START HOUSE CLASS

Declare instance variables (private data)

* private String owner
* private int lotNumber
* private double squareFootage

//instance variables for enumerated types

private Bedrooms bedroom;

private Baths bathroom;

private Color houseColor;

//default constructor

public House(){

owner = “”;

lotNumber = 1;

squareFootage = 500.00;

Bedrooms bedroom = ONE\_BEDROOM;

Baths bathrooms = ONE;

Color houseColor = WHITE;

}

//parameterized constructor

public House(String anOwner, int aLotNumber, double aSquareFootage, Bedrooms aBedrooms, Baths aBaths, Color aColor){

owner = anOwner;

lotNumber = aLotNumber;

squareFootage = aSquareFootage;

bedroom = aBedrooms;

bathrooms = aBaths;

houseColor = aColor;

}

public String getOwner()

RETURN owner;

GETTER METHODS

public int getLotNumber()

RETURN lotNumber

public double getSquareFootage()

RETURN squareFootage

public Bedrooms getBedroom()

RETURN bedroom

public Baths getBathrooms()

RETURN bathrooms

public Color getColor()

RETURN houseColor

END GETTER METHODS

SETTER METHODS

public void setLotNumber(int newLotNumber)

lotNumber = newLotNumber;

public void setSquareFootage(double newSquareFootage)

sqaureFootage = newSquareFootage

public void setBedroom(Bedrooms newBedroom)

bedroom = newBedroom

public void setBathroom(Baths newBathroom)

bathrooms = newBathroom

public void setColor(Color newColor)

houseColor = newColor

END SETTER METHODS

toString METHOD 🡪 needs printf formatting (see doc)

public String toString() // I’m pretty sure this printf formatting is wrong (I’m going to figure it out as I go)

String returnString = System.out.printf(“\n%s\n”, “\t”, owner, “\n%s\n”, “\t”, lotNumber, “\n%s\n”, “\t”, %.2f squareFootage, “\n%s\n”, “\t”, bedroom, “\n%s\n”, “\t”, bathrooms, “\n%s\n”, “\t”, houseColor);

return returnString;

END toString METHOD

END HOUSE CLASS

ALL ENUMERATED CLASSES (THESE ARE LOCATED IN THEIR OWN CLASSES)

public enum Bedrooms {

ONE\_BEDROOM, TWO\_BEDROOM, THREE\_BEDROOM, STUDIO

}

public enum Baths {

ONE, TWO, THREE

}

public enum Color {

WHITE, YELLOW, GRAY, BRICK, BLUE, GREEN

}

END ENUMERATED

DEVELOPMENT CLASS

//instance variables (private data)

private String name;

private String location;

private int yearEst;

private int numLots;

private ArrayList<House> houses;

//class methods (public interface)

//parameterized constructor

public Development(String aName, String aLocation, int aYearEst, int aNumLots){

name = aName;

location = aLocation;

yearEst = aYearEst;

numLots = aNumLots;

houses = new ArrayList<House>();

}

//default constructor

public Development(){

name = “”;

location = “”;

yearEst = 0;

numLots = 0;

houses = new ArrayList<House>();

}

GETTER METHODS

public String getName()

RETURN name

public String getLocation()

RETURN location

public int getYearEst

RETURN yearEst

public int getNumLots()

RETURN numLots

END GETTER METHODS

SETTER METHODS

public void setName(String newname)

name = newName

public void setLocation(String newLocation

location = newLocation

public void setYearEst(int newYearEst)

yearEst = newYearEst

public void setNumLots(int newNumLots)

numLots = newNumLots

END SETTER METHODS

START addHouse() method 🡪 public void addHouse(House houseObj)

houses.add(houseObj);

END addHouse() method

START getNumHouses() 🡪 public int getNumHouses(ArrayList<House> houseArrayList)

//this is supposed to be a for each loop that traverses ArrayList and counts amount of

//objs in list via a count variable

int count = 0;

for (House houseObj : houseArrayList){

count++;

}

RETURN count

END getNumHouses()

START getHouses()🡪 public ArrayList<House> getHouses()

return houses;

END getHouses()

DEVELOPMENT CLASS toString() 🡪 public String toString()

//printf formatting is probably wrong, will clean it up as I go

System.out.println(name);

System.out.println(location);

System.out.println(yearEst);

System.out.println(numLots);

System.out.println(“Houses:”);

//for each loop to call each house object with a toString() method

for (House houseObj : houseArrayList){

houseObj.toString();

}

END DEVELOPMENT CLASS toString()

END DEVELOPMENT CLASS