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 String getPicName() {
    if (donutName.equals("Bear Claw"))
        return "bearclaw";
    else if (donutName.equals("Boston Cream"))
        return "bostoncream";
    else if (donutName.equals("Chocolate Glaze"))
        return "chocolateglaze";
    //etc for all of the rest of the donuts.
}
```

Make sure your class has errors. Submit it.