

Taco.java

```
1 /*
2  * Written by JJ Shepherd
3  */
4 public class Taco {
5     private String name;
6     private String location;
7     private double price;
8     public Taco()
9     {
10         this.name = this.location = "none";
11         this.price = 0.0;
12     }
13     public Taco(String aN, String aL, double aP)
14     {
15         this.setName(aN);
16         this.setLocation(aL);
17         this.setPrice(aP);
18     }
19     public String getName()
20     {
21         return this.name;
22     }
23     public String getLocation()
24     {
25         return this.location;
26     }
27     public double getPrice()
28     {
29         return this.price;
30     }
31     public void setName(String aN)
32     {
33         if(aN != null)
34             this.name = aN;
35         else
36             this.name = "none";
37     }
38     public void setLocation(String aL)
39     {
40         if(aL != null)
41             this.location = aL;
42         else
43             this.location = "none";
44     }
45     public void setPrice(double aP)
46     {
47         if(aP >= 0.0)
48             this.price = aP;
49         else
50             this.price = 0.0;
51     }
52     public String toString()
53     {
54         return "Name: "+this.name+" Location: "+this.location+" Price: $" +this.price;
55     }
56     public boolean equals(Taco aT)
57     {
```

Taco.java

```
58         return aT != null &&
59             this.name.equals(aT.getName()) &&
60             this.location.equals(aT.getLocation()) &&
61             this.price == aT.getPrice();
62     }
63 }
64
```