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Class Item

`java.lang.Object`

`Item`

`public class Item`extends [`Object`](#)

This class is responsible for handling item instances.

Version:
1.0 (Last edited: November 28th, 2014)
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Constructor Summary

[**Item**](#)(`String` name)
     Constructor for objects of class Item

Method Summary

boolean	[**carried**](#)() Check if the item is carried.
void	[**dropItem**](#)() Sets the field that indicates that the item has been dropped off.
boolean	[**dropped**](#)() Check if the item has been dropped in the delivery location
[String](#)	[**getItemLocation**](#)() Access the item's original location.
[String](#)	[**getItemName**](#)() Check the item's name
void	[**pickUp**](#)() Sets the field that indicates that the item has been picked up.
void	[**setItem**](#)([String](#) itemLocation) Set the original location of the item.

Methods inherited from class java.lang.[Object](#)

Constructor Detail

Item

public **Item**(String name)
> Constructor for objects of class Item
> **Parameters:**
> Name - for the item

Method Detail

carried

public boolean **carried**()
> Check if the item is carried.
> **Returns:**
> Boolean value.

---

dropItem

public void **dropItem**()
> Sets the field that indicates that the item has been dropped off.

---

dropped

public boolean **dropped**()
> Check if the item has been dropped in the delivery location
> **Returns:**
> Boolean value

---

getItemLocation

public String **getItemLocation**()
> Access the item's original location.
> **Returns:**
> The item's original location.

---

getItemName

public String **getItemName**()
> Check the item's name
> **Returns:**

The name of the item.

---

pickUp

```
public void pickUp()
```
       Sets the field that indicates that the item has been picked up.

---

setItem

```
public void setItem(String itemLocation)
```
       Set the original location of the item.

       Parameters:

       `Location` - for the item to be placed at the beginning of the program

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