

King Saud University
College of Computer and Information Systems, Department of Computer Science
CSC 111: Java Programming-I, Semester I - 2013
Tutorial 9

Exercise:1

Create a class called invoice that a hardware store might use to represent an invoice for an item sold at the store. An invoice should include four pieces of information as instance variables.

1. partnumber(String)
2. partdescription(String)
3. Quantity of the item being purchased(int)
4. Price per item(double)

Your class should have the following :

- Provide a set and a get method for each instance variable.
- Provide a method named `getinvoiceAmount` that calculates the invoice amount(i.e., multiplies the quantity by the price per item then returns the amount as a double value. If the quantity is not positive, it should be set to 0. If the price per item is not positive it should be set to 0.0

Write a test application named `invoice test` that demonstrates class `invoice`'s capabilities

Your program should keep asking the user to calculate an invoice by printing a menu that has two choices: Calculate a new Invoice, and exit

Invoice
-partnumber:String -partdescription:String -Quantityofitempurchased:int -priceperitem:double
+ setpartnumber(String):void +getpartnumber ():String + separtdescription(String):void +getpartdescription():String +setQuantityofitempurchased (int):void +GetQuantityofitempurchased ():int +setpriceperitem(double):void +getpriceperitem():double +getInvoiceAmount():double