



Classes and Objects

Part 05

Big Example

Problem



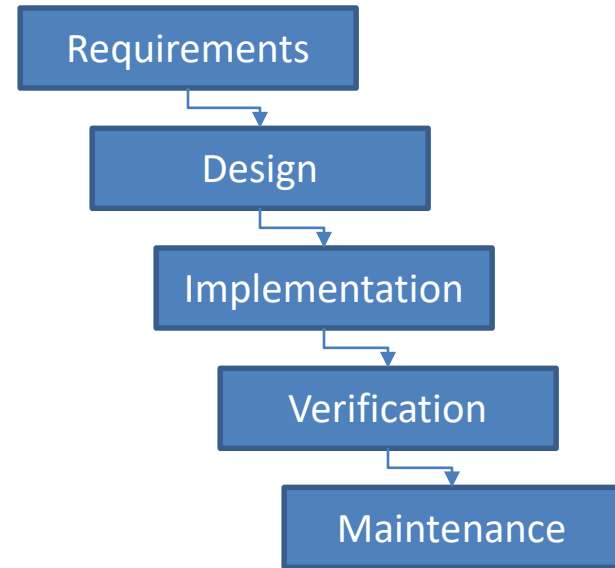
Problem



Problem

- Problem to Solve
 - Keep track of Tacos that I like
- Create Solutions to Problems
- Waterfall Model
 - Requirements
 - Design
 - Implement
 - Verification
 - Maintenance

Waterfall Model



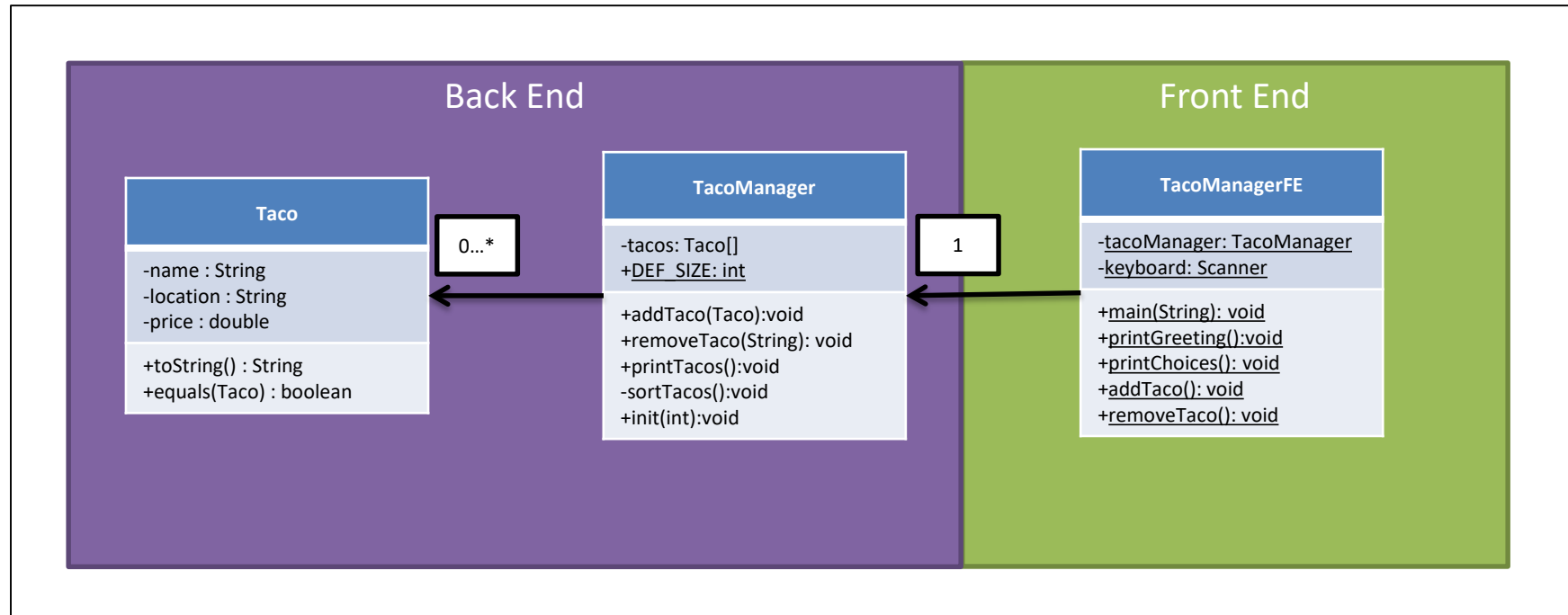
Requirements

- Keep Track of important Taco Information
- Taco's Information
 - Name
 - Location
 - Price



- Should be able to
 - Add a Taco
 - Remove a Taco by Name
 - Sort by Price
 - Display all Taco information
- Clear and Simple Front End

Design




Implementation

Taco Array Structure

- Arrays of Objects are Arrays of Memory Addresses
- Arrays are considered Object Types in Java
- The Array's identifier points to the contents of the array
- The Array's indices point to the contents of the constructed Objects
- Default values for Object Arrays are considered NULL

Identifier	Contents	Byte Address
...
tacos	40	28
...
tacos[0]	NULL	40
tacos[1]	NULL	46
tacos[2]	NULL	52
...
tacos[8]	NULL	88
tacos[9]	NULL	94




Taco Array Structure

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Taco Array Structure

- Keeping constructed Objects to one side
- No NULL elements in between constructed Objects
- First NULL Element means everything after that is also assumed NULL
- Adding
 - Start from the first Index
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- Removing
 - Start from the first Index
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 - If not found then return
 - Then shift over by one ($tacos[i] = tacos[i+1]$)
 - Set last element to NULL

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A red curved arrow points from the 'Contents' cell '40' in the 'tacos' row to the 'Byte Address' cell '40' in the 'tacos[0]' row.

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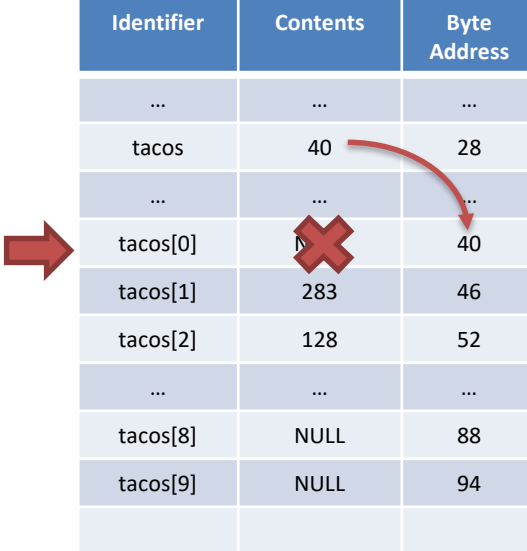
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A table representing the Taco Array Structure. The table has three columns: Identifier, Contents, and Byte Address. The rows are as follows:

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...
tacos[0]	...	40
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A red arrow points from the left towards the table. A red 'X' is drawn over the 'Contents' cell of the 'tacos[0]' row. A red curved arrow points from the 'Contents' cell of the 'tacos' row to the 'Contents' cell of the 'tacos[0]' row.

