

# Go Nuts for Donuts



Look at this card.

Notice that the Donut has:

- a **name** (Sprinkled)
- a **price** (\$0.85)
- some **points** (2).

Those are the instance variables!

We are also going to handle the **picture** in this class, because the picture is associated with the Donut.

## Donut Class

1. Make a new class called Donut.

2. It has three instance variables:

```
private String donutName;  
private int donutPts;  
private double donutCosts;
```

3. Make all of the methods required for a “Baby Object” – constructors, accessors, mutators, toString, compareTo, equals.

4. Replace the default constructor with this method:

```
public Donut() {  
    String names[] = {"Bear Claw", "Boston Cream", "Chocolate Glaze", "Cinnamon Twist",  
                    "Donut Holes", "Double Chocolate", "Eclair", "Glazed", "Jelly Filled",  
                    "Maple Bar", "Maple Glazed", "Milk", "Old Fashioned", "Plain",  
                    "Powdered",  
                    "Red Velvet", "Sprinkled", "Strawberry Glazed"};  
    int pts[] = {2, 3, 2, 4, 2, 1, 5, 6, 7, 2, 2, 2, 3, 1, 0, 0, 2, 2};  
    double costs[] = {1, 2.3, 4.5, 1, 0.95, 0.85, 0.95, 0.95, 0.85, 0.85, 0.85, 1,  
                    2, 3.3,  
                    0.85, 0.85, 0.85, 2.3};  
    int rand = (int) (Math.random() * names.length);  
    donutName = names[rand];  
    donutPts = pts[rand];  
    donutCosts = costs[rand];  
}
```

The above method chooses a random Donut from the list of available options.

5. Add in a setPic method. Finish the method using all of the names above and the pictures in the drawable folder.

```
public void setPic(ImageView picture) {  
    if (donutName.equals("Bear Claw"))  
        picture.setImageResource(R.drawable.bearclaw);  
    else if (donutName.equals("Boston Cream"))  
        picture.setImageResource(R.drawable.bostoncream);  
    else if (donutName.equals("Chocolate Glaze"))  
        picture.setImageResource(R.drawable.chocolateglaze);  
    //etc for all of the rest of the donuts.  
}
```

Make sure your class has no red lines. Submit it.