


# Module 12 - Classroom Exercise

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**Due** Monday by 4p.m.    **Points** 0    **Available** after Apr 10 at 2p.m.

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In order to review the iterator pattern, we are going to start with a small exercise.

Given the following class named [Menuitem](https://northeastern.instructure.com/courses/141347/files/19230207?wrap=1) (<https://northeastern.instructure.com/courses/141347/files/19230207?wrap=1>)  [https://northeastern.instructure.com/courses/141347/files/19230207/download?download\\_frd=1](https://northeastern.instructure.com/courses/141347/files/19230207/download?download_frd=1) , you need to create another class that produces a collection of menu items (a.k.a. a menu). The class you create must have the following characteristics:

- The name of your class will be your name + the word Menu. Example: *LinoMenu*
- Your class will store *Menuitem* objects in any data structure that makes sense to you (for example, Array, ArrayList, LinkedList, TreeSet, etc.)
- Your class will have two methods:
  - *public void addItem(String name, String description, boolean vegetarian, double price)*
  - *public D getMenuItems()* - where *D* is the data structure you used (Array, ArrayList, LinkedList, TreeSet, etc.)

We will take a look at everyone's implementation and identify why we need the iterator pattern