

APCS – Mr. Ascione

Toy Store

OBJECTIVE: This lab was designed to review basic class creation and to introduce and demonstrate how to use an ArrayList.

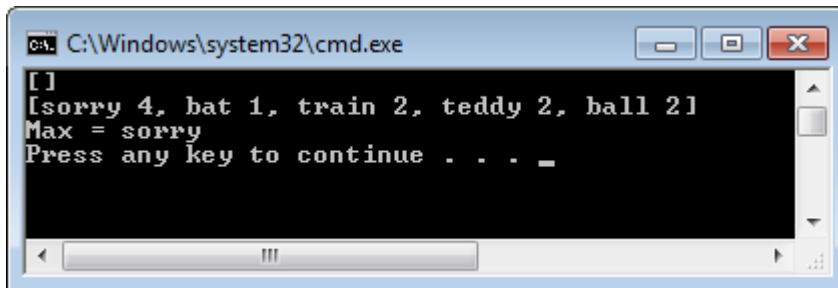
SPEC: In this project, you will be completing methods for a Toy class and a ToyStore class that consists of an ArrayList of Toy objects. The Toy class stores a Toy name and a count of how many exist in the store.

Create a program that will store a list of Toys and keep track of how many times a particular toy occurs.

Write a method to return the Toy that occurs in the list most frequently.

ENHANCEMENT: Implement a method to sort the toys by count.

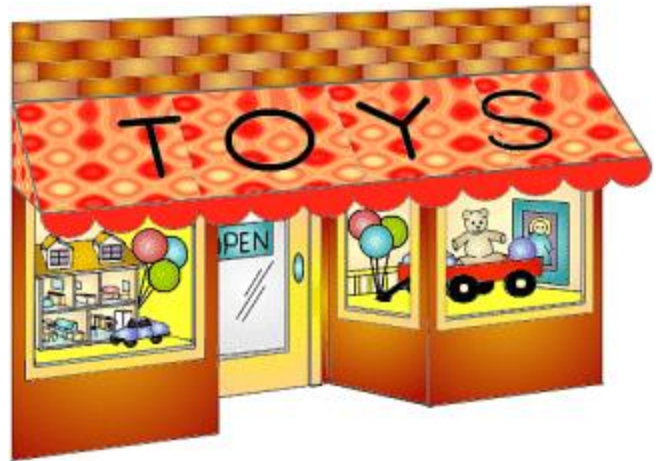
SAMPLE OUTPUT:



```
C:\Windows\system32\cmd.exe
[]
[sorry 4, bat 1, train 2, teddy 2, ball 2]
Max = sorry
Press any key to continue . . . _
```

TEST CASES:

sorry bat sorry sorry sorry train train teddy teddy ball ball
yahtzee, monopoly, candyland, monopoly, yahtzee, candyland
operation, operation, boggle, scrabble, clue, life, clue, clue



Files Needed:

Toy.java

ToyStore.java

ToyStoreRunner.java