

Oppgave 4

Skjermndump av programmet som viser at klassen i oppgave 3 fungerer:

printBallsNeedingMoreAir() - output:

```
Equipment manager
1. print the list of equipment
2. print the balls needing more air
3. print the equipments needing to be replaced
4. print the table tennis rackets needing new pad
5. Exit program
Enter option 2
The following balls needs more air:
Ball{ballType=FOOTBALL, needAirRefill=true} Equipment{id=12, location='Locker 1', needToBeReplaced=false}
Ball{ballType=HANDBALL, needAirRefill=true} Equipment{id=15, location='Locker 2', needToBeReplaced=true}
Ball{ballType=HANDBALL, needAirRefill=true} Equipment{id=14, location='Locker 2', needToBeReplaced=true}
Ball{ballType=HANDBALL, needAirRefill=true} Equipment{id=2, location='Locker 3', needToBeReplaced=false}
Ball{ballType=FOOTBALL, needAirRefill=true} Equipment{id=3, location='Locker 1', needToBeReplaced=false}
Ball{ballType=FOOTBALL, needAirRefill=true} Equipment{id=5, location='Locker 4', needToBeReplaced=false}
Ball{ballType=FOOTBALL, needAirRefill=true} Equipment{id=6, location='Locker 4', needToBeReplaced=false}
Ball{ballType=VOLLEYBALL, needAirRefill=true} Equipment{id=21, location='Locker 6', needToBeReplaced=false}
Ball{ballType=BASKETBALL, needAirRefill=true} Equipment{id=33, location='Locker 7', needToBeReplaced=false}
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```

printEquipmentNeedingToBeReplaced – output:

```
Equipment manager
1. print the list of equipment
2. print the balls needing more air
3. print the equipments needing to be replaced
4. print the table tennis rackets needing new pad
5. Exit program
Enter option 3
The following equipments needs to be replaced:
Ball{ballType=HANDBALL, needAirRefill=true} Equipment{id=15, location='Locker 2', needToBeReplaced=true}
Ball{ballType=HANDBALL, needAirRefill=true} Equipment{id=14, location='Locker 2', needToBeReplaced=true}
TableRacket{needNewCoating=false} Equipment{id=17, location='Locker 5', needToBeReplaced=true}
Ball{ballType=BASKETBALL, needAirRefill=false} Equipment{id=34, location='Locker 7', needToBeReplaced=true}
-----
```

printTableTennisRacketsNeedingNewPad – output:

```
Equipment manager
1. print the list of equipment
2. print the balls needing more air
3. print the equipments needing to be replaced
4. print the table tennis rackets needing new pad
5. Exit program
Enter option 4
The following Table Tennis Rackets needs new pad
TableTennisRacket{needNewCoating=true} Equipment{id=18, location='Locker 5', needToBeReplaced=false}
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```