

Syllabus:

>> Challenge 10. Add nullable and enum type variables

Real world



RecstuffRecreationalStuff

+arrballRecBall[9] : BallBallAbstract

+RecstuffRecreationalStuff(sysfile)

```
public BallBallAbstract[] arrballRecBall =  
    new BallBallAbstract[9];
```

arrballRecBall

--	--	--	--	--	--	--	--	--



BallStatFile.csv: Bloc de notas

Archivo Edición Formato Ver Ayuda

```
1,VOLLEY,25
2,VOLLEY,26
3,VOLLEY,
4,BASKET,
5,BASKET,
6,BASKET,
7,SOCCER,28
8,SOCCER,30
9,SOCCER,79|
```

RecstuffRecreationalStuff

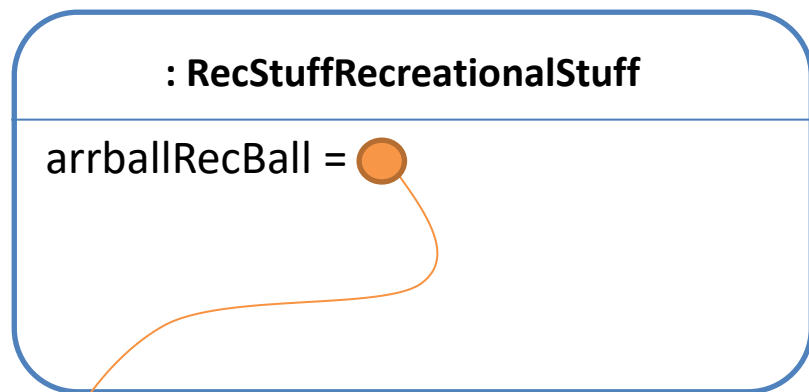
+arrballRecBall[9] : BallBallAbstract

+RecstuffRecreationalStuff(sysfile)

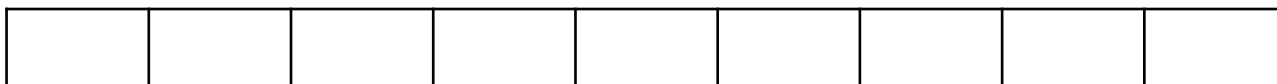
```
//-----
public RecstuffRecreationalStuff(
    //
    //
    //
    //
    FileInfo sysfileBallsStatus_I
)
{
}

//Fill the arrball from a file that holds the
//    guest that currently have a ball

//Input file
//Register: ballId, ballType, guest
```