Taco Array Structure

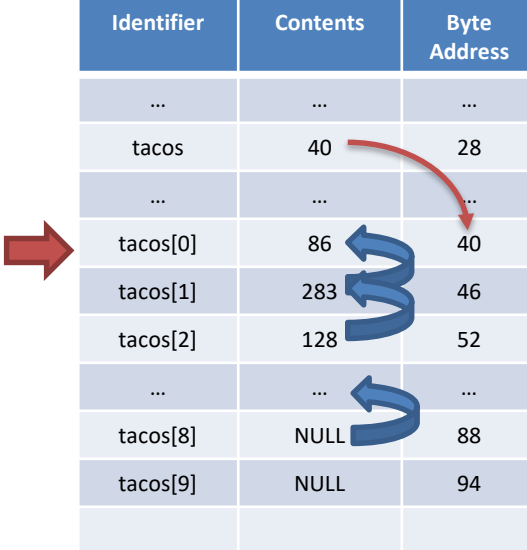
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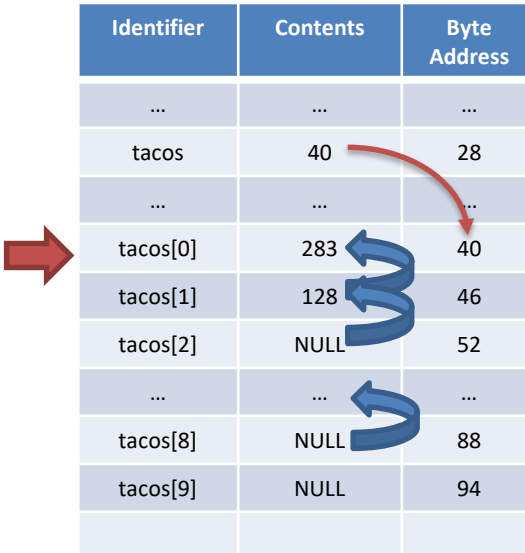
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For-Each Loop

- Special version of a for-loop
- Store each element in a temporary variable
- Great of looping through every element in a collection (like an array)
- Should NOT use a for-each-loop when modifying the data structure
 - Should not use when adding new elements
 - Should not use when removing elements

For-Each-Loop Syntax

```
for(<<type>> <<id>> : <<type collection>>)  
{  
    //Body of the for-each-loop  
}
```

Example

```
for(Taco t : tacos)  
{  
    System.out.println(t);  
}
```

For-Each Loop

For-Loop Example

```
for(int i=0;i<tacos.length;i++)  
{  
    Taco t = tacos[i];  
    System.out.println(t);  
}
```

For-Each-Loop Example

```
for(Taco t : tacos)  
{  
    System.out.println(t);  
}
```

Switch Statement

- Special version of an if, else-if, and else statement
- The argument is a “Controlling Value” corresponds to “Cases”
- The “Controlling Value” can either be
 - An integer type
 - A character type
 - An Enum
 - A String
- The “break” statement is needed to stop the execution of any following cases
 - Without the “break” the following cases’ statements will run or *fall through*

Switch-Statement Syntax

```
switch(<<Controlling Value>>)  
{  
    case <<value00>>:  
        //Case00 Statements  
        break;  
    case <<value01>>:  
        //Case01 Statements  
        break;  
    default:  
        //Default Case  
}
```

Switch Statement

If, Else-if, Else Example

```
int choice = keyboard.nextInt();
keyboard.nextLine();
if(choice == 1)
{
    addTaco();
}
else if(choice == 2)
{
    removeTaco();
}
else if(choice == 9)
{
    quit = true;
}
else
{
    System.out.println("Invalid Input");
}
```

Switch-Statement Example

```
int choice = keyboard.nextInt();
keyboard.nextLine();
switch(choice)
{
    case 1:
        addTaco();
        break;
    case 2:
        removeTaco();
        break;
    case 9:
        quit = true;
        break;
    default:
        System.out.println("Invalid Input");
}
```


Add Tacos Demo

```

public void init(int size)
{
    if(size >= 1)
        tacos = new Taco[size];
    else
        tacos = new Taco[DEF_SIZE];
}
public void addTaco(Taco aTaco)
{
    //Check if taco array is full
    if(tacos[tacos.length-1] != null)
    {
        System.out.println("The taco database is full");
        return;
    }
    //Find the first empty space
    for(int i=0;i<tacos.length;i++)
    {
        if(tacos[i] == null)
        {
            tacos[i] = aTaco;
            break;
        }
    }
    //sort it
}

```

4

Memory

Identifier	Contents	Byte Address
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tacos	64	28
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...

More Memory

Identifier	Contents	Byte Address
...
aTaco	256	128
...
Taco		256
aTaco.name	"none"	
aTaco.location	"none"	
aTaco.price	0.0	

