

## Computer Science 212

### Object-Oriented Programming in Java

#### Lab 18

**Aim: Create a Wallet: a linked list of Money.**

**This lab will form the basis for project 3.**

Create a new project in Eclipse called Lab18.

Import the class *WalletMain* from Z:\Lab18, and look at the code.

For this lab we will need a linked list capable of storing objects of type *Money*. The easiest way to get this *MoneyList* class is to import the linked list classes from the Z:\Lab16 folder (classes *LinkedList* and *ListNode*), then rename them *MoneyList* and *MoneyNode*. You can do this manually, or use the refactor as shown in lecture.

You will need to import the *Money*, *Bill*, *Coin*, etc. classes from Lab 17 into your project.

Create a class called *Wallet* (a skeleton for this class is available in the Z:\Lab18 folder.) The *Wallet* class will use a *MoneyList* to store all the bills and coins in the wallet. It should also have the following methods:

- *addToWallet(Money m)* which will append a new *Money* to the contents of the wallet.
- *print()* which prints the values of all the bills and coins in the wallet (see *MoneyMain* in Lab 16)
- *getValue()* which returns a String show the value of what's in the wallet in "dddd.cc" format.

Once these methods are written, run class *WalletMain*.

You may want to save your files on a jump drive or email them to yourself, as they will be part of project 3.