

Name \_\_\_\_\_ Period \_\_\_\_\_

---

Consider a class that can be used to model a DixieCup, or rather the contents that a DixieCup can hold. When a DixieCup is created the number of items it can hold is defined depending on which constructor is called.

The number of items, if specified, is used to initialize the instance variable `itemsArray[]` which serves to store the items in the DixieCup as String data types. If a DixieCup can hold items, the instance variable `isFull` is false when the cup is created, otherwise `isFull` is true. Consider the following calls,

```
DixieCup cup1 = new DixieCup(5); //Creates a cup that can hold five items, isFull is false  
DixieCup cup2 = new DixieCup(); //Creates a cup that cannot hold anything, isFull is true
```

(a) Write the DixieCup class that meets the above requirements below.

A *DixieCup* is full if there are no more null values in the *itemsArray*. If there are null values, *isFull* should be set to false, otherwise *isFull* should be set to true. Because we also have DixieCups that cannot hold anything, you will also need to check for this too.

(b) Write the *setIsFull* method below

The *addItem* method accepts a parameter which represents the item to be added to the *itemsArray*. The item you add must go in the first *null* value of your *itemsArray*. You will need a loop to check for this. Once you have added your item, you should call *setIsFull*. *setIsFull* will set *isFull* to *true* if there are not anymore *null* places.

(c) Write the *addItem* method

In addition to adding items, the user should have the ability to swap the location of two items in a cup. The swap method should have the following signature,

```
public void swap(int i1, int i2)
```

The parameters, *i1* and *i2*, represent the indices of the items you want to swap.

(d) Write the swap method