arrballRecBall



BallStatFile.csv: Bloc de notas

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1,VOLLEY,25

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6,BASKET,

7,SOCCER,28

8,SOCCER,30

9,SOCCER,79|



BallStatFile.csv: Bloc de notas

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1,VOLLEY,25

2,VOLLEY,26

3,VOLLEY,

4,BASKET,

5,BASKET,

6,BASKET,

7,SOCCER,28

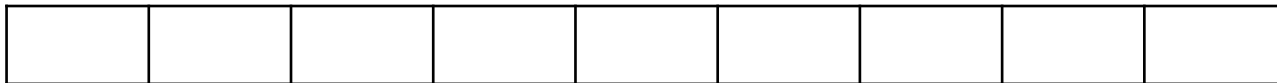
8,SOCCER,30

9,SOCCER,79

: RecstuffRecreationalStuff

arrballRecBall =

arrballRecBall



: BallvollVolleyBall

intId = 3

intGuest = null

Balltype = VOLLEY

: Ballvo

intId = 2

intGuest = 26

Balltype = VOLLEY

: Ballv

intId = 1

intGuest = 25

Balltype = VOLLEY

: BallbaskBasketBall

intId = 6

intGuest = null

Balltype = BASKET

: Ballba

intId = 5

intGuest = null

Balltype = BASKET

: Ballb

intId = 4

intGuest = null

Balltype = BASKET

: BallsoccSoccerBall

intId = 9

intGuest = 79

Balltype = SOCCER

: Ballso

intId = 8

intGuest = 30

Balltype = SOCCER

: Balls

intId = 7

intGuest = 28

Balltype = SOCCER



BallStatFile.csv: Bloc de notas

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1,VOLLEY,25

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8,SOCCER,30

9,SOCCER,79

: RecStuffRecreationalStuff

arrballRecBall =

arrballRecBall

: BallvollVolleyBall

intId = 3

intGuest = null

Balltype = VOLLEY

: Ballvo

intId = 2

intGuest = 26

Balltype = VOLLEY

: Ballv

intId = 1

intGuest = 25

Balltype = VOLLEY

: BallbaskBasketBall

intId = 6

intGuest = null

Balltype = BASKET

: Ballba

intId = 5

intGuest = null

Balltype = BASKET

: Ballb

intId = 4

intGuest = null

Balltype = BASKET

: BallsoccSoccerBall

intId = 9

intGuest = 79

Balltype = SOCCER

: Ballso

intId = 8

intGuest = 30

Balltype = SOCCER

: Balls

intId = 7

intGuest = 28

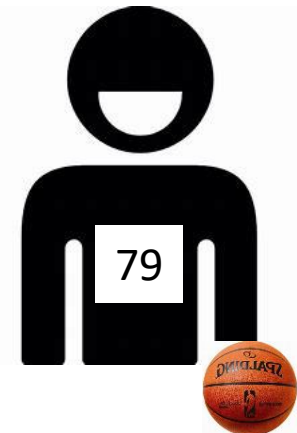
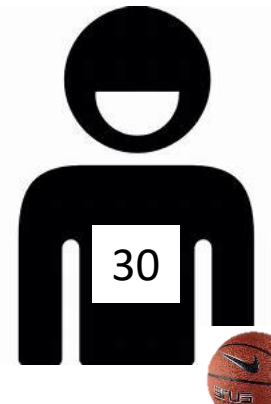
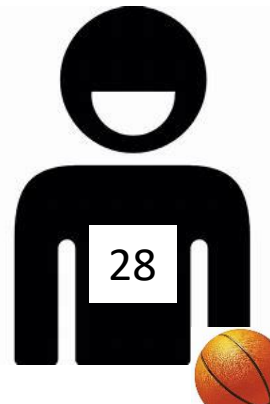
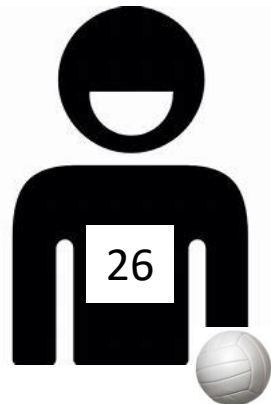
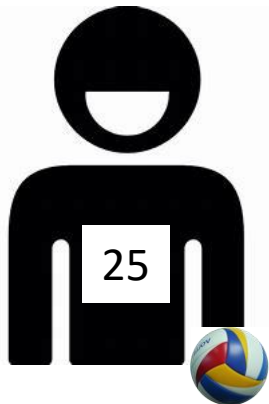
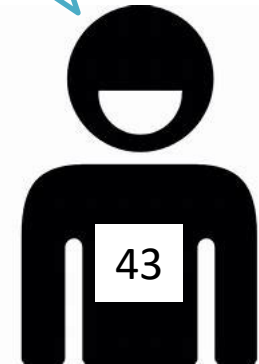
Balltype = SOCCER

>> Challenge 11. Add a RecstuffRecreationalStuff class

BallStatFile.csv: Bloc de notas

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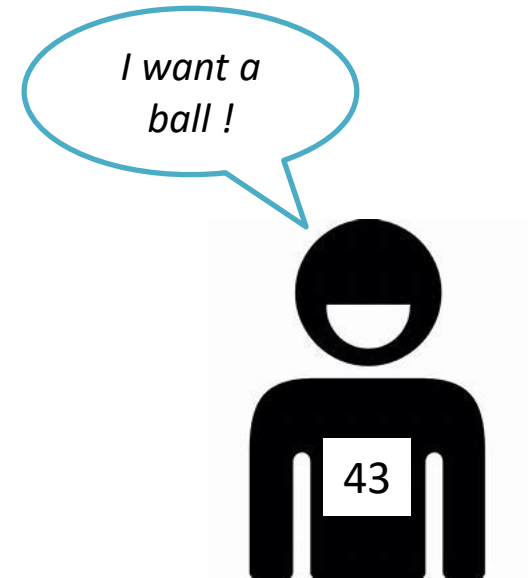
```
1,VOLLEY,25
2,VOLLEY,26
3,VOLLEY,
4,BASKET,
5,BASKET,
6,BASKET,
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8,SOCCER,30
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```



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8,SOCCER,30
9,SOCCER,79|
```



```
//-----
public void subLendBall(
    //                                     //Search the ball I want to lend and set the guest

    //                                     //Id of the ball to lend
    int intId_I,
    //                                     //Guest to whom the ball is going to be lend
    int intGuest_I
)
```

