Ervin Sarmiento

Fish Market Essay

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This report highlights the implementation of Fish Market that involved using a superclass called Seafood and subclasses called Fish, Scallop, Crab and Shrimp through the Java language and Eclipse as the IDE. The goal of the implemented program is to be able to randomly generate Seafood types which of 300 counts, export the seafood list generated by this random instance to a csv file, and implement a histogram to analyze the gathered data from it.

*Figure 1: Pivot Table of Seafood Types (weight & price per lb)*

Table

Description automatically generated

*Figure 2: Histogram Graph of Seafood Types*

The pivot table and histogram graph display four different seafood types: crab, fish, scallop, and shrimp. Each seafood type displays the total weight of the seafood and the total price per lb of the total weight. The seafood type which displays the highest total weight is fish, followed by crab, shrimp, and scallop. The grand total weight of all the seafood is 743.65lbs. The seafood type which displays the highest total price is fish, followed by crab, shrimp, and scallop. The grand total price of all the seafoods is $1,299. The histogram graph corresponds to the data displayed in the pivot chart; showing that highest weight total of fish is the highest for both pivot table and histogram graph, followed by crab, shrimp, and scallop.

Chart

Description automatically generated