PART 3
JAVA: Visualize your OOP - by CodyScott
Para sa mga taga PHCORNER javadroids!

So far, we have these 3 classes, represented by UML.

MainApp
main(args: String[]

Basket
fruitBasket: ArrayList<Fruit>
basket() addFruitToBasket(fruit: Fruit) : void displayTotalFruits(): void

Fruit
-fruitName: String
fruit(fruitName: String)

Let's add a "feature".
- the Basket class can already "say how many fruits"
- this time gusto natin ang Basket ay "sabihin din niya kung ano ano ang mga pangalan ng fruits na laman niya".
So, trabaho ito ng Basket so we add the feature sa Basket class.

Basket
fruitBasket: ArrayList<Fruit>
basket() addFruitToBasket(fruit: Fruit) : void displayTotalFruits(): void displayNameOfFruits(): void

dagdag lang natin itong feature na ito sa Basket class

```
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() + " fruits");
    }

    public void displayNameOfFruits(){
        for(Fruit thisFruit: fruitBasket){
            System.out.println(thisFruit.getFruitName());
        }
    }
}
```

Take note of the loop na ginamit ko kung hindi kayo familiar. Puwede nyo pag aralan by reading Java documentation. Marami kayong makikitang ganitong loop as we progress through this tutorial series.

Then to test the new feature by adding a line of code sa MainApp.

MainApp
main(args: String[]

i-dagdag nyo lang ang “feature” sa MainApp.

```java
/**
 *
 * @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();

        //5. display names of fruits
        fruitBasket.displayNameOfFruits();
    }

}
```

Ang Fruit class natin, WALA mababago for now.

Fruit
-fruitName: String
fruit(fruitName: String)

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

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

    public String getFruitName(){
        return fruitName;
    }
}
```

So hanggang dito muna, mga ka-tropa.
Try to digest ang maiksing lesson.

Heto, pag isipan nyo.

Paano kung gusto natin dagdagan ng feature na gusto rin natin malaman kung:
HINOG BA ANG FRUIT?
ANO ANG KULAY NG FRUIT?
MAY KAGAT BA ANG FRUIT?

We will add these features sa next lesson.
And also, kung hindi ako aantukin, let’s clean up the MainApp. Let’s make it look professional code ng konti para madaling basahin. But for now, MainApp, ay ok na muna.

Hanggang sa muli.