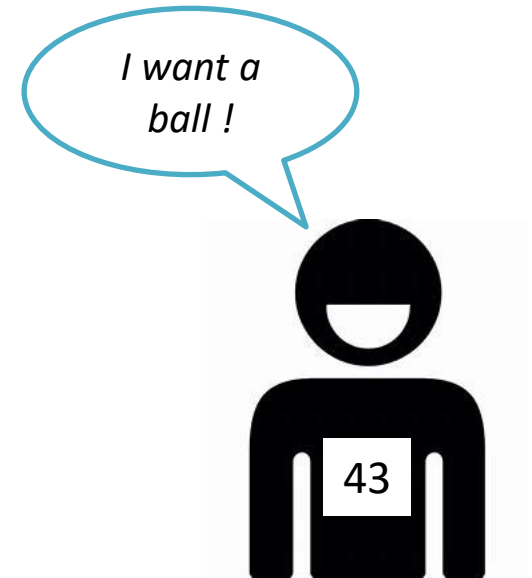
What kind of search? secuential or binary

>> *Challenge 12. Sort the arrballRecBall*

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6,BASKET,
7,SOCCER,28
8,SOCCER,30
9,SOCCER,79|
```



```
//-----
public void subLendBall(
    //                                     //Search the ball I want to lend and set the guest

    //                                     //Id of the ball to lend
    int intId_I,
    //                                     //Guest to whom the ball is going to be lend
    int intGuest_I
)
```

>> *Challenge 13. Add a method that lends a ball to a guest*

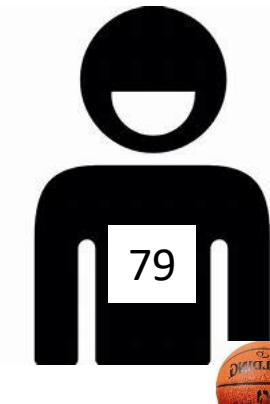
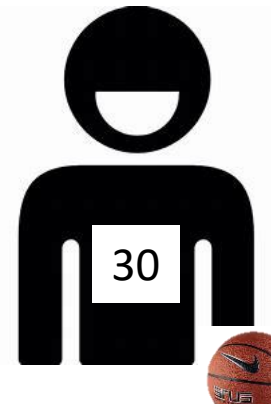
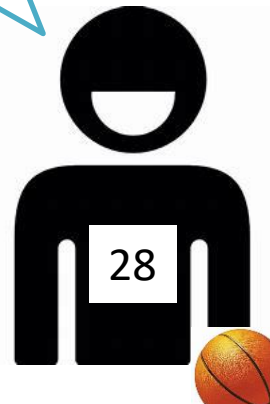
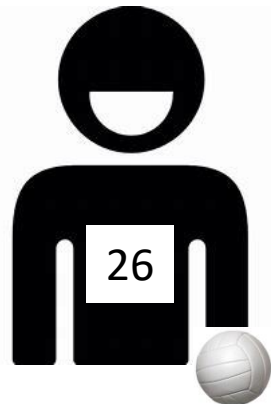
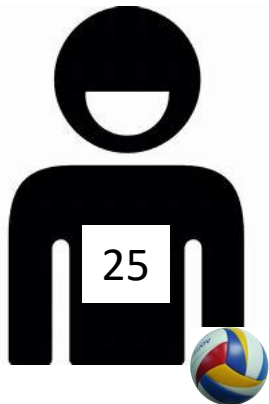
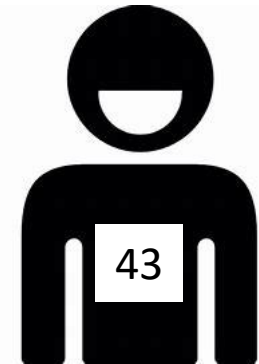
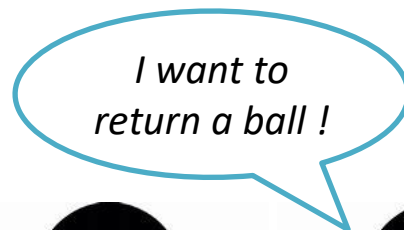
>> *Challenge 14. Make the method non-interactive*

>> *Challenge 15. Make a method that sends the array to the console*

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```



>> Challenge 16. Make a method to return a ball

>> Challenge 17. Make a method that sends back the info to the file