**PART 1 (50 POINTS):**

For part 1, you need to create a class named GroceryListManager that inherits from object. A template can be found on the next page.

This class reads a list of grocery items from a file, lets you add and remove items and save the grocery items back to the file overwriting the previous version of the file.

Method Description:

* \_\_init\_\_(self,fileName=’groceries.txt') – Takes in a parameter of a filename that has a list of todo items If none is specified, the filename defaults to ‘default.txt’
* getCount() – returns a int with how many items are in the grocery list
* additem() – adds a new grocery item to the list
* getItem()- gets an item from the grocery list based on an index value
* removeItem() – removes an item from the list based on an index value. HINT: use del() keyword to remove an item from the list (Example: del list\_item[1]])
* \_\_iter\_\_()- gets an Iterator to traverse the items in the grocery list
* saveToFile(): writes to the file specified via the constructor parameter. Overwrites existing content. Each item is on its own line in the file. **Returns true or false if successful**. Should not crash! Catch all exceptions.
* loadFile(): loads the items from the file into the object. Each item is on its own line. **Returns true or false if successful.** Should not crash! Catch all exceptions.
* \_\_str\_\_: Returns the string representation of the object in the format ‘The Grocery List has x items’ where x is the count of item in the list.

**Point Break Down:**

* 30 Points: Management of Grocery items and reading / writing of the files. Errors caught
* 10 Points: Does it compile and run
* 10 Points: Method completeness

**Sample Usage:**





