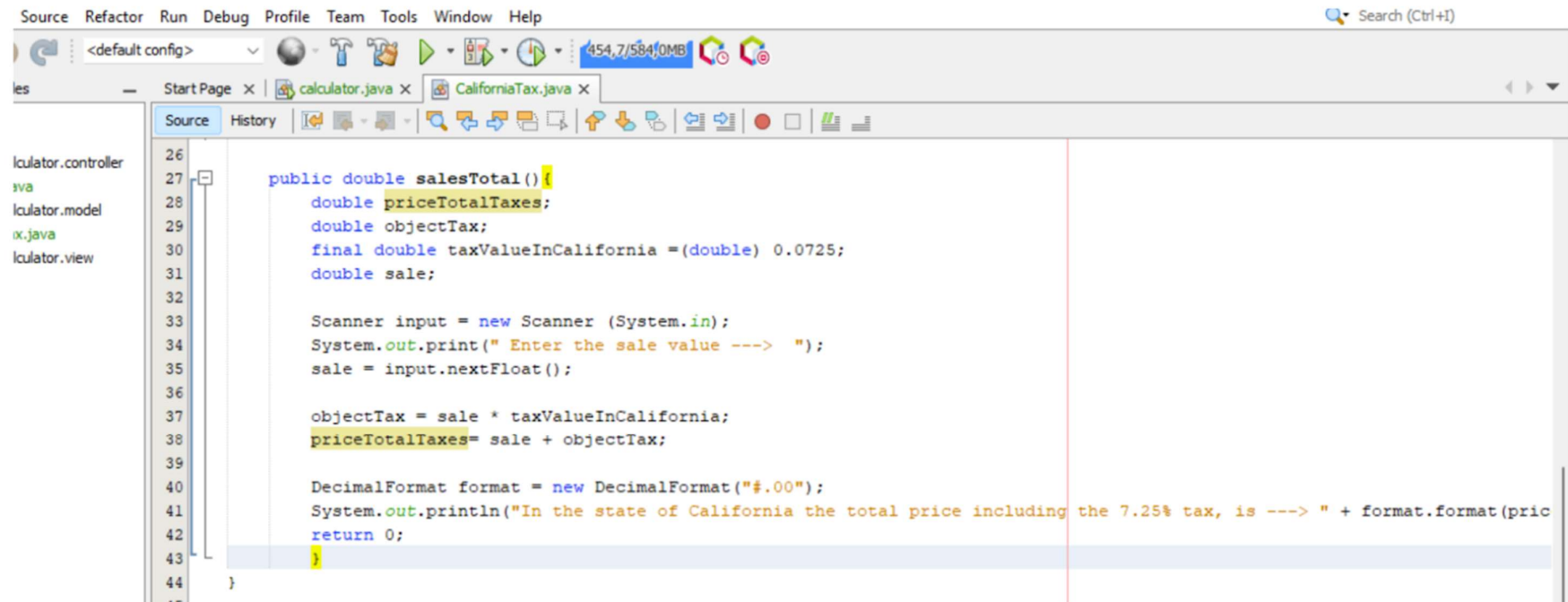


16 DE LA CRUZ QUINGA ALEJANDRO SEBASTIAN

The template method is a method in a superclass, usually an abstract superclass, and defines the skeleton of an operation in terms of a series of high-level steps.

Create the abstract base class and declare the template method and a set of abstract methods that represent the steps of the algorithm.



The screenshot shows an IDE with the following components:

- Menu Bar:** Source, Refactor, Run, Debug, Profile, Team, Tools, Window, Help.
- Search Bar:** Search (Ctrl+I).
- Toolbar:** Includes icons for file operations, running, and debugging.
- Project Explorer:** Shows a package structure with `calculator.controller`, `calculator.model`, `calculator.view`, and `calculator.java`.
- Editor:** Displays the `CaliforniaTax.java` file with the following code:

```
26  
27 public double salesTotal() {  
28     double priceTotalTaxes;  
29     double objectTax;  
30     final double taxValueInCalifornia = (double) 0.0725;  
31     double sale;  
32  
33     Scanner input = new Scanner (System.in);  
34     System.out.print(" Enter the sale value ----> ");  
35     sale = input.nextFloat();  
36  
37     objectTax = sale * taxValueInCalifornia;  
38     priceTotalTaxes= sale + objectTax;  
39  
40     DecimalFormat format = new DecimalFormat("#.00");  
41     System.out.println("In the state of California the total price including the 7.25% tax, is ----> " + format.format(pric  
42     return 0;  
43 }  
44 }
```