

# Class UsedCarLot

java.lang.Object  
UsedCarLot

public class UsedCarLot  
extends Object

## Constructor Summary

### Constructors

Constructor	Description
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<b>UsedCarLot()</b>	Instantiates a UsedCarLot object and initializes it as an empty ArrayList
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## Method Summary

All Methods    Instance Methods    Concrete Methods

Modifier and Type	Method	Description
void	<b>addCar</b> (int indexToAdd, Car carToAdd)	Adds a car to a certain index of the UsedCarLot object
void	<b>addCar</b> (Car added)	Adds a car to the UsedCarLot object
<b>ArrayList</b> <Car>	<b>getInventory</b> ()	Returns the inventory of the UsedCarLot
void	<b>moveCar</b> (int indexOfCarToMove, int destinationIndex)	Moves the car to the location of the index
Car	<b>sellCarNoShift</b> (int indexOfCarToSell)	Removes the Car object from the inventory and replaces it with null
Car	<b>sellCarShift</b> (int indexOfCarToSell)	Removes a Car object from the inventory
boolean	<b>swap</b> (int one, int two)	Swaps the places of two Car objects

### Methods inherited from class java.lang.Object

clone , equals , finalize , getClass , hashCode , notify , notifyAll , toString ,  
wait , wait , wait

## Constructor Details

### UsedCarLot

```
public UsedCarLot()
```

Instantiates a UsedCarLot object and initializes it as an empty ArrayList

## Method Details

### getInventory

```
public ArrayList <Car> getInventory()
```

Returns the inventory of the UsedCarLot

**Returns:**

the inventory of the UsedCarLot

### addCar

```
public void addCar(Car added)
```

Adds a car to the UsedCarLot object

**Parameters:**

added - The added Car object

### addCar

```
public void addCar(int indexToAdd,  
                  Car carToAdd)
```

Adds a car to a certain index of the UsedCarLot object

**Parameters:**

indexToAdd - the index of where to place the carToAdd

carToAdd - the Car object added in indexToAdd

### swap

```
public boolean swap(int one,  
                    int two)
```

Swaps the places of two Car objects

**Parameters:**

one - the first index

two - the second index

**Returns:**

true if the indexes are within the size of inventory and false if they do not

## sellCarShift

```
public Car sellCarShift(int indexOfCarToSell)
```

Removes a Car object from the inventory

**Parameters:**

indexOfCarToSell - index of the car the user wants to sell

**Returns:**

the Car that was removed

## sellCarNoShift

```
public Car sellCarNoShift(int indexOfCarToSell)
```

Removes the Car object from the inventory and replaces it with null

**Parameters:**

indexOfCarToSell - index of the car the user wants to sell

**Returns:**

the Car that was removed

## moveCar

```
public void moveCar(int indexOfCarToMove,  
                    int destinationIndex)
```

Moves the car to the location of the index

**Parameters:**

indexOfCarToMove - index of the car the user wants to move

destinationIndex - index of the place the user wants to move the car to

