

# Other stuff needed

```
public class VirtualSupportApp {  
    private Scanner scanner;  
    private Random random;  
    private HashMap<String,String> map;  
    private String[] randomResponses;  
    private String[] technicians = {"Arnold", "Mario", "Elisa", "Mohamad", "Marie"};  
    private String technician;
```

## Complete list ng mga variables na kailangan natin

--- "scanner" - para sa input ng mga cliente (user)

---"random" - gagamitin pang "random" access sa mga pre-stored responses

--- "map" - stores the pre-determined responses na pang answer sa mga inquiries (uses Collection framework)

--- "randomResponses" - stores some pre-determined responses also (uses regular Array)

--- "technicians" - again, pre-determined na mga pangalan ng technicians na sasagot sa mga inquiries kunayari lang.

--- technician - pangalan ng technician na mapi-picked from the array of technician names.

# Other stuff needed

```
public VirtualSupportApp(){  
    init();  
}
```

- heto yung CONSTRUCTOR na ating application.

\*Every Class in Java has a constructor. Isang default at isang explicit.

Ibig sabihin kung hindi mo nilagyan, default constructor will take over.

Explicit means you stated a constructor (parang itong ginawa ko).

- gusto ko pag nag construct ng ating VirtualSupportApp...ito ang gagawin niya.. "init()" method.

```
private void init(){  
    scanner = new Scanner(System.in);  
    random = new Random();  
    map = new HashMap<>();  
    technician = technicians[random.nextInt(technicians.length)];  
    randomResponsesDatabase();  
    responseDatabase();  
    welcome();  
}
```

- ito yung gagawin ng ating "init()" method.

\*\*\*\*you can call it anything you want..... gusto ko ng "init()" for initialization. Kung gusto puwede mo siyang pangalanan ng "doThis()"...or...."umpisahangGawin()"...you got the idea.

- basically, gusto ko gagawa ng object ng:

1) Scanner class and name it "scanner"

2) Random class and name it "random"

3) Map class and name it map

4) technician - RANDOMLY kukuha tayo pangalan sa array natin

5) randomResponsesDatabase() - ilo-load natin yung mga Random responses (kunyari database)

6) responseDatabase() - ilo-load natin yung mga responses (kunyari another database)

7) welcome() - loads our welcome method