15.05 Assignment Instructions

- 1. Create a folder called 15.05 Assignment in your module 15 assignments folder.
- 2. Create an interface named Product.
 - a. Add a method called **getName()** that returns a string.
 - b. Add a method called **getCost()** that returns a double.
- 3. Create abstract class **Vehicle** that implements **Product**.
 - a. It should have string variable **name** and double **cost**, that are initialized in the constructor.
 - b. Add appropriate getName() and getCost() methods
- 4. Create classes Car and Truck that extend Vehicle.
 - a. No other methods are needed.
- 5. Create class Tool that implements **Product** and **Comparable<T>**.
 - a. It should have string variable **name** and double **cost** that are initialized in the constructor.
 - b. Add appropriate getName() and getCost() methods.
 - c. Add a compareTo() method that compares tools based upon cost.
- 6. Create class InventoryDemo.
 - a. Test your classes by using ArrayList **products** of following products (Remember to declare it properly using List):

Name	Cost
Jaguar	1000000.00
Neon	17000.00
JigSaw	149.18
Jaguar	110000.00
Neon	17500.00
Neon	17875.32
RAM	35700.00
CircularSaw	200.00
CircularSaw	150.00

b. Create a static method takeInventory that, when passed the name of a product, will go through the list and print out <item name>: Quantity = <quantity>, Total cost = <totalcost>.
<item name> is the name of the product, <quantity> and <totalcost> are the values you calculate by going through the list for the product with name that was passed to takeInventory.

c. To test the **compareTo()** method, create two Tools, **saw1**, and **saw2**. Give them different prices and then test the **compareTo()** method you made, by displaying which one is more expensive.

Your output should be similar to:

