Project 3Kyle Guarco

Grinder.java

```
/**
* This class lists out the characteristics of some of my favorite sandwiches.
* @author Kyle Guarco
public class <u>Grinder</u>
    private String name:
    private String bread;
    private int calories;
    private double price;
    /**
    * Creates a simple grinder. Just imagine how it tastes.
    * aparam name
    * Oparam bread The type of bread used for the grinder.
    * Oparam calories
    * Oparam price
    public Grinder(String name, String bread, int calories, double price)
        this.name = name;
        this.bread = bread;
        this.calories = calories;
        this.price = price;
    }
    /**
    * Creates a sandwich with italian bread, because it's my favorite bread.
    * Oparam name
    * Oparam calories
    * Oparam price
    */
    public Grinder(String name, int calories, double price)
        this(name, "Italian Herbs and Cheese", calories, price);
    }
    a0verride
    public String toString()
        // The first string will print "Normal" or "Light"
        String weight = isLight() ? "Light" : "Normal";
        // The second string will print the name of the bread
```

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return String.format("%s %s Grinder \"%s\": \n\tCalories: %d\n\tPrice: $
%.2f",
                weight, getBread(), getName(), getCalories(), getPrice());
    }
    * Oreturn Is the grinder light on the calorie scale?
    public boolean isLight()
        return getCalories() < 120;</pre>
    public void setName(String name)
        this.name = name;
    public void setBread(String bread)
        this.bread = bread;
    public void setCalories(int calories)
        this.calories = calories;
    public void setPrice(double price)
        this.price = price;
    public String getName()
        return name;
    public String getBread()
        return bread;
    public int getCalories()
        return calories;
    public double getPrice()
        return price;
}
```

TestGrinder.java