Brian Brzoska

Fish Market Report

When I first started to create this project, it was a little difficult for me to remember how inheritance worked. However, with a quick refresher I was able to create four classes for the Shrimp, Scallop, Crab, and Fish. Each of those classes extend the Seafood class and have four variables. They have the index, type, weight, and price of each specific seafood. Within the seafood class I have a few getters, a toString(), and a constructor.

Within the FishMarket class, I have a random number generator that will go into a switch statement. This switch will determine what that random number generates. If it is the number one, it would generate a Crab with its own weight and price. So, to sum it together, the first class generates all the seafood. The writeFile() method is what will create the .csv file and then input all of the data into it.

Within the writeFile() method, I attempted to use a BufferedReader but, I was having a hard time because I had the index, type, weight, and price being inputted at the bottom of the list so I eventually went back to the PrintWriter because that is something that I am more familiar with. When there are three-hundred seafood generated, it is inputted into a .csv so if it was for a crab, the result would be INDEX | “Crab” | PRICE | WEIGHT.