

```
1 // fo1/4/estore/Item.java
2 //
3 //
4 // Copyright 2003 Bill Campbell and Ethan Bolker
5
6 /**
7  * An Item models an object that might be stocked in a store.
8  * Each Item has a cost.
9  *
10 * @version 4
11 */
12
13 public class Item
14 {
15     private int cost;
16     private String name;
17
18     /**
19      * Construct an Item object.
20      *
21      * @param name the nme of this Item.
22      * @param cost the cost of this Item.
23      */
24
25     public Item( String name, int cost )
26     {
27         this.name = name;
28         this.cost = cost;
29     }
30
31     /**
32      * How much does this Item cost?
33      *
34      * @return the cost.
35      */
36
37     public int getCost()
38     {
39         return cost;
40     }
41
42     /**
43      * What is this Item called?
44      *
45      * @return the name.
46      */
47
48     public String getName()
49     {
50         return name;
51     }
52 }
```