```
 1  // joi/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  }
```