### A Shopping Cart Using the ArrayList Class.

In this exercise you will implements a shopping cart using the ArrayList class. Look in Sun JAVA's API for ArrayList methods. The file [Item.java](file:///\\fhstdc\thome\kcossa\COMP%20SCI\APCS\Ch6\ch06%20Labs\Lab17\Item.java) contains the definition of a class named *Item* that models an item one would purchase. An item has a name, price, and quantity (the quantity purchased). Create a class named **Shop.java** and complete as follows:

1. Declare and instantiate a variable *cart* to be an empty ArrayList that will hold *Item* objects.
2. Write statements to prompt the user an item name, unit cost, and quantity. Use these 3 pieces of information to create an item and add it to the cart.
3. Now create a loop around the previous statements. Ask the user if they would like to continue shopping. If they say yes, continue to create Items (by asking them for a name, cost and quantity) and add them to the cart.
4. After the loop, print the cart contents using a traditional for loop and the get method of the ArrayList class.
5. Add a statement that computes the total price of all the items in the cart. Think about how you will need to calculate the total price for each ArrayList item and then add this to a grand total. This can be done in the previous for loop.
6. After the loop, print the total price. Make sure to include a heading, such as

S.O.P.(“Total Price: “ + totalPrice);

1. Now type the code to remove the first item from the cart.
2. Use an enhanced for loop (for-each loop) to reprint the contents of the cart and to recalculate the total price of all the items in the cart (Make sure to reset total price to 0 before this is done).
3. Print the total price again after this loop.
4. Compile and run your program. Make sure it works by adding multiple items to the cart.