Name: **Casey Sorrells** worksheet14A

Given the following UML-like diagram:

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| StorageBox |
| int width int height int depth String color |
| StorageBox() void open() void close() void insertItem(String item) void removeItem(String item) int getNumberOfItems() |

Here is the code to:  
create a new gray storage box that has a width of 6 ft, a height of 3 feet, and a depth of 3 feet  
open the box, insert a yoyo, remove a flashlight, close the box  
print the box’s color  
print the number of items in the box

StorageBox box = new StorageBox();  
box.width = 6;  
box.height = 3;  
box.depth = 3;  
box.color = “gray”;  
box.open();  
box.insertItem(“yoyo”);  
box.removeItem(“flashlight”)  
box.close();  
System.out.println(box.color);  
System.out.println(box.getNumberOfItems());  
  
Write code to:  
create a new black storage box that has a width of 3 feet, a height of 2 feet, and a depth of 1 foot  
print the box’s width, height, depth, and color  
print the number of items in the box  
open the box, insert a pencil, close the box  
print the number of items in the box  
open the box, remove a pen, close the box  
print the number of items in the box

**StorageBox box = new StorageBox();  
box.width = 3;  
box.height = 2;  
box.depth = 1;  
box.color = “black”;**

**System.out.println(box.width);**

**System.out.println(box.height);**

**System.out.println(box.depth);  
System.out.println(box.color);  
System.out.println(box.getNumberOfItems());**

**box.open();  
box.insertItem(“pencil”);**

**box.close();**

**System.out.println(box.getNumberOfItems());**

**box.open();  
box.removeItem(“pen”)  
box.close();**

**System.out.println(box.getNumberOfItems());**