

GROUP 9:

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HANDS ON 02:

```
1 import java.util.*;
2
3 public class LabExer2 {
4
5     private String itemName;
6     private double itemPrice;
7     private int itemQuantity;
8     private double amountDue;
9
10    public String getItemName() {
11        return itemName;
12    }
13
14    public double getTotalCost() {
15        return amountDue;
16    }
17
18    public void setItemName(String name) {
19        itemName = name;
20    }
21
22    public void setTotalCost(int quantity, double price) {
23        amountDue = price * quantity;
24    }
25
26    public void readInput() {
27        Scanner s = new Scanner(System.in);
28
29        System.out.print("Enter the name of the item that you are purchasing: ");
30        setItemName(s.nextLine());
31
32        System.out.print("Enter the quantity and price separated by a space: ");
33        itemQuantity = s.nextInt();
34        itemPrice = s.nextDouble();
35
36        setTotalCost(itemQuantity, itemPrice);
37        writeOutput();
38    }
39
40    public void writeOutput() {
41        System.out.println("You are purchasing " + itemQuantity + " " + getItemName() + "(s) " + "at " + itemPrice + " each.");
42        System.out.printf("Amount due is %.2f", getTotalCost());
43    }
44
45    public static void main(String[] args) {
46        LabExer2 labExer2 = new LabExer2();
47        labExer2.readInput();
48    }
49 }
```

EXAMPLE OUTPUTS:

```
Enter the name of the item that you are purchasing: table
Enter the quantity and price separated by space: 8 1500.00
You are purchasing 8 table(s) at 1500.0 each.
Amount due is 12000.00
```

```
Enter the name of the item that you are purchasing: bag
Enter the quantity and price separated by space: 3 1475.50
You are purchasing 3 bag(s) at 1475.5 each.
Amount due is 4426.50
```

EXPLANATION:

- On the first line we imported the **java.util.*** package, which includes the Scanner class for input. On line 3, we declared a class named **LabExer2** that will serve as our main class. Meanwhile you would see that there are private instance variables to store item details that we needed.
- In the main method we created an instance of **LabExer2** named **labexer2** then after that using the created **labexer2** object, we used the **readInput()** method of that object to start the program.
- There are setter method to set the itemName. and setter method to calculate amountDue based on quantity and price. There are also getter methods which are **getItemName()** that returns the **itemName** variable and **getTotalCost()** that returns the **amountDue** variable
- The method **readInput()** uses the created Scanner object named **s** inside the method to get user input for item name, quantity, and price.
 - First, we asked the user to enter the name of the item that the user is purchasing.
 - Second, we asked the user to enter the quantity and price of the item that the user is purchasing.
 - Third, the program calls the **setTotalCost()** method to calculate the total cost for the item.
 - Finally, inside the **readInput()** method, **writeOutput()** method is called to print out the results.