

Exercises:

Object-Oriented Programming: Advanced Capabilities

Make a new Eclipse project called oop-advanced-project or similar.

1. Make a `CarSale` class to represent the sale of a car. The class should represent the car name (model), the list price, the discount in percent, and the final cost (calculated from the list price after the discount is applied). To keep your code shorter, you can have getter but not setter methods for each of those properties. Also put in a useful `toString` method. Make a few instances and print them out.

Note: if you don't understand `@Override`, just skip it for now. In the next lecture, we will explain it more and see a situation where using it is critical. Also, remember that once you have instance variables, Eclipse can create the getters, setters (not needed here), and constructor for you. Use the Source menu to tell Eclipse to insert this code.

2. Make a `PaperclipSale` class to represent the sale of a set of boxes of certain types of paper clips. The class should represent the color of the clips, the per-box price, the number of those boxes being sold, and the final cost. Also put in a useful `toString` method. Make a few instances and print them out.
3. Make a static method called `cheapest` that, given an array of *mixed* `CarSale` and `PaperclipSale` objects, will return the item with the lowest cost. (Return null if given an empty array. Don't worry about the possibility that the array might have two entries with the same cost.) Where is the best place to put this method? Test the method.

Question to ponder: why was it important that your classes had meaningful `toString` methods?

4. Make a static method called `totalCost` that, given an array of mixed `CarSale` and `PaperclipSale` objects, will return the total cost of all elements in the array. (Return 0 if given an empty array.) Test the method.
5. Make a `Coin` enum with instances named `HEADS` and `TAILS`.
6. Make a static `flip` method that returns `Coin.HEADS` and `Coin.TAILS` with equal probability. Where is the best place to put this method? Make a test case where you call `flip` multiple times and print out the result each time.