Lecture 14 Exercise Solutions

Mark Eramian

Exercise 1
Keyed Dictionaries
Modify this class so that it can be a *keyed data item* for lib280.

```
public class Treasure {
    String name;          // name of treasure item
    float goldValue;      // gold value of treasure item
    String description;   // detailed item description

    // Accessors, mutators, constructors, etc. ...
}
```

Solution 1. *We could reasonably choose either the name or the gold value as a key. This gives us two possible solutions:*

```
public class Treasure implements Keyed280<float> {
    String name;          // name of treasure item
    float goldValue;      // gold value of treasure item
    String description;   // detailed item description

    float key() { return goldvalue; }

    // Accessors, mutators, constructors, etc. ...
}
```

```
public class Treasure implements Keyed280<String> {
    String name;          // name of treasure item
    float goldValue;      // gold value of treasure item
    String description;   // detailed item description

    String key() { return name; }

    // Accessors, mutators, constructors, etc. ...
}
```