Add Tacos Demo

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```

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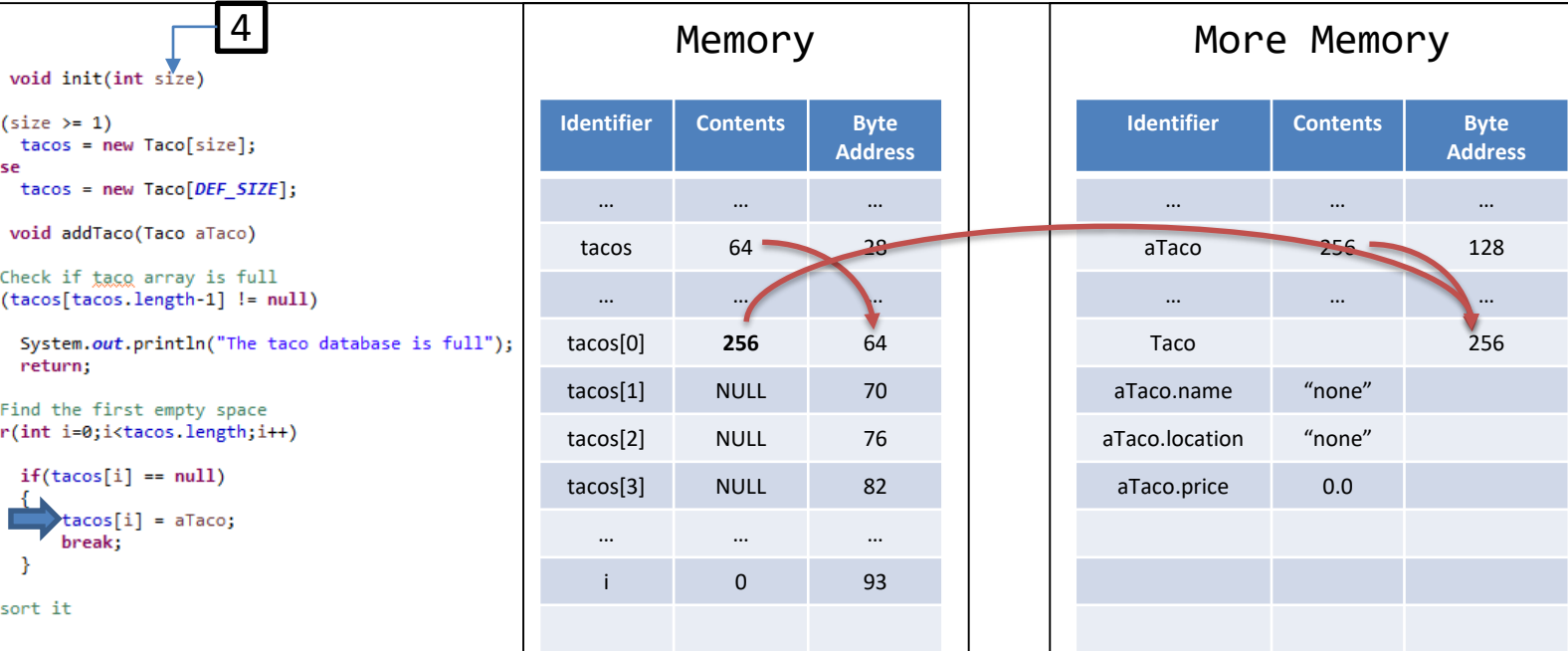
```

Memory

Identifier	Contents	Byte Address
...
tacos	64	28
...
tacos[0]	256	64
tacos[1]	NULL	70
tacos[2]	NULL	76
tacos[3]	NULL	82
...
i	0	93

More Memory

Identifier	Contents	Byte Address
...
aTaco	256	128
...
Taco		256
aTaco.name	"none"	
aTaco.location	"none"	
aTaco.price	0.0	



Add Tacos Demo

4

```

public void init(int size)
{
    if(size >= 1)
        tacos = new Taco[size];
    else
        tacos = new Taco[DEF_SIZE];
}
public void addTaco(Taco aTaco)
{
    //Check if taco array is full
    if(tacos[tacos.length-1] != null)
    {
        System.out.println("The taco database is full");
        return;
    }
    //Find the first empty space
    for(int i=0;i<tacos.length;i++)
    {
        if(tacos[i] == null)
        {
            tacos[i] = aTaco;
            break;
        }
    }
    //sort it

```

Memory

Identifier	Contents	Byte Address
...
tacos	64	28
...
tacos[0]	256	64
tacos[1]	NULL	70
tacos[2]	NULL	76
tacos[3]	NULL	82
...
i	0	93

More Memory

Identifier	Contents	Byte Address
...
aTaco	256	128
...
Taco		256
aTaco.name	"none"	
aTaco.location	"none"	
aTaco.price	0.0	



Add Tacos Demo

4

```

public void init(int size)
{
    if(size >= 1)
        tacos = new Taco[size];
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        return;
    }
    //Find the first empty space
    for(int i=0;i<tacos.length;i++)
    {
        if(tacos[i] == null)
        {
            tacos[i] = aTaco;
            break;
        }
    }
    //sort it

```

Memory

Identifier	Contents	Byte Address
...
tacos	64	28
...
tacos[0]	256	64
tacos[1]	NULL	70
tacos[2]	NULL	76
tacos[3]	NULL	82
...

More Memory

Identifier	Contents	Byte Address
...
aTaco	256	128
...
Taco		256
aTaco.name	"none"	
aTaco.location	"none"	
aTaco.price	0.0	



Add Tacos Demo

4

```

public void init(int size)
{
    if(size >= 1)
        tacos = new Taco[size];
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    {
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        return;
    }
    //Find the first empty space
    for(int i=0;i<tacos.length;i++)
    {
        if(tacos[i] == null)
        {
            tacos[i] = aTaco;
            break;
        }
    }
    //sort it
}

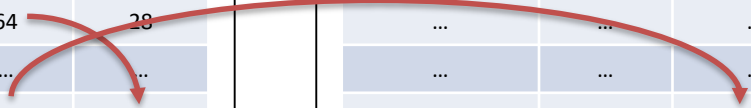
```

Memory

Identifier	Contents	Byte Address
...
tacos	64	28
...
tacos[0]	256	64
tacos[1]	NULL	70
tacos[2]	NULL	76
tacos[3]	NULL	82
...

More Memory

Identifier	Contents	Byte Address
...
...
...
Taco		256
aTaco.name	"none"	
aTaco.location	"none"	
aTaco.price	0.0	



Add Tacos Demo

4

```

public void init(int size)
{
    if(size >= 1)
        tacos = new Taco[size];
    else
        tacos = new Taco[DEF_SIZE];
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    for(int i=0;i<tacos.length;i++)
    {
        if(tacos[i] == null)
        {
            tacos[i] = aTaco;
            break;
        }
    }
    //sort it
}

