## Higher National Diploma in Information Technology

**Object Oriented Programming**

**Lab Sheet 09**

1. You are to design and develop an insatiable class named *Invoice*. This class will contain the data on a product that would appear on one line of an invoice. Its instance variables will be:

part number (String)

part description (String)

quantity (integer) ie quantity of the part purchased

price per unit (double) ie price for a single part.

The class should contain a constructor that initialises each instance variable to spaces or zero.

The class should contain setters and getters for each instance variable.

Put them together into a class, like this:

public class Invoice

{

private first instance variable

private second instance variable

etc

constructor()

public setPartNumber

public getPartNumber

etc

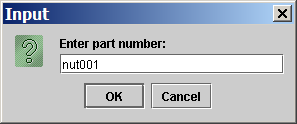
}

You also need to create a driver program to test your class by creating objects from it.

* Call the driver *TestInvoice* This will have a main method where program execution will start.
* It should create an *Invoice* object.
* Then prompt the user to enter part number, description, quantity and price using dialog boxes and use the *setter* methods to set these values in the object’s instance variables
* Then print headings
* Then use the *getter* methods to display the values of each instance variable.

When you have this working, copy, paste and adapt the appropriate code to create another object, then get data for it and display the values for both objects.

**Screen Sample**

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Etc for all instance variables.

Then display the output:

**Invoice**

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**Part Description Quantity Price**

**nut001 10mm chrome 12 0.25**

**bolt130 30mm bolt 25 0.30**