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