CS 1073

FR03A

Assignment #2

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Section 1

utensil1: Colour: Black

Type: Marker

Price: $1.59

Total Sales Amount: $0.0

utensil2: Colour: Grey

Type: Pencil

Price: $0.49

Total Sales Amount: $0.0

utensil3: Colour: Red

Type: Pen

Price: $1.19

Total Sales Amount: $0.0

Section 2

```
/**
        This class represents a writing utensil for an art supply store.
        @author Connor Wilson
        @author Ethan McCarthy 3573807
*/

public class WritingUtensil{

        //Instance variables

        //Contains colour of the utensil
        private String colour;

        //Contains the type of the utensil
        //For example: "Marker", "Pencil", or "Pen"
        private String type;

        //Contains the price of the utensil
        private double price;

        //The number of utensil units sold
        private int sold;

        //The brand of the utensil
        private String brand;


        //The constructor creates a new WritingUtensil object and initializes the
```

```
//instance variables.
public WritingUtensil(String colourIn, String typeIn, double priceIn, String brandIn){
	colour = colourIn;
	type = typeIn;
	price = priceIn;
	sold = 0; //Starts with zero sales
	brand = brandIn;

}

//This is a method that we can call on a WritingUtensil object
//(Specifically, it is an accessor method). This method
//creates and returns a String containing all the information
//about the state of the object.
public String toString(){
	return "Colour: " + colour
				+ "\n\tType: " + type
				+ "\n\tPrice: $"+ price
				+ "\n\tTotal Sales Amount: $" + (price * sold)
				+ "\n\tBrand: " + brand;
}

//adds to the number of units sold when called on in the writingUtensilDriver program
public String recordUnitsSold(int soldIn){
	sold += soldIn; //adds together all of the soldIn inputs to create a final number
	return "";
}
```

Section 3

```
/**
        Example of a driver class.
        This driver creates and tests WritingUtensil objects.
        @author Connor Wilson
        @author Ethan McCarthy 3573807
*/
public class WritingUtensilDriver {

        public static void main (String[] args) {

                //Creates 4 WritingUtensil objects
                WritingUtensil utensil1 = new WritingUtensil("Black", "Marker", 1.59, "Hilroy");
                WritingUtensil utensil2 = new WritingUtensil("Grey", "Pencil", 0.49, "Bic");
                WritingUtensil utensil3 = new WritingUtensil("Red", "Pen", 1.19, "Paper Mate");
                WritingUtensil utensil4 = new WritingUtensil("Pink","Pen", 1.99, "Ardene");


                //4 statements to add to the sold variable
                System.out.println(utensil1.recordUnitsSold(15));
                System.out.println(utensil2.recordUnitsSold(19));
                System.out.println(utensil3.recordUnitsSold(25));
                System.out.println(utensil1.recordUnitsSold(25));


                //I can print my WritingUtensils to confirm they
                //were created properly
                System.out.println("utensil1: " + utensil1.toString());
```

```
                System.out.println("utensil2: " + utensil2.toString());
                System.out.println("utensil3: " + utensil3.toString());
                System.out.println("utensil4: " + utensil4.toString());

        }

}
```

Section 4

utensil1: Colour: Black

Type: Marker

Price: $1.59

Total Sales Amount: $63.6

Brand: Hilroy

utensil2: Colour: Grey

Type: Pencil

Price: $0.49

Total Sales Amount: $9.31

Brand: Bic

utensil3: Colour: Red

Type: Pen

Price: $1.19

Total Sales Amount: $29.75

Brand: Paper Mate

utensil4: Colour: Pink

Type: Pen

Price: $1.99

Total Sales Amount: $0.0

Brand: Ardene