// (4/5)Barber Class

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// Creates a new queue of 1 item

// to hold the customer that is

// currently being serviced

//class name

public class Barber{

//instance variables

//creates an int to hold

//the service time for the

//customer.

private int service;

//creates a customer variable

//to hold the customer in the

//waiting chair

private Customer cust;

//constructor method

//initializes the customer and service time

//for the customer in the barbers chair

public Barber(){

cust = null;

service = 0;

}

//methods

//returns a boolean statement that

//tells if the chair is empty or not

public boolean isEmpty(){

return cust == null;

}

//adds a customer to the chair

//and gets their service time

//if the chair is empty

public void fillBarber(Customer c){

//if the barber is empty

if(isEmpty()){

//set the customer to the new

//c and the service time to

//the c customer variables

//arrival time.

cust = c;

service = cust.getService();

//otherwise

} else {

//display the customer in the

//barber's chair.

cust.display();

}

}

//removes the customer from the

//barbers chair and returns the

//customer who left the chair.

public Customer leaveBarber(){

//creates a new customer

//variable to hold the

//customer leaving the

//barber's chair and will

//be the variable returned

//at the end of the method

Customer item = new Customer();

//set item to the customer

//in the chair

item = cust;

//sets cust to null

cust = null;

//prints out that the customer

//has left the barber's chair.

//System.out.println(item.getCustomerName()+" has left the

//Barber's Chair.");

//Returns item

return item;

}

//gets and returns service

public int getService(){

return service;

}

//returns whether or not the

//service is complete

public boolean serviceCompleted(){

return service <= 0;

}

//if the chair isn't empty,

//then this method will

//decrease the service time.

public void decreaseService(){

if(!isEmpty()){

service --;

}

}

//displays if the barber's chair

//is empty or the customer in the

//chair if it is not empty.

public void display(){

//if the chair is empty

if(isEmpty()){

//print out barber's chair to the user

//and then print out that there is no

//one in the chair

System.out.println("\nBarber's Chair");

System.out.println("\t No one is in the barber's chair");

//otherwise

} else{

//print out barber's chair to the user

//and then the customer's name and how

//much longer they have

System.out.println("\nBarber's Chair");

System.out.println("\t" + cust.getCustomerName() + " is

in the chair and has " + service+" left.");

}

}

}