

TacoManagerFE.java

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1 /*
2  * Written by JJ Shepherd
3  */
4 import java.util.Scanner;
5 public class TacoManagerFE {
6
7     private static Scanner keyboard = new Scanner(System.in);
8     private static TacoManager tacoManager = new TacoManager();
9     public static void main(String[] args) {
10         printGreeting();
11         boolean quit = false;
12         while(!quit)
13         {
14             printChoices();
15             int choice = keyboard.nextInt();
16             keyboard.nextLine();
17             switch(choice)
18             {
19                 case 1:
20                     addTaco();
21                     break;
22                 case 2:
23                     removeTaco();
24                     break;
25                 case 9:
26                     quit = true;
27                     break;
28                 default:
29                     System.out.println("Invalid Input");
30             }
31             tacoManager.printTacos();
32         }
33     }
34     public static void printGreeting()
35     {
36         System.out.println("Welcome to the Taco Manager");
37     }
38     public static void printChoices()
39     {
40         System.out.println("Enter 1 to add a taco\n"
41             + "Enter 2 to remove a taco\n"
42             + "Enter 9 to quit");
43     }
44     public static void addTaco()
45     {
46         System.out.println("Enter the name of the taco");
47         String name = keyboard.nextLine();
48         System.out.println("Enter the location of the taco");
49         String location = keyboard.nextLine();
50         System.out.println("Enter the price of the taco");
51         double price = keyboard.nextDouble();
52         keyboard.nextLine();
53         tacoManager.addTaco(new Taco(name,location,price));
54     }
55     public static void removeTaco()
56     {
57         System.out.println("Enter the name of the taco to remove");

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58     String name = keyboard.nextLine();
59     tacoManager.removeTaco(name);
60 }
61 }
62
```