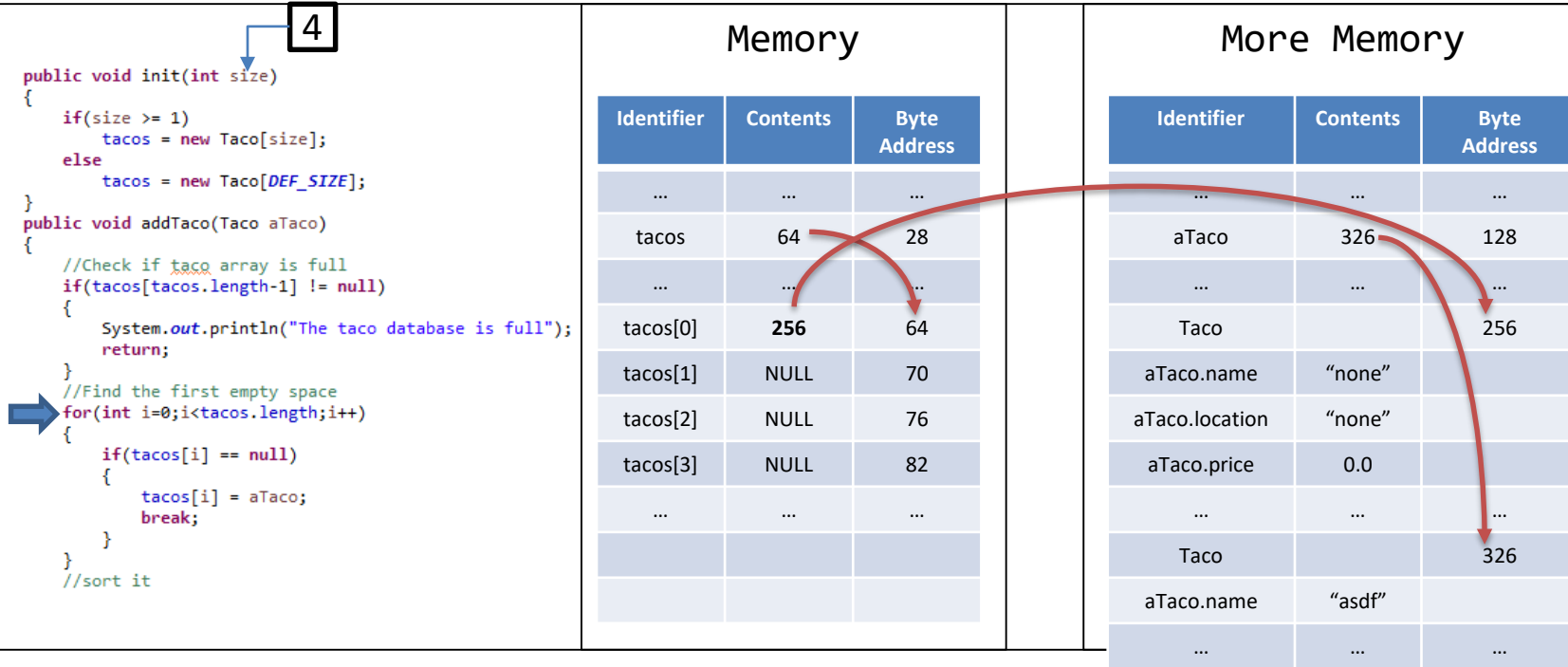
```

Memory

Identifier	Contents	Byte Address
...
tacos	64	28
...
tacos[0]	256	64
tacos[1]	NULL	70
tacos[2]	NULL	76
tacos[3]	NULL	82
...

More Memory

Identifier	Contents	Byte Address
...
aTaco	326	128
...
Taco		256
aTaco.name	"none"	
aTaco.location	"none"	
aTaco.price	0.0	
...
Taco		326
aTaco.name	"asdf"	
...



Add Tacos Demo

4

```

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{
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        tacos = new Taco[size];
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        }
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```

Memory

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...
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...
tacos[0]	256	64
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tacos[3]	NULL	82
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i	0	93

More Memory

Identifier	Contents	Byte Address
...
aTaco	326	128
...
Taco		256
aTaco.name	"none"	
aTaco.location	"none"	
aTaco.price	0.0	
...
Taco		326
aTaco.name	"asdf"	
...

Add Tacos Demo

4

```
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{
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            tacos[i] = aTaco;
            break;
        }
    }
    //sort it
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```

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Identifier	Contents	Byte Address
...
aTaco	326	128
...
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aTaco.name	"none"	
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aTaco.price	0.0	
...
Taco		326
aTaco.name	"asdf"	
...

Add Tacos Demo

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            tacos[i] = aTaco;
            break;
        }
    }
    //sort it
}

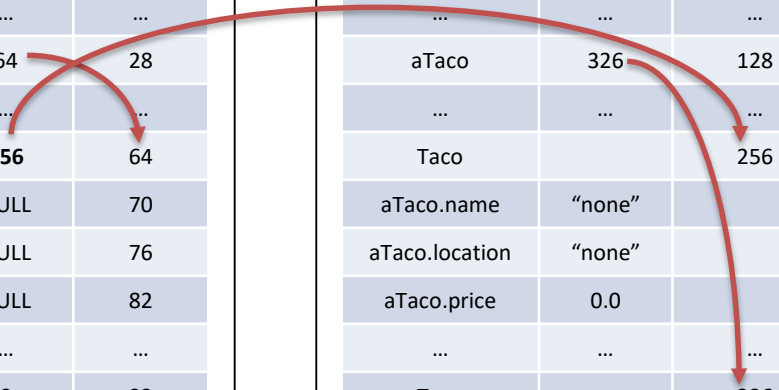
```

Memory

Identifier	Contents	Byte Address
...
tacos	64	28
...
tacos[0]	256	64
tacos[1]	NULL	70
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...
i	0	93

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Identifier	Contents	Byte Address
...
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...
Taco		256
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...



Add Tacos Demo

4

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Add Tacos Demo

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Add Tacos Demo

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```

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...
Taco		326
aTaco.name	"asdf"	
...

Add Tacos Demo

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        {
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    }
    //sort it

```

Memory

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tacos[1]	326	70
tacos[2]	NULL	76
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...
i	1	93

More Memory

Identifier	Contents	Byte Address
...
aTaco	326	128
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Taco		256
aTaco.name	"none"	
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aTaco.price	0.0	
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Taco		326
aTaco.name	"asdf"	
...

Add Tacos Demo

4

```

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    }
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    for(int i=0;i<tacos.length;i++)
    {
        if(tacos[i] == null)
        {
            tacos[i] = aTaco;
            break;
        }
    }
    //sort it

