Corner Grocer Documentation:

The Corner Grocer application serves to read a text file that has the name of a fruit on each line, count how many times each fruit appears in the file, and display the results in a few different formats. In order to accomplish this, the code is split into three big parts: the main function, a StringCounter class, and a CornerGrocerMenu class.

The main function will look for an input file titled *CS210\_Project\_Three\_Input\_File.txt* in the directory the program was opened from and display an error if it was not found. Then it will use StringCounter to count each line in the file. The main function will try to back up the counts to *frequency.dat* in the same directory, printing an error if it fails. After that, it will use CornerGrocerMenu to offer ways of displaying the input to the user. See the screenshots folder for examples of error messages.

The StringCounter class offers a few small functions to count how many times a given line appears in a file, record those counts to a file, and let other code view the hashmap it uses to record the counts.

The CornerGrocerMenu class asks for a hashmap of the same type that StringCounter uses, and offers a menu with a few different ways to display the information it contains: searching for the count of an item entered by the user, printing the counts of all items numerically, and printing the counts of all items in a histogram. See the screenshots folder for an image of the menu, and an example of each of the above display styles.