///////////////////////////////////////////////////////////////////////

Main类

**package** main;

**import** shot.\*;

**public** **class** Main {

**public** **static** **void** main(String[] args){

Gun gun = **new** Gun();

**for**(**int** i=1;i<=gun.getCount();i++) {

Bullet a = **new** Bullet(i,"M54");

**try**{

gun.load(a);

}**catch**(FullException e){

e.printStackTrace();

}

}

System.*out*.println(gun.getAmount());

gun.show();

**int** num = gun.getAmount();

**for**(**int** i=1;i<=num;i++) {

**try**{

gun.shot();

}**catch**(EmptyException e){

e.printStackTrace();

}

}

System.*out*.println(gun.getAmount());

gun.show();

}

}

///////////////////////////////////////////////////////////////////////

Gun类

**package** shot;

**import** java.util.\*;

**public** **class** Gun {

**private** **int** num;

**private** String model;

**private** List<Bullet> clip;

**private** **int** count;

**public** Gun(){

num = 1;

model = "M54";

count = 6;

clip = **new** ArrayList<Bullet>(count);

}

**public** Gun(**int** a,String b,**int** c){

num = a;

model = b;

count = c;

clip = **new** ArrayList<Bullet>(count);

}

**public** **int** getCount(){

**return** count;

}

**public** **void** load(Bullet a) **throws** FullException{

**if**(clip.size() >= count){

**throw** **new** FullException();

}

clip.add(a);

}

**public** Bullet shot() **throws** EmptyException{

**if**(clip.size() <= 0){

**throw** **new** EmptyException();

}

**return** clip.remove(0);

}

**public** **void** show(){

**for**(Bullet i:clip){

i.show();

}

}

**public** **int** getAmount(){

**return** clip.size();

}

}

///////////////////////////////////////////////////////////////////////

Bullet类

**package** shot;

**public** **class** Bullet {

**private** **int** num;

**private** String model;

**public** Bullet(){

num = 1;

model = "M54";

}

**public** Bullet(**int** a,String b){

num = a;

model = b;

}

**public** **int** getNum(){

**return** num;

}

**public** String getModel(){

**return** model;

}

**public** **void** show(){

System.*out*.println(num + "-" + model);

}

}