

Beverage.java

```
1 public class Beverage extends Product implements Edible {
2
3     private int calories;
4     private double fluidOunces;
5
6     public Beverage(int price, String name,
7                     int calories, double fluidOunces) {
8         super(price, name);
9         this.calories = calories;
10        this.fluidOunces = fluidOunces;
11    }
12
13    public int getCalories() {return this.calories;}
14    public double getFluidOunces() {return this.fluidOunces;}
15 }
```

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A
for
e01

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Edible.java

```
1 /** something that can be eaten */
2 @FunctionalInterface
3 public interface Edible {
4     public int getCalories();
5 }
```

Food.java

```
1 public class Food extends Product implements Edible {
2
3     private int calories;
4     private double weight;
5
6     public Food(int price, String name,
7                int calories, double weight) {
8         super(price, name);
9         this.calories = calories;
10        this.weight = weight;
11    }
12
13    public int getCalories() {return this.calories;}
14    public double getWeight() {return this.weight;}
15 }
```

Note: FreeCandy and Product are on [Handout B](#).

Code for
TraderBobs problem

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Useful Reference Items related to Sorting

Here are a few reminders of things we discussed in class, but that you might reasonably need a “reference” for if you were using them in the real world.

The interface `java.util.Comparator<T>` includes the following method signature:

```
int    compare(T o1, T o2)    Compares its two arguments for order.  
                                Returns a negative integer, zero, or a positive integer  
                                as the first argument is less than, equal to, or greater than the second.
```

The interface `java.lang.Comparable<T>` includes the following method signature:

```
int    compareTo(T o)        Compares this object with the specified object for order.  
                                Returns a negative integer, zero, or a positive integer  
                                as this object is less than, equal to, or greater than the specified object.
```

The class `java.util.ArrayList<E>` includes this method:

```
void    sort(Comparator<? super E> c) Sorts this list according to the order induced by the specified Comparator.
```

The class `java.util.Collections` contains the following static method:

```
static <T extends Comparable<? super T>> void sort(List<T> list) Sorts the specified list into ascending order,  
                                                                according to the natural ordering of its elements.
```

The classes `java.lang.String` and `java.lang.Double` implement `Comparable<String>` and `Comparable<Double>`, each in the way that you would expect.

Other potentially useful methods

In `java.lang.Integer`:

```
public static int compare(int i1, int i2)    Compares the two specified int values.  
                                                The sign of the int value returned  
                                                matches the contract of the compare method in java.util.Comparator
```

End of Handout