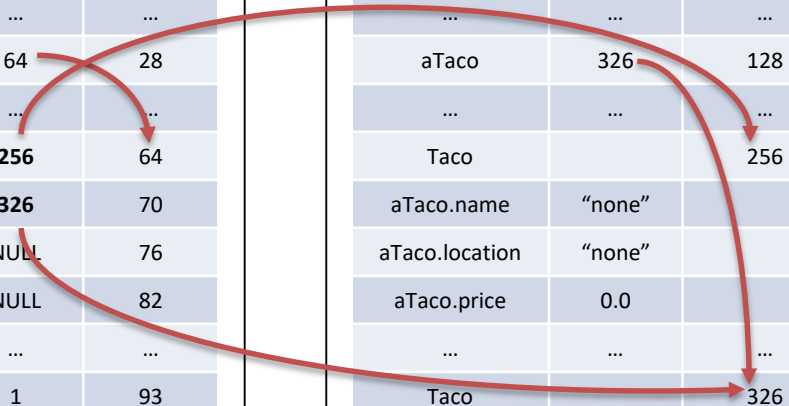
```

Memory

Identifier	Contents	Byte Address
...
tacos	64	28
...
tacos[0]	256	64
tacos[1]	326	70
tacos[2]	NULL	76
tacos[3]	NULL	82
...
i	1	93

More Memory

Identifier	Contents	Byte Address
...
aTaco	326	128
...
Taco		256
aTaco.name	"none"	
aTaco.location	"none"	
aTaco.price	0.0	
...
Taco		326
aTaco.name	"asdf"	
...



Add Tacos Demo

4

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    {
        if(tacos[i] == null)
        {
            tacos[i] = aTaco;
            break;
        }
    }
    //sort it

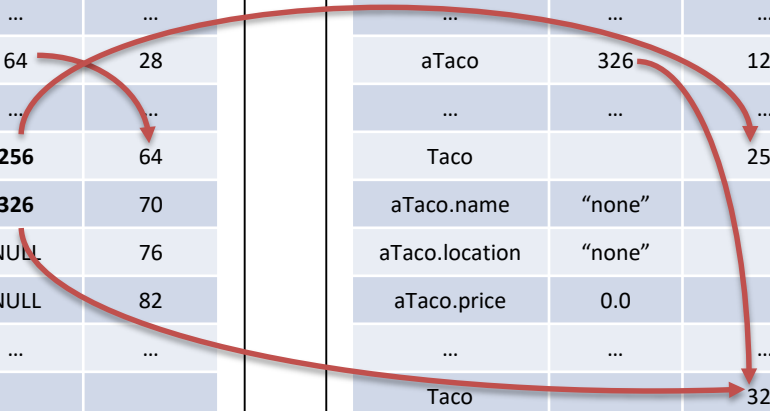
```

Memory

Identifier	Contents	Byte Address
...
tacos	64	28
...
tacos[0]	256	64
tacos[1]	326	70
tacos[2]	NULL	76
tacos[3]	NULL	82
...

More Memory

Identifier	Contents	Byte Address
...
aTaco	326	128
...
Taco		256
aTaco.name	"none"	
aTaco.location	"none"	
aTaco.price	0.0	
...
Taco		326
aTaco.name	"asdf"	
...



Add Tacos Demo

4

```

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{
    if(size >= 1)
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    else
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    //Check if taco array is full
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    {
        System.out.println("The taco database is full");
        return;
    }
    //Find the first empty space
    for(int i=0;i<tacos.length;i++)
    {
        if(tacos[i] == null)
        {
            tacos[i] = aTaco;
            break;
        }
    }
    //sort it

```

Memory

Identifier	Contents	Byte Address
...
tacos	64	28
...
tacos[0]	256	64
tacos[1]	326	70
tacos[2]	NULL	76
tacos[3]	NULL	82
...

More Memory

Identifier	Contents	Byte Address
...
...
...
Taco		256
aTaco.name	"none"	
aTaco.location	"none"	
aTaco.price	0.0	
...
Taco		326
aTaco.name	"asdf"	
...

Remove Tacos Demo

```

public void removeTaco(String aName)
{
    //Set this to an index that cannot exist for a check later
    int removeIndex = -1;
    for(int i=0;i<tacos.length;i++)//Find the taco by name
    {
        if(tacos[i] != null &&
           tacos[i].getName().equalsIgnoreCase(aName))
        {
            removeIndex = i;
            break;
        }
    }
    if(removeIndex == -1)//The taco was never found
    {
        System.out.println("The taco was not found");
    }
    else//Taco was found so shift everything to the left by one
    {
        for(int i=removeIndex;i<tacos.length-1;i++)
        {
            tacos[i] = tacos[i+1];
        }
        //Make sure the last index is always null
        tacos[tacos.length-1] = null;
    }
}

```

“asdf”

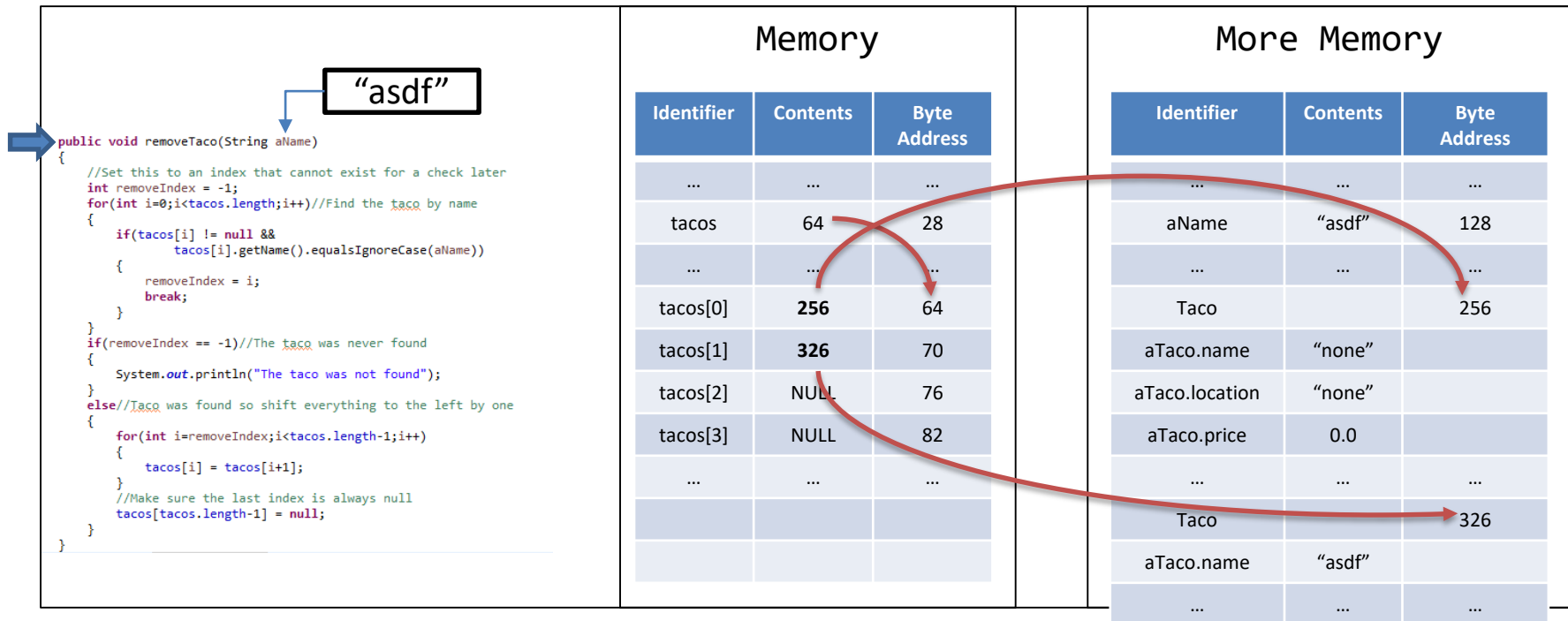
Memory

Identifier	Contents	Byte Address
...
tacos	64	28
...
tacos[0]	256	64
tacos[1]	326	70
tacos[2]	NULL	76
tacos[3]	NULL	82
...

