItem	**55**				
Constructor					
parameters	3		3	*correct number and types*	
assign state	3		3		
validate units	2		2		
validate price	2		2		
Accessors					
getPrice()	5		5		
getUnitsOnHand()	5		5		
Mutators					
reStock()					
validate	5		5		
update	5		5		
deplete()					
validate	10		10	*2 conditions checked!*	
update	5		5		
Override					
toString()	10		10		
Client	**25**				
main()					
new object: jeans	2		2		
new object: jacket	2		2		
new object: shirt	2		2		
processSale()					
decision	6		6		
delpete by 1	4		4		
re-stocking	4		4		
trace update	5		5		
Minimum Requirements					
Compilation	**			*Does not compile: Automatic 0*	
Execution	**			*Compiles, but execution fails: Maximum 25*	