

# Calling the Item Class

Begin with this starter code:

```
public class ItemRunner
{
    public static void main (String args[])
    {
        new ItemRunner ();
    }

    public ItemRunner ()
    {
        System.out.println ("Hi");
    }
}
```



## To Do:

- The purpose of this assignment is to practice instantiating objects and calling their accessors.
- Construct 4 new items for your class.
- Call all 3 accessors for each of your 4 items. Print the results to the screen.
- When you are done, you will have 12 System.out.println statements with method calls in them.

## The item class:

- Put in a separate program and save to the same place as the ItemRunner file

```
public class Item
{
    private double price;
    private String name;

    public Item ()
    {
        price = 13.45;
        name = "t-shirt";
    }

    public Item (double p, String n)
    {
        price = p;
        name = n;
    }

    public double getPrice ()
    {
        return price;
    }

    public String getName ()
    {
        return name;
    }

    public String toString ()
    {
```

```
        return "The " + name + " costs $" + price;
    }

    public void setPrice (double p)
    {
        price = p;
    }

    public void setName (String n)
    {
        name = n;
    }

    public boolean equals (Item i)
    {
        if (i.getName ().equals (name)
            && i.getPrice () == price)
            return true;
        else
            return false;
    }

    public int compareTo (Item i)
    {
        //on the basis of price
        if (i.getPrice () > price)
            return -1;
        else if (i.getPrice () == price)
            return 0;
        else
            return 1;
    }
}
```