More Memory

Identifier	Contents	Byte Address
...
aName	“asdf”	128
...
Taco		256
aTaco.name	“none”	
aTaco.location	“none”	
aTaco.price	0.0	
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...

Remove Tacos Demo



Remove Tacos Demo

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        {
            tacos[i] = tacos[i+1];
        }
        //Make sure the last index is always null
        tacos[tacos.length-1] = null;
    }
}
    
```

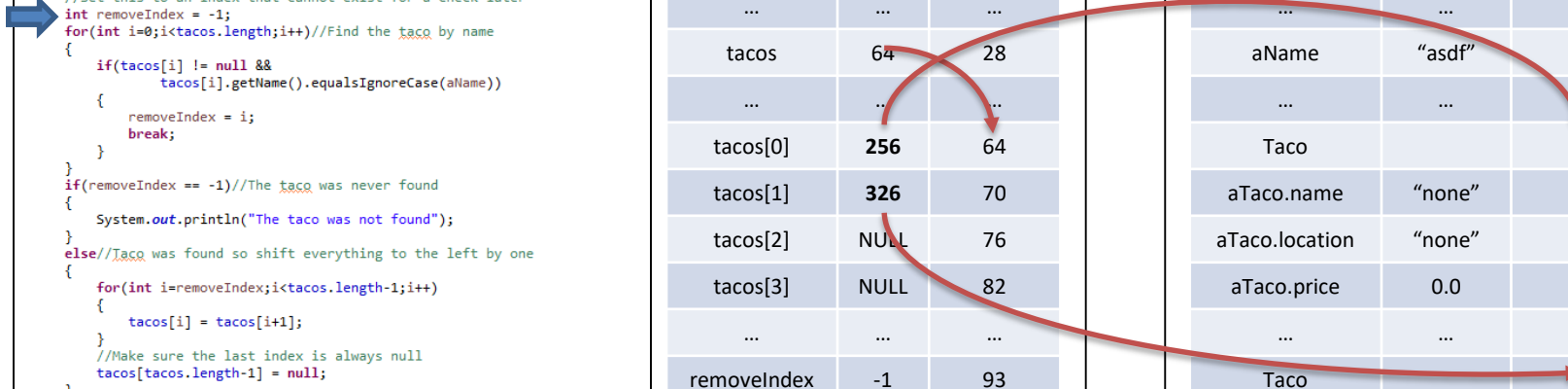
"asdf"

Memory

Identifier	Contents	Byte Address
...
tacos	64	28
...
tacos[0]	256	64
tacos[1]	326	70
tacos[2]	NULL	76
tacos[3]	NULL	82
...
removeIndex	-1	93

More Memory

Identifier	Contents	Byte Address
...
aName	"asdf"	128
...
Taco		256
aTaco.name	"none"	
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Taco		326
aTaco.name	"asdf"	
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Remove Tacos Demo

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        }
        //Make sure the last index is always null
        tacos[tacos.length-1] = null;
    }
}

```

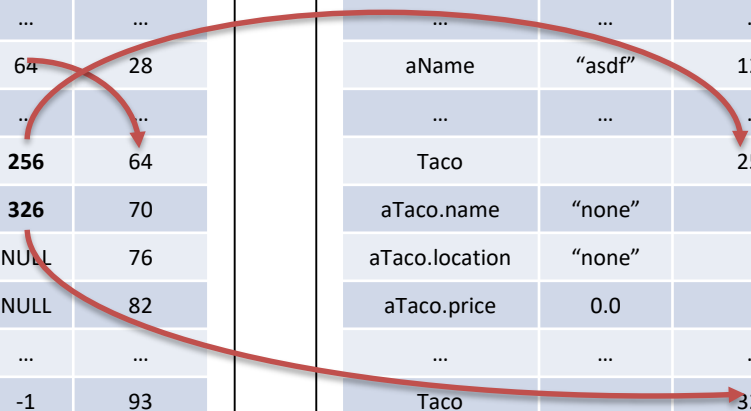
“asdf”

Memory

Identifier	Cont ents	Byte Address
...
tacos	64	28
...
tacos[0]	256	64
tacos[1]	326	70
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...
removeIndex	-1	93
i	0	97

More Memory

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aTaco.name	“none”	
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        }
    }
    if(removeIndex == -1)//The taco was never found
    {
        System.out.println("The taco was not found");
    }
    else//Taco was found so shift everything to the left by one
    {
        for(int i=removeIndex;i<tacos.length-1;i++)
        {
            tacos[i] = tacos[i+1];
        }
        //Make sure the last index is always null
        tacos[tacos.length-1] = null;
    }
}

```

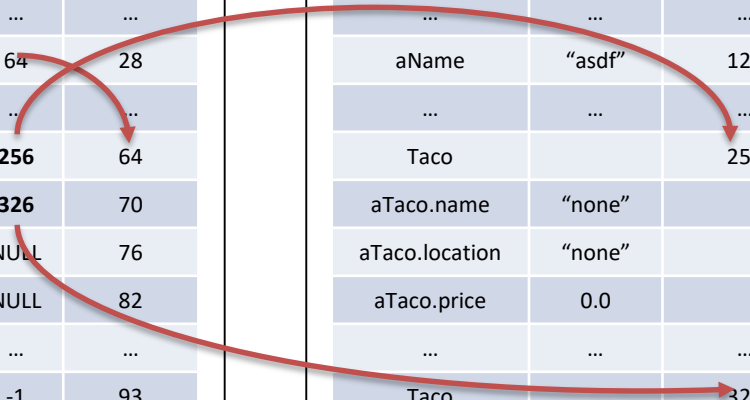
“asdf”

Memory

Identifier	Cont ents	Byte Address
...
tacos	64	28
...
tacos[0]	256	64
tacos[1]	326	70
tacos[2]	NULL	76
tacos[3]	NULL	82
...
removeIndex	-1	93
i	0	97

More Memory

Identifier	Contents	Byte Address
...
aName	“asdf”	128
...
Taco		256
aTaco.name	“none”	
aTaco.location	“none”	
aTaco.price	0.0	
...
Taco		326
aTaco.name	“asdf”	
...



Remove Tacos Demo

