

## COMP 1409 Introduction to Software Development 1 Quiz #7 Suggested Solution

Use the class definitions below to answer the questions that follow.

```
public class MemoryStick
{
    private String brand;
    private int capacityInGigabytes;

    public MemoryStick(String theBrand, int theCapacityGb) {
        setBrand(theBrand);
        setCapacityInGigabytes(theCapacityGb);
    }

    public String getBrand() {
        return brand;
    }

    public int getCapacityInGigabytes(){
        return capacityInGigabytes;
    }

    public void setCapacityInGigabytes(int theCapacityGb) {
        capacityInGigabytes = theCapacityGb;
    }

    public void setBrand(String theBrand){
        brand = theBrand;
    }

    public void displayDetails()
    {
        System.out.print("Brand: " + brand);
        System.out.print(" Capacity: " + capacityInGigabytes);
        System.out.println(" gigabytes");
    }

} // end MemoryStick class
```

Below is the framework for a class called Computer that uses MemoryStick. Do not remove the point designations for each section.

```

public class Computer
{
    private String type; // desktop, laptop etc.
    private MemoryStick stick;
    /**
     * Computer constructor initializes its fields
     */
    public Computer( String computerType,
                     String memoryBrand,
                     int memoryCapacityGb)
    {
        type =      computerType;
        stick =     new MemoryStick(memoryBrand, memoryCapacityGb);
    }

    /**
     * @return capacity in gigabytes of memory stick
     */
    public int getMemoryCapacityGb()
    {
        return stick.getCapacityInGigabytes();
    }

    /**
     * @return brand of memory stick
     */
    public String getMemoryBrand()
    {
        return stick.getBrand();
    }

    /** Display computer details - type and memory stick
     */
    public void showDetails()
    {
        System.out.println("Type: " + type);
        stick.displayDetails();
    }

    /**
     * @return type of computer
     */
    public String getType()
    {
        return type;
    }
} // end Computer class

```