King Saud University College of Computer and Information Sciences Department of Computer Science CSC113 – Computer Programming II – Array-of-Objects Lab

We want to write a program that manages online-store carts using the following UML diagram:

Item
- id : int
- name : String
- price : double
+ Item(int, String, double)
+ setPrice(double) : void
+ getPrice() : double
+ toString() : String

Cart
- items : Item[]
- itemCount: int
+ Cart(int)
+ addItem(Item) : boolean
+ getTotal() : double
+ toString() : String

Class Item:

- Instance Attributes:
- o *id:* the ID number for the item
- o *name*: the name of the item
- o price: the price of the item in SAR
- Methods:
- o Item(id:int, name:String, price:double): constructor
- o *setPrice(price:double):* assigns the value of *price*. Must be positive, otherwise set to 100
- o getPrice(): returns the value of price
- o *toString():* returns a string representation of the item in the following format:
- Item ID: id, Name: name, Price: priceSAR

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Class Cart:

- Instance Attributes:
- o items: array of Item objects
- o elems: number of Item objects in items
- Methods:
- o Cart(size:int): constructor that receives the size of items
- o *addItem(it:Item):* adds *it* to the end of *items* array if there's space and returns true. Otherwise, returns false.
- o getTotal(): returns the total price of all item objects in items
- o toString(): returns a string representation of the cart in the following format:
- Cart (itemCount):
- Item ID: id, Name: name, Price: priceSAR
- Item ID: id, Name: name, Price: priceSAR
- ...
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Exercise 1: Write classes Item & Cart

Exercise 2: Write class CartTest that has a main method to test the functionalities of classes Item & Cart:

- Create a cart of size 20
- Create three items (see sample run)
- Add those items to the cart
- Print the cart and its total
- Modify the price of one of the items
- Print the cart and its total

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Sample run: