Project 3 - Generic Single Linked List

Grades for this assignment come from the quiz: false  
[**Click here to go to the quiz**](https://slcc.instructure.com/courses/101056/quizzes/%7B%7B%20quiz_id%20%7D%7D)

This assignment is linked to the discussion, false. Grading will be based on posts in the topic.  
[**Click here to go to the discussion**](https://slcc.instructure.com/courses/101056/discussion_topics/%7B%7B%20discussion_topic_id%20%7D%7D)

Problem

Write a program that maintains a list of items using a generic single-linked list as the backing store.

Specification

1. Use the SinglyLinkedList<E> class provided in the text.
2. The type of item stored in the list can be any item of your choice: pets, books, coins, friends, etc. (You'll need to write the class representing the item).
3. Run the program from a menu with the following options:
   * Add an item.
   * Delete an item.
   * Find an item.
   * Display the list.
   * Exit
4. When the program runs, programatically create 5 items and add them to the list before the menu is displayed.

Admin

1. Grading
   * 0 points if your program does not compile.
   * +5 for comments, indentation and placement of {} per [Style Guide](http://www.cs.slcc.edu/style-guide.shtml).
   * +5 for each specification met.
2. Submission: Attach an executable JAR file that also contains your .java source code files.