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IT 511

Object Oriented app develop

8-2

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//package SteppingStones;

import java.util.Scanner;

import java.util.ArrayList;

import SteppingStone.SteppingStone5\_Recipe;

import SteppingStone.Ingredient\_package.\*;

public class SteppingStone6\_RecipeBox {

public int totalNumberOfRecipies ;

/\*\*

\* Declare instance variables:

\* a private ArrayList of the type SteppingStone5\_Recipe named listOfRecipes

\*

\*/

public ArrayList<SteppingStone5\_Recipe> listOfRecipes ;

/\*\*

\* Add accessor and mutator for listOfRecipes

\*

\*/

// accessor

// mutator

//this.recipeName = recipeName;

//this.servings = servings;

//this.recipeIngredients = recipeIngredients;

//this.totalRecipeCalories = totalRecipeCalories;

//myFirstRecipe.setRecipeName("Ramen");

//myFirstRecipe.setServings(2);

//myFirstRecipe.setRecipeIngredients(recipeIngredientsTwo);

// myFirstRecipe.setTotalRecipeCalories(150);

public SteppingStone5\_Recipe Create\_Recipe (String name, int servings, float calories)

{

SteppingStone5\_Recipe myRecipe = new SteppingStone5\_Recipe();

myRecipe.recipeName = name;

myRecipe.servings = servings;

myRecipe.totalRecipeCalories = calories;

return (myRecipe);

}

public SteppingStone5\_Recipe newRecipe ()

{

String name;

int servings;

float calories;

Scanner s = new Scanner(System.in);

System.out.println("Enter Name");

name = s.nextLine();

System.out.println("Servings");

servings = s.nextInt();

System.out.println("Calories");

calories = s.nextFloat();

SteppingStone5\_Recipe r = Create\_Recipe ( name, servings, calories) ;

return (r);

}

/\*\*

\* Add constructors for the SteppingStone6\_RecipeBox()

\*

\*/

public SteppingStone6\_RecipeBox ( ) {

this.listOfRecipes = new ArrayList<SteppingStone5\_Recipe>();

//this.listOfRecipes.add(newRecipie);

this.totalNumberOfRecipies = 0 ;

}

/\*\*

\* Add the following custom methods:

\*

\* //printAllRecipeDetails(SteppingStone5\_Recipe selectedRecipe)

\* This method should accept a recipe from the listOfRecipes ArrayList

\* recipeName and use the SteppingStone5\_Recipe.printRecipe() method

\* to print the recipe

\*/

public void printAllRecipeDetails (String name) {

for (SteppingStone5\_Recipe r: this.listOfRecipes )

{

{

System.out.println("Name" + r.recipeName);

System.out.println("Servings" + r.servings);

System.out.println("Calories"+ r.totalRecipeCalories );

}

}

}

/\* //printAllRecipeNames() <-- This method should print just the recipe

\* names of each of the recipes in the listOfRecipes ArrayList

\*

\* //addRecipe(SteppingStone5\_Recipe tmpRecipe) <-- This method should use

\* the SteppingStone5\_Recipe.addRecipe() method to add a new

\* SteppingStone5\_Recipe to the listOfRecipes

\*

\*/

public void addRecipe (SteppingStone5\_Recipe tmpRecipe)

{

this.listOfRecipes.add(tmpRecipe);

this.totalNumberOfRecipies ++;

}

// listOfRecipes.get(j).getRecipeName())

public String getRecipeName(int index)

{

return (this.listOfRecipes.get(index).recipeName);

}

/\*\*

\* A variation of following menu method should be used as the actual main

\* once you are ready to submit your final application. For this

\* submission and for using it to do stand-alone tests, replace the

\* public void menu() with the standard

\* public static main(String[] args)

\* method

\*

\*/

public void menu() {

// Create a Recipe Box

//SteppingStone6\_RecipeBox myRecipeBox = new SteppingStone6\_RecipeBox(); //Uncomment for main method

Scanner menuScnr = new Scanner(System.in);

/\*\*

\* Print a menu for the user to select one of the three options:

\*

\*/

System.out.println("Menu\n" + "1. Add Recipe\n" + "2. Print All Recipe Details\n" + "3. Print All Recipe Names\n" + "\nPlease select a menu item:");

while (menuScnr.hasNextInt() || menuScnr.hasNextLine()) {

System.out.println("Menu\n" + "1. Add Recipe\n" + "2. Print All Recipe Details\n" + "3. Print All Recipe Names\n" + "\nPlease select a menu item:");

int input = menuScnr.nextInt();

/\*\*

\* The code below has two variations:

\* 1. Code used with the SteppingStone6\_RecipeBox\_tester.

\* 2. Code used with the public static main() method

\*

\* One of the sections should be commented out depending on the use.

\*/

/\*\*

\* This could should remain uncommented when using the

\* SteppingStone6\_RecipeBox\_tester.

\*

\* Comment out this section when using the

\* public static main() method

\*/

if (input == 1) {

SteppingStone5\_Recipe rec = newRecipe();

addRecipe(rec);

//this.listOfRecipes.add(rec);

} else if (input == 2) {

System.out.println("Which recipe?\n");

String selectedRecipeName = menuScnr.next();

printAllRecipeDetails(selectedRecipeName);

} else if (input == 3) {

System.out.println("Printing all names of recipes\n");

for (int j = 0; j < this.listOfRecipes.size(); j++) {

System.out.println((j + 1) + ": " + getRecipeName(j));

System.out.println( listOfRecipes.get(j).recipeName );

}

} else {

System.out.println("\nMenu\n" + "1. Add Recipe\n" + "2. Print Recipe\n" + "3. Adjust Recipe Servings\n" + "\nPlease select a menu item:");

}

/\*\*

\* This could should be uncommented when using the

\* public static main() method

\*

\* Comment out this section when using the

\* SteppingStone6\_RecipeBox\_tester.

\*

if (input == 1) {

myRecipeBox.newRecipe();

} else if (input == 2) {

System.out.println("Which recipe?\n");

String selectedRecipeName = menuScnr.next();

myRecipesBox.printAllRecipeDetails(selectedRecipeName);

} else if (input == 3) {

for (int j = 0; j < myRecipesBox.listOfRecipes.size(); j++) {

System.out.println((j + 1) + ": " + myRecipesBox.listOfRecipes.get(j).getRecipeName());

}

} else {

System.out.println("\nMenu\n" + "1. Add Recipe\n" + "2. Print Recipe\n" + "3. Adjust Recipe Servings\n" + "\nPlease select a menu item:");

}

\*

\*/

System.out.println("Menu\n" + "1. Add Recipe\n" + "2. Print All Recipe Details\n" + "3. Print All Recipe Names\n" + "\nPlease select a menu item:");

}

}

// menu class

public static void main(String[] args) {

SteppingStone6\_RecipeBox box = new SteppingStone6\_RecipeBox ();

box.menu ();

}

}

/\*\*

\*

\* Final Project Details:

\*

\* For your final project submission, you should add a menu item and a method

\* to access the custom method you developed for the Recipe class

\* based on the Stepping Stone 5 Lab.

\*

\*/