7.14

Step 1:

Create the Customer and Store Classes.

Receive input from user.

Return bestCustomers to the store.

Step 2:

The Customer Class should only keep track of their bill and their name while the store classes sort between customers and records them.

Receiving input from the user basically prompts the user to input 2 values per entry, a String name and a double Amount as well as an int topN which represents the amount of top leader boards on biggest spender

Step 3:

public class Customer {

private String name;

private double saleMoney;

/\*\*

\* Constructs an Empty Customer Object

\*/

public Customer()

/\*\*

\* Constructs a Customer object given the parameters

\* **@param** name

\* **@param** Sale Amount

\*/

public Customer(String n, double sM)

/\*\*

\* Returns the name of the Customer

\* **@return** Name

\*/

public String getName()

/\*\*

\* Returns the Sale Amount the customer had

\* **@return** Sale Amount

\*/

public double getSale()

}

public class Store {

private ArrayList<Customer> Customers;

/\*\*

\* Creates an Empty Store Object

\*/

public Store()

/\*\*

\* Adds the Customer to the store's records and records the amount they spent

\* **@param** customer's Name

\* **@param** amount they spent

\*/

public void addSale(String customerName, double amount)

/\*\*

\* This functions gives the user a list of names of the Biggest spenders within the store records

\* **@param** Top Number

\* **@return** List of Names

\*/

/\*\*

\* Sorts the stored records by smallest amount to largest amount

\*/

private void sortCustomers()

}

Main program

Step 1: Get a User inputed String and Double.

Step 2: Insert it into the store object

Step 3: repeat steps 1 and 2 until prompted with the Sentinal

Step 4: Call the getBestCustomers() method and output the names