

JAVA: Visualize your OOP - by CodyScott
 Para sa mga taga PHCORNER javanoids!

Basket Class



“save this as Basket.java”
 walang “public static void main(String[] args)”

```
import java.util.ArrayList;

/**
 *
 * @author Cody Scott "CodyScott"
 * @version 1
 */
public class Basket {
    ArrayList<Fruit> fruitBasket;

    public Basket(){
        fruitBasket = new ArrayList<Fruit>();
    }

    public void addFruitToBasket(Fruit fruit){
        fruitBasket.add(fruit);
    }

    public void displayTotalFruits(){
        System.out.println("Basket has " + fruitBasket.size());
    }

    //more methods/functions/features soon....
}
```

Fruit Class



“save this as Fruit.java”
 walang “public static void main(String[] args)”

```
/**
 *
 * @author Cody Scott "CodyScott"
 * @version 1
 */
public class Fruit {
    private String fruitName;

    public Fruit(String fruitName){
        this.fruitName = fruitName;
    }
}
```

“save this as MainApp.java”
 ito lang ang may “public static void main(String[] args)”

MainApp Class

```
/**
 *
 * @author Cody Scott "CodyScott"
 * @version 1
 */
public class MainApp {

    public static void main(String[] args) {
        //1. create a basket for the fruits
        Basket fruitBasket = new Basket();

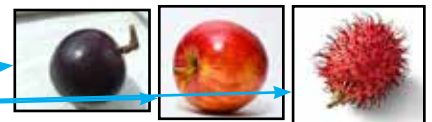
        //2. create a fruit(s)
        Fruit apple = new Fruit("Apple");
        Fruit kaimito = new Fruit("Kaimito");
        Fruit rambutan = new Fruit("Rambutan");

        //3. let's add the fruits to the basket
        fruitBasket.addFruitToBasket(apple);
        fruitBasket.addFruitToBasket(rambutan);
        fruitBasket.addFruitToBasket(kaimito);

        //4. now, let's find out kung ilang fruits ang nasa basket
        fruitBasket.displayTotalFruits();
    }
}
```



gawa ng basket



pumitas ng mga prutas



ilagay ang mga prutas sa basket