

FreeCandy.java

```
1 public class FreeCandy implements Edible {  
2  
3     private int calories;  
4  
5     public FreeCandy(int calories) {  
6         this.calories = calories;  
7     }  
8  
9     public int getCalories() {return this.calories;}  
10 }
```

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Handout B
for
e01

Product.java

```
1 public abstract class Product {  
2     String name;  
3     int price;  
4  
5     public int getPrice() { return price; }  
6     public String getName() {return name;}  
7  
8     public Product(int price, String name) {  
9         this.price = price;  
10        this.name = name;  
11    }  
12 }
```

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Handout B for e01 CS56 W20

```
1  public class Dog {
2
3      private static Dog bestInShow = null;
4      private String name;
5
6      public static void setBestInShow(Dog b) {
7          bestInShow = b;
8      }
9
10     public static Dog getBestInShow() {
11         return bestInShow;
12     }
13
14     public Dog(String name) { this.name = name;}
15
16     public static void main(String [] args) {
17
18         Dog d1 = new Dog("Fido");
19         Dog d2 = new Dog("Ginger");
20         Dog d3 = new Dog("Harry");
21         Dog d4 = new Dog("Izzy");
22         Dog d5 = new Dog("Jack");
23         Dog d6 = d5;
24
25         setBestInShow(d1);
26         d3 = d2;
27         d5 = d4;
28         d6 = null;
29         d5 = null;
30         d4 = null;
31         d3 = null;
32         d2 = null;
33         d1 = null;
34         setBestInShow(null);
35     }
36 }
```

End of Handout