In this project, I use Visitor Pattern. The Object is candy,I have ten different candy. and the visitor is house, I have 4 house. In order to remember different size, I let size be a variable of candy, and when housevisitor visit it, check whether the size is we want.

All the read from file and write to file is in the class IOLibaray.

In HalloweenNeighborhoodTraversal class, I read the each csv file in single string, and use Class reflex to initial different candy in the string.

For exception, if no argument is input, or not enough arguments are input, it will throw IllegalArgumentException

if there no such candy type, It will system out message and break this CSV file and continue run if there still other CSV files

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If there no such candy type in such size, It will System out message and do things like above.

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