```

public void removeTaco(String aName)
{
    //Set this to an index that cannot exist for a check later
    int removeIndex = -1;
    for(int i=0;i<tacos.length;i++)//Find the taco by name
    {
        if(tacos[i] != null &&
           tacos[i].getName().equalsIgnoreCase(aName))
        {
            removeIndex = i;
            break;
        }
    }
    if(removeIndex == -1)//The taco was never found
    {
        System.out.println("The taco was not found");
    }
    else//Taco was found so shift everything to the left by one
    {
        for(int i=removeIndex;i<tacos.length-1;i++)
        {
            tacos[i] = tacos[i+1];
        }
        //Make sure the last index is always null
        tacos[tacos.length-1] = null;
    }
}

```

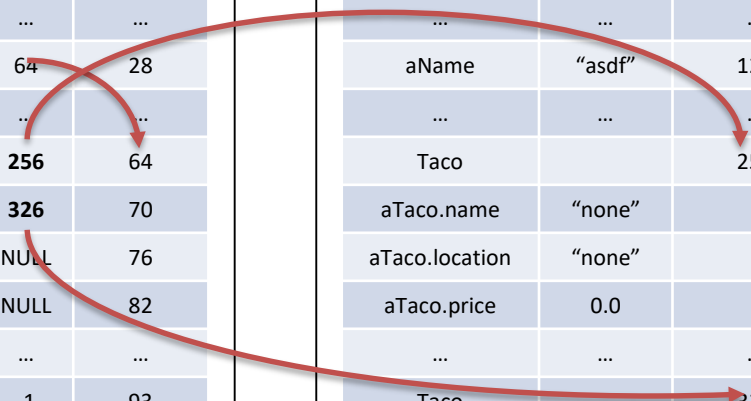
"asdf"

Memory

Identifier	Cont ents	Byte Address
...
tacos	64	28
...
tacos[0]	256	64
tacos[1]	326	70
tacos[2]	NULL	76
tacos[3]	NULL	82
...
removeIndex	-1	93
i	0	97

More Memory

Identifier	Contents	Byte Address
...
aName	"asdf"	128
...
Taco		256
aTaco.name	"none"	
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aTaco.price	0.0	
...
Taco		326
aTaco.name	"asdf"	
...



Remove Tacos Demo

```

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{
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           tacos[i].getName().equalsIgnoreCase(aName))
        {
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            break;
        }
    }
    if(removeIndex == -1)//The taco was never found
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    {
        for(int i=removeIndex;i<tacos.length-1;i++)
        {
            tacos[i] = tacos[i+1];
        }
        //Make sure the last index is always null
        tacos[tacos.length-1] = null;
    }
}

```

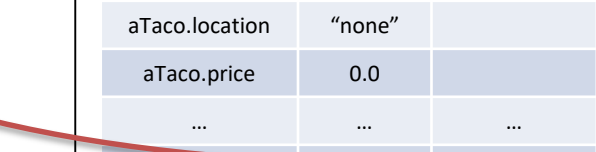
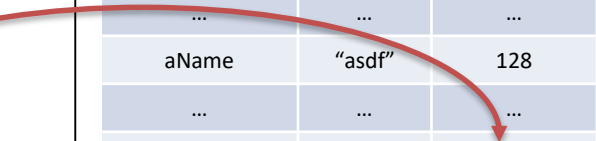
“asdf”

Memory

Identifier	Cont ents	Byte Address
...
tacos	64	28
...
tacos[0]	256	64
tacos[1]	326	70
tacos[2]	NULL	76
tacos[3]	NULL	82
...
removeIndex	-1	93
i	1	97

More Memory

Identifier	Contents	Byte Address
...
aName	“asdf”	128
...
Taco		256
aTaco.name	“none”	
aTaco.location	“none”	
aTaco.price	0.0	
...
Taco		326
aTaco.name	“asdf”	
...



Remove Tacos Demo

```

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{
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    {
        if(tacos[i] != null &&
           tacos[i].getName().equalsIgnoreCase(aName))
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            removeIndex = i;
            break;
        }
    }
    if(removeIndex == -1)//The taco was never found
    {
        System.out.println("The taco was not found");
    }
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    {
        for(int i=removeIndex;i<tacos.length-1;i++)
        {
            tacos[i] = tacos[i+1];
        }
        //Make sure the last index is always null
        tacos[tacos.length-1] = null;
    }
}

```

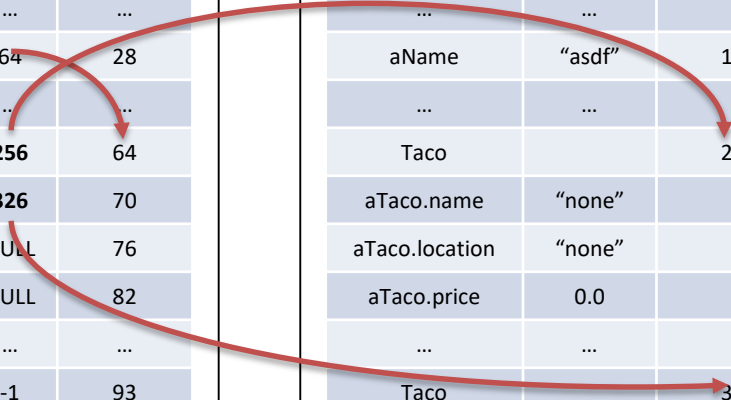
“asdf”

Memory

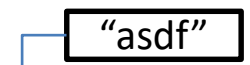
Identifier	Cont ents	Byte Address
...
tacos	64	28
...
tacos[0]	256	64
tacos[1]	326	70
tacos[2]	NULL	76
tacos[3]	NULL	82
...
removeIndex	-1	93
i	1	97

More Memory

Identifier	Contents	Byte Address
...
aName	“asdf”	128
...
Taco		256
aTaco.name	“none”	
aTaco.location	“none”	
aTaco.price	0.0	
...
Taco		326
aTaco.name	“asdf”	
...



Remove Tacos Demo



