Candy Store Register

Register class and Driver

A candy store would like you to program their registers. They sell candy by the piece (.05 per piece) or by weight ($ 1 per lbs). Each piece of candy is about 1/20th of a pound so it comes out about the same but the kids like the ability to choose.

Create a Register class that can handle either selling by piece or pound

Create getters, setters, toString, appropriate constructors (must create with partner)

The register can be locked and should implement the lockable interface – the password/pin will have to be set when you create a register ( lets make it easy on me to grade and have the pin as 1234)

Share the register with your partner

Client/Main Class (solo part of lab)

Use a menu to choose one of the two registers to check out a customer

p) buy candy by piece (register 1)

how many pieces, display total owed, ask for money and display change

w) buy candy by weight (register 2)

how many pounds (double), display total owed, ask for money and display change

Each register should update a total pieces and/or pounds sold and total cash. (Make variables static?)

x) lock or unlock register – implement the lockable interface, if the register is locked, unlock and vice versa

s) Sales for the day – display: Total Sales at both registers, sales at this register, pieces sold and pounds sold. Where are you going to write this function. If locked it will display appropriate message, "Locked, please unlock first)

q) Closes the store for the day and reports : Sales for Day at each register and total, amount sold by piece and by pound.

Grade:

put example run .doc in repo (copy to text file) do not have to print

Print the Register Class