**import** java.util.Scanner;

**class** MyShope {

**private** Item[] Items;

**private** **int** numOfItems;

**private** **double** totalSale;

**public** **static** **final** **int** ***MAX\_SIZE*** = 20;

**public** **int** getNumOfItems()

{

**return** numOfItems;

}

**public** Item[] getItems()

{

**return** Items;

}

**public** **void** setNumOfItems(**int** numOfItems)

{

**this**.numOfItems = numOfItems;

}

**public** MyShope()

{

Items = **new** Item[***MAX\_SIZE***];

numOfItems = 0;

totalSale = 0;

}

**public** **double** getTotalSale()

{

**return** totalSale;

}

**public** **boolean** addItem(String name, **double** price)

{

**if** (numOfItems >= ***MAX\_SIZE*** )

**return** **false**;

Items[numOfItems] = **new** Item(name,price);

numOfItems++;

**return** **true**;

}

**public** **int** findItem(String name)

{

**for** (**int** i = 0; i < numOfItems; i++)

{

**if** (Items[i].getName().equals(name))

**return** i;

}

**return** -1;

}

**public** **void** sell(String name)

{

**int** index = findItem(name);

**if** (index != -1)

{

totalSale+=Items[index].getPrice();

Items[index] = Items[numOfItems-1];

numOfItems--;

}

**else**

System.***out***.println("ERROR: Item IS SOLD OUT");

}

**public** **void** displayTotalSale()

{

System.***out***.println("Total Sales: " + **this**.totalSale);

}

**public** **static** **void** main(String[] args)

{

Scanner kb = **new** Scanner(System.***in***);

MyShope r = **new** MyShope();

String name;

**double** price;

**for** (**int** i = 0; i < 3; i++)

{

System.***out***.println("Please enter the name and price of Item" + i + ":");

name = kb.next();

price = kb.nextDouble();

**if**(r.addItem(name, price))

System.***out***.println("Item added!");

**else**

System.***out***.println("Item wasn't added!");

}

**for** (**int** i = 0; i < 2; i++)

{

System.***out***.println("Please enter the name of a Item you are selling:");

name = kb.next();

r.sell(name);

}

r.displayTotalSale();

kb.close();

}

}

**class** Item

{

String name;

**double** price;

Item(){};

**public** Item(String name, **double** price)

{

**this**.name = name;

**this**.price = price;

}

**public** String getName()

{

**return** name;

}

**public** **void** setName(String name)

{

**this**.name = name;

}

**public** **double** getPrice()

{

**return** price;

}

**public** **void** setPrice(**double** price)

{

**this**.price = price;

}

}

Output

Please enter the name and price of Item0:

ball

15

Item added!

Please enter the name and price of Item1:

bat

20

Item added!

Please enter the name and price of Item2:

water

1

Item added!

Please enter the name of a Item you are selling:

ball

Please enter the name of a Item you are selling:

daru

ERROR: Item IS SOLD OUT

Total Sales: 15.0