**public** **class** Model {

**private** Stove [ ] stoves;

**private** **int** numberOfStoves;

**public** Model() {

stoves = **new** Stove[25];

numberOfStoves = 0;

initialiseData();

}

**public** **boolean** addItem(Stove stove){

// **TODO** add your code here

// return true for success

**if**(numberOfStoves == 25)

**return** **false**;

stoves[numberOfStoves] = stove;

numberOfStoves++;

**return** **true**;

}

**public** **boolean** deleteItem(**int** index) {

// **TODO** add your code here.

// return true for success

**if**((index < 0)||(index >= numberOfStoves))

**return** **false**;

**if**(index == numberOfStoves - 1){

// index is last item so delete it

stoves[index] = **null**;

numberOfStoves--;

**return** **true**;

}

**int** i;

numberOfStoves--;

**for**(i = index; i < numberOfStoves; i++){

stoves[i] = stoves[i + 1];

}

// delete last entry

stoves[numberOfStoves] = **null**;

**return** **true**;

}

**public** Stove [ ] getAllStoves() {

// **TODO** add your code here

Stove[] list = **new** Stove[numberOfStoves];

**for**(**int** i = 0; i < numberOfStoves; i++)

list[i] = stoves[i];

**return** **null**;

}