Programming Lab – UsingArrayList – HungryHerman

Herman is hungry. You are to write a program that will:

1. Ask the user for 4 items of food to put on Herman's plate. Each of these items should be added to Herman's "plate" (ArrayList<String>) using the add method.

2. Herman doesn't like everything that was put there, so he removes the 3rd item added. (use remove)

3. Herman decides he doesn't want the last item added to his plate, but instead wants "ice cream". Change (by using the method set) the last item added (which can be found by using size() – 1) to "ice cream".

4. Herman's mom asks if Herman got some "green beans". Did he? Use the contains method to determine if Herman has "green beans" and print to the screen if he does or does not.

5. Herman eats his food in order so he would like to add a salad to the front of his plate.

6. Herman's mom then asks where his salad is located. (use the indexOf method to determine what spot on Herman's plate the salad is – it should be in the first spot)

7. Munch, munch. Herman eats his food. Go through Herman's plate and munch all his food by using the clear method.

Have the program print a narrative of what is happening, then display the list after each action.

The output could look something like:

Herman is hungry. Please name 4 food items to put on his plate.
{ input four strings }
Herman's plate now contains:
[French fries, bacon, noodles, pierogies]
Herman doesn't like noodles
Herman's plate now contains:
[French fries, bacon, pierogies]
Herman doesn't want pierogies, he wants ice cream instead.
Herman's plate now contains:
[French fries, bacon, ice cream]
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