```java
1  /*
2   * Written by JJ Shepherd
3   */
4  public class TacoManager {
5      private Taco[] tacos;
6      public static final int DEF_SIZE = 10;
7      public TacoManager()
8      {
9          init(DEF_SIZE);
10     }
11     public TacoManager(int size)
12     {
13         init(size);
14     }
15     public void init(int size)
16     {
17         if(size >= 1)
18             tacos = new Taco[size];
19         else
20             tacos = new Taco[DEF_SIZE];
21     }
22     public void addTaco(Taco aT)
23     {
24         if(aT == null)
25             return;
26         if(tacos[tacos.length-1] != null)
27             return;
28         for(int i=0;i<tacos.length;i++)
29         {
30             if(tacos[i] == null)
31             {
32                 tacos[i] = aT;
33                 break;
34             }
35         }
36         this.sortTacos();
37     }
38     //Continued in the next part
39 }
40
```