

## COMP 1451 Lab 6-b ( 10 points )

### Take-home lab

For this lab you will work again with the zuul project.

Add an Item class to the project. Item has a description, a weight, and can be picked up or not. Add a SaleItem class that extends Item. A SaleItem has a cost and can always be picked up.

Modify the Room class so that it can store a collection of Item objects. Add these methods to Room class:

```
public void putInRoom(Item item)
public String getRoomItems()
```

The getRoomItems() method will iterate over the collection of items in the room and return a String containing a description of each item. If the item is an instance of SaleItem it will include the item's cost, e.g.

This room contains: counter, beer costing \$4.50, stool, chips costing \$2.00

HINT: override the toString() method to produce the required information.

Modify the Game class so that at least one room has several items, with at least one sale item.

Submit your completed lab to the appropriate dropbox in D2L by the deadline.