

CS 102 - Lab 10



1. Definition of a hierarchy of fruits is given below.

- `Fruit` contains an abstract method `getVitamin()` that returns `String`.
- `Fruit` contains a `String` field `color`.
- Fruits are `Apple`, `Banana`, `Strawberry` and `Blackberry`. Apples are green, bananas are yellow, strawberries are red, blackberries are black. All these classes have zero parameter constructors.
 - o Apple's vitamins are "A B12".
 - o Banana's vitamins are "C D".
 - o Strawberry's vitamins are "B5 E".
 - o Blackberry's vitamins are "C K".
- Apples and bananas grow on trees. All tree fruits provide a `void` method named `peel()`. Define a class (or interface?) named `TreeFruit` that has method `peel`. Make `Apple` and `Banana` extend (or implement?) `TreeFruit`.
 - o When an `Apple` is being peeled, it prints out "Peeling an apple."
 - o When a `Banana` is being peeled, it prints out "Peeling a banana."
- Strawberries and blackberries grow on the ground. All ground fruits provide a `void` method named `pick()`. Define a class (or interface?) named `GroundFruit` that has method `pick`. Make `Strawberry` and `Blackberry` extend (or implement?) `GroundFruit`.
 - o When a `Strawberry` is being picked, it prints out "Picking a strawberry."
 - o When a `Blackberry` is being picked, it prints out "Picking a blackberry."

a. Implement the classes.

b. Implement a method named `prepareFruits` that takes a list of fruits and invokes tree fruits' `peel` method and ground fruits' `pick` method. i.e. You have to distinguish tree fruits from ground fruits.

```
public static void prepareFruits (ArrayList<Fruit> fruits) {  
    // IMPLEMENT THIS METHOD  
}
```

c. Use the following main method to test your code.

```
public static void main(String[] args) {  
    ArrayList<Fruit> fruits = new ArrayList<Fruit>();  
    fruits.add(new Apple());  
    fruits.add(new Banana());  
    fruits.add(new Strawberry());  
    fruits.add(new Blackberry());  
    prepareFruits(fruits);  
}
```