

Design a class named `StockItem` that can be used to keep track of items in stock at a store. Each stock item object must include the following:

- a description of the item
- a positive, integer id number
- a price rounded to the nearest penny
- the quantity of the item that is currently in stock

When a `StockItem` object is instantiated, the client programmer must be able to initialize it with a description, a price, and a current quantity. Also, a unique id number must be generated for each stock item object when it is instantiated.

Operations on a stock item include the following:

- retrieve the description of the item
- retrieve the id number of the item
- retrieve the price of the item
- retrieve the quantity of the item that is currently in stock
- set a new price for the item
- remove some quantity of the item from the quantity in stock
- add some quantity of the item to the quantity in stock

Write the class declaration for the `StockItem` class. That is, write out the class including property declaration statements and method headers but **DO NOT** write any implementation code. Use appropriate and conventional property and method names. Make sure that appropriately named formal parameters and return types are included in method headers where necessary.