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귒 *CreatingAPencil.java 👤 *Pencil.java 🗶
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* This is my work
 8 package pencil;
          //Initialize the attributes
          private int pencilColor;
          //Build First Constructor
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          public Pencil()
               this.pencilColor = 0;
          //Build Second COnstructor
 26●
          public Pencil(double pencilCost, int pencilreturnColoror) {
               this.pencilColor = pencilreturnColoror;
          //get Pencil Cost
          public double getPencilCost() {
    return pencilCost;
 35●
          //set pencil cost
public void setPencilCost(double pencilCost) {
    this.pencilCost = pencilCost;
 40●
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//get pencil returnColoror
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           return pencilColor;
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        public void setPencilColor(int pencilreturnColoror) {
    this.pencilColor = pencilreturnColoror;
50⊖
        //toString() method
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        public String toString()
            int color = getPencilColor();
            String returnColor = null;
                 returnColor = "Green";
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            if (color == 2)
                 returnColor = "Yellow";
                 returnColor = "Purple";
            String returnString = String.format("Pencil Color: %s", returnColor);
            return returnString;
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86 }
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           } while (working);
             String pencilSize = "";
             switch(number)
                 case 1: pencilSize = "0.2 mm";
                 case 2: pencilSize = "0.5 mm";
                 break;
case 3: pencilSize = "1.15 mm";
                 case 4: pencilSize = "3.2 mm";
                 case 5: pencilSize = "0.4 mm";
             String returnString = "All pencils will have a lead size of " + pencilSize;
             return returnString;
 789
         private static double randomNumber()
         double min = 5.00, max = 35.00;
         Random randomObj = new Random();
         double randomValue = min + (max- min) * randomObj.nextDouble();
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√ *CreatingAPencil.java 

✓ Pencil.java

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✓ ✓ Output

✓ 
                                              double randomValue = min + (max- min) * randomObj.nextDouble();
                                          return randomValue;
          94
                                            private static double [] createPencils(double[] pencils)
                                                              Pencil otherClass = new Pencil();
                                                              for (int pencilColor = 0; pencilColor < 4; pencilColor++)</pre>
                                                                                  pencils[pencilColor] = randomNumber();
                                                                                 otherClass.setPencilColor(pencilColor);
                                             private static void printResult(double[] pencils)
       111
                                                              Pencil otherClass = new Pencil();
                                                              for (int j = 0; j < pencils.length; j++)</pre>
                                                                                 System.out.println("Pencil Price: $" + pencils[j] + "\t " + otherClass.toString());
```