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

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\*/

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.

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\*/

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