

# Lesson 52: SnackBar, Part I (W17D2)

Balboa High School

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6th Period: EnCorps (Ms. Seman's program) would like you to complete a **very** brief survey to help them.

See here: <https://www.surveymonkey.com/r/EnCorpsStudentEval>.

*Designing a Class:* Imagine you are going to represent a vendor – one who sells items – as a Java class.

- 1 Create a class called `Vendor` in new project `Lesson52`.
- 2 What information does a vendor need to keep track of? Add fields to your class suitable for keeping track of it all. Make the fields `private`.
- 3 What are actions that a vendor may perform that would affect the fields' values? (Think *mutator* methods.) Add suitable methods.
- 4 When the boss comes around, he wants the vendor to share his/her details (e.g., how much money has been collected). Write suitable accessor methods to retrieve the private fields' values.

Students will work on Litvin's `SnackBar` lab.

# Let's Discuss Vendor

I'll build a `Vendor` using your ideas.

- fields/instance variables
- accessors and mutators
- constructor(s)?
- `toString()`

- Work on §10 of PS #9.
- See [here](#) for the required reading.
- There's a lot you need to get done today in class and for HW! Your goal should be to completely finish §10 by next class. **Be productive!**

Finish §10 of PS #9.