15.05 Assignment Instructions

- 1. Create a folder called **15.05 Assignment** in your module 15 assignments folder.
- 2. Create an interface named **Product**.
- a. Add a method called **getName()** that returns a string.
- b. Add a method called **getCost()** that returns a double.
- 3. Create abstract class Vehicle that implements Product.
- a. It should have string variable **name** and double **cost**, that are initialized in the constructor.
- b. Add appropriate getName() and getCost() methods
- 4. Create classes Car and Truck that extend Vehicle.
- a. No other methods are needed.
- 5. Create class Tool that implements **Product** and **Comparable<T>**.
- a. It should have string variable **name** and double **cost** that are initialized in the constructor.
- b. Add appropriate **getName()** and **getCost()** methods.
- c. Add a compareTo() method that compares tools based upon cost.
- 6. Create class InventoryDemo.
- a. Test your classes by using ArrayList **products** of following products (Remember to declare it properly using List):
- b. Create a static method takeInventory that, when passed the name of a product, will go through the list and print out <item name>: Quantity = <quantity>, Total cost = <totalcost>. <item name> is the name of the product, <quantity> and <totalcost> are the values you calculate by going through the list for the product with name that was passed to takeInventory.

c. To test the **compareTo()** method, create two Tools, **saw1**, and **saw2**. Give them different prices and then test the **compareTo()** method you made, by displaying which one is more expensive.

Your output should be similar to:

Name Cost 1000000.00 Jaguar Neon 17000.00 **JigSaw** 149.18 Jaguar 110000.00 Neon 17500.00 Neon 17875.32 RAM 35700.00 CircularSaw 200.00 CircularSaw 150.00

