

# Class UsedCarLot

java.lang.Object  
UsedCarLot

public class UsedCarLot  
extends Object

Used car lot constructor

## Constructor Summary

### Constructors

Constructor	Description
UsedCarLot()	A method that sets the inventory param in UsedCarLot object to a new array list

## Method Summary

All Methods	Instance Methods	Concrete Methods
Modifier and Type	Method	Description
void	addCar(int indexToAdd, Car carToAdd)	A public setter that adds a car to a specific index in the inventory array list
void	addCar(Car newcar)	A public method that adds a new car to the end of the inventory array list
ArrayList <Car>	getInventory()	Public getter method that returns the inventory array list
void	moveCar(int indexOfCarToMove, int destinationIndex)	A public void method that moves a Car object from its index to the destinationIndex
Car	sellCarNoShift (int indexOfCarToSell)	A public getter method that removes a Car object from the inventory array list and returns its memory location and does not shift the Car objects appropriately, instead it places a null value in the index of the remove car object
Car	sellCarShift (int indexOfCarToSell)	A public getter method that removes a Car object from the inventory array list and returns its memory location also

and returns its memory location also shifts the Car objects appropriately

boolean      **swap**(int first, int second)

A public method that returns a boolean if the two Car objects swapped places successfully

### Methods inherited from class java.lang.Object

clone , equals , finalize , getClass , hashCode , notify , notifyAll , toString , wait , wait , wait

## Constructor Details

### UsedCarLot

public UsedCarLot()

A method that sets the inventory param in UsedCarLot object to a new array list

## Method Details

### getInventory

public ArrayList <Car> getInventory()

Public getter method that returns the inventory array list

#### Returns:

The array list of all car added

### addCar

public void addCar(Car newcar)

A public method that adds a new car to the end of the inventory array list

PRECONDITION: The new Car object is made correctly and  $0 \leq \text{indexToAdd} < \text{inventory.size()}$

#### Parameters:

newcar - A new Car Object

### swap

```
public boolean swap(int first,
                    int second)
```

A public method that returns a boolean if the two Car objects swapped places successfully

**Parameters:**

first - The index of the first car

second - The index of th second car

**Returns:**

Returns a boolean value that indicates if the swap was successful

## addCar

```
public void addCar(int indexToAdd,
                  Car carToAdd)
```

A public setter that adds a car to a specific index in the inventory array list

PRECONDITION: The new Car object is made correctly

**Parameters:**

carToAdd - The car object that needs to be added

indexToAdd - The index where the Car objects needs to get added at

## sellCarShift

```
public Car sellCarShift(int indexOfCarToSell)
```

A public getter method that removes a Car object from the inventory array list and returns its memory location also shifts the Car objects appropriately

**Parameters:**

indexOfCarToSell - Index of the Car object to remove and return

**Returns:**

Returns the removed Car object's memory location

## sellCarNoShift

```
public Car sellCarNoShift(int indexOfCarToSell)
```

A public getter method that removes a Car object from the inventory array list and returns its memory location and does not shift the Car objects appropriately, instead it places a null value in the index of the remove car object

**Parameters:**

`indexOfCarToSell` - Index of the Car object to remove and return

**Returns:**

Returns the removed Car object's memory location

**moveCar**

```
public void moveCar(int indexOfCarToMove,  
                    int destinationIndex)
```

A public void method that moves a Car object from its index to the destinationIndex

**Parameters:**

`destinationIndex` - The index of where the Car object is moved to

`indexOfCarToMove` - The index of the Car object that needs to be moved