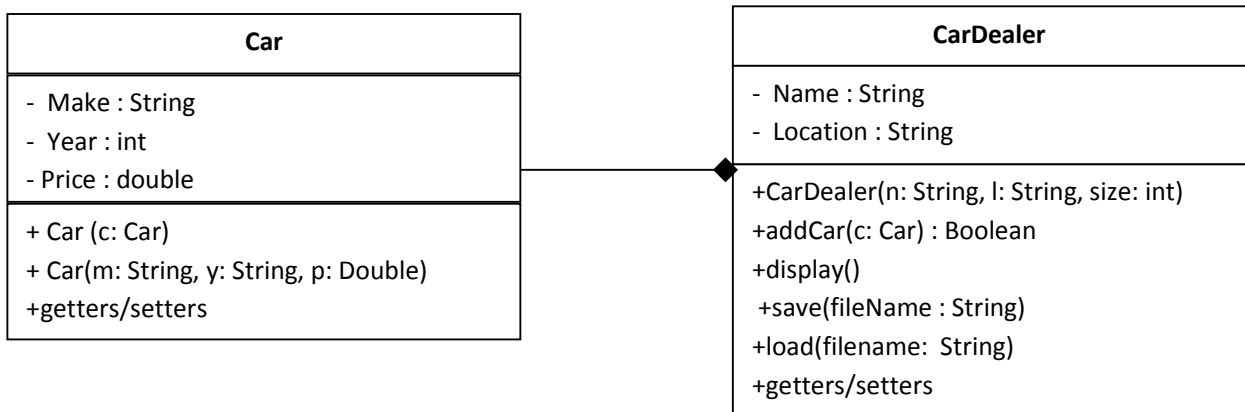


CSC – 113 (Java Programming II)

"Files & Exceptions"



Car Class:

- **Car(m: String, y: String, p: Double):** Constructor with parameters for Make, Year and Price of the Car.
- **Car(c: Car):** Copy constructor.
- **setters/getters:** Setters and getters for Make, Year and Price.

CarDealer Class:

- **CarDealer(n: String, l: String, size: int):** Constructor with parameters for Name and Location for the CarDealer and the size for the Car array. The constructor throws a **NegativeArraySizeException** when the array is created with a negative size.
- **addCar(c: Car):** Add a car to the CarDealer and return true if successfully added. Otherwise return false. The method throws an **ArrayOutOfBoundsException** when an illegal index term in the array has been accessed.
- **save(fileName: String):** Save all the information of the CarDealer (Name, Location, and all the cars information) to a text file with the name fileName which is passed to this method. Also save the

array size for recreation in the load method. This method will throw an *IllegalArgumentException* when the method is passed an illegal value.

- **load(fileName: String):** Load/read all the information of the CarDealer from the text file with the specified name fileName to the object's attributes. This also requires creating appropriate size for the array before filling it with Car objects.
- **setters/getters:** Setters and getters for Name and Location.

Implement all the above classes, and then write a Main class to test them. You should have a menu like this:

1. Add new Car

(ask the user for Make, Year, and price, then add it to CarDealer)

2. Display all Cars

(display all Cars information)

3. Load from file

(ask the user for a filename, then load from it)

4. Save to file

(ask the user for a filename, then save to it)

5. Exit Program