

```
1 // fo1/1/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 1
11 */
12
13 public class Item
14 {
15     private int cost;
16
17     /**
18      * Construct an Item object.
19      *
20      * @param itemCost the cost of this Item.
21      */
22
23     public Item( int itemCost )
24     {
25         cost = itemCost;
26     }
27
28     /**
29      * How much does this Item cost?
30      *
31      * @return the cost.
32      */
33
34     public int getCost()
35     {
36         return cost;
37     }
38 }
```