```

public void removeTaco(String aName)
{
    //Set this to an index that cannot exist for a check later
    int removeIndex = -1;
    for(int i=0;i<tacos.length;i++)//Find the taco by name
    {
        if(tacos[i] != null &&
           tacos[i].getName().equalsIgnoreCase(aName))
        {
            removeIndex = i;
            break;
        }
    }
    if(removeIndex == -1)//The taco was never found
    {
        System.out.println("The taco was not found");
    }
    else//Taco was found so shift everything to the left by one
    {
        for(int i=removeIndex;i<tacos.length-1;i++)
        {
            tacos[i] = tacos[i+1];
        }
        //Make sure the last index is always null
        tacos[tacos.length-1] = null;
    }
}

```

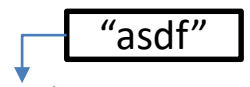
Memory

Identifier	Cont ents	Byte Address
...
tacos	64	28
...
tacos[0]	256	64
tacos[1]	326	70
tacos[2]	NULL	76
tacos[3]	NULL	82
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More Memory

Identifier	Contents	Byte Address
...
aName	"asdf"	128
...
Taco		256
aTaco.name	"none"	
aTaco.location	"none"	
aTaco.price	0.0	
...
Taco		326
aTaco.name	"asdf"	
...

Remove Tacos Demo



```

public void removeTaco(String aName)
{
    //Set this to an index that cannot exist for a check later
    int removeIndex = -1;
    for(int i=0;i<tacos.length;i++)//Find the taco by name
    {
        if(tacos[i] != null &&
            tacos[i].getName().equalsIgnoreCase(aName))
        {
            removeIndex = i;
            break;
        }
    }
    if(removeIndex == -1)//The taco was never found
    {
        System.out.println("The taco was not found");
    }
    else//Taco was found so shift everything to the left by one
    {
        for(int i=removeIndex;i<tacos.length-1;i++)
        {
            tacos[i] = tacos[i+1];
        }
        //Make sure the last index is always null
        tacos[tacos.length-1] = null;
    }
}

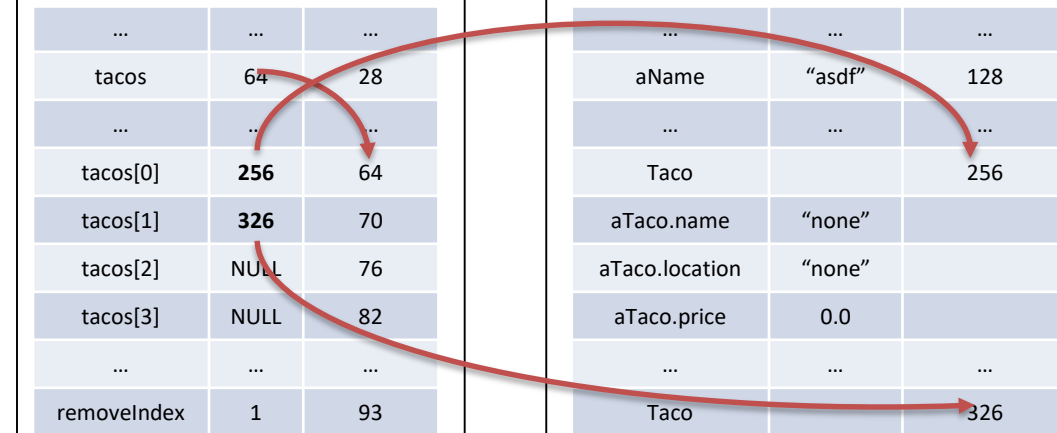
```

Memory

Identifier	Contents	Byte Address
...
tacos	64	28
...
tacos[0]	256	64
tacos[1]	326	70
tacos[2]	NULL	76
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aName	"asdf"	128
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aTaco.name	"asdf"	
...



Remove Tacos Demo

```

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    {
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        {
            tacos[i] = tacos[i+1];
        }
        //Make sure the last index is always null
        tacos[tacos.length-1] = null;
    }
}
    
```

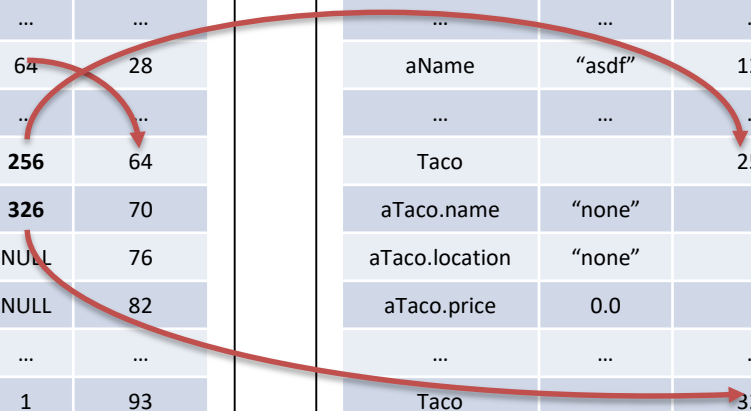
"asdf"

Memory

Identifier	Cont ents	Byte Address
...
tacos	64	28
...
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aTaco.name	"asdf"	
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Remove Tacos Demo

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    {
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        {
            tacos[i] = tacos[i+1];
        }
        //Make sure the last index is always null
        tacos[tacos.length-1] = null;
    }
}

```

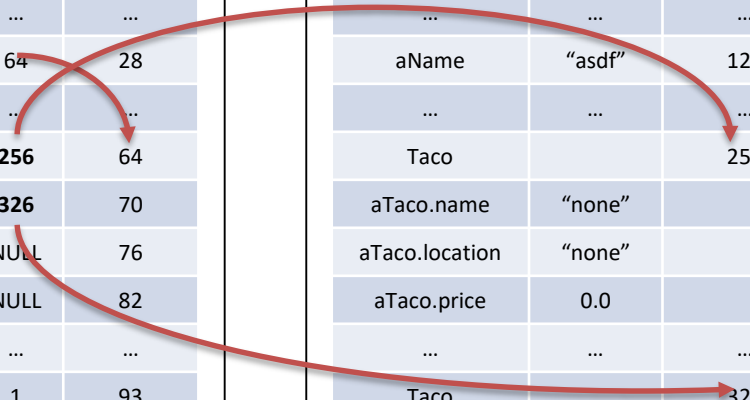
“asdf”

Memory

Identifier	Contents	Byte Address
...
tacos	64	28
...
tacos[0]	256	64
tacos[1]	326	70
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More Memory

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aName	“asdf”	128
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aTaco.name	“none”	
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...
Taco		326
aTaco.name	“asdf”	
...



Remove Tacos Demo

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        }
    }
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        System.out.println("The taco was not found");
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    {
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        {
            tacos[i] = tacos[i+1];
        }
        //Make sure the last index is always null
        tacos[tacos.length-1] = null;
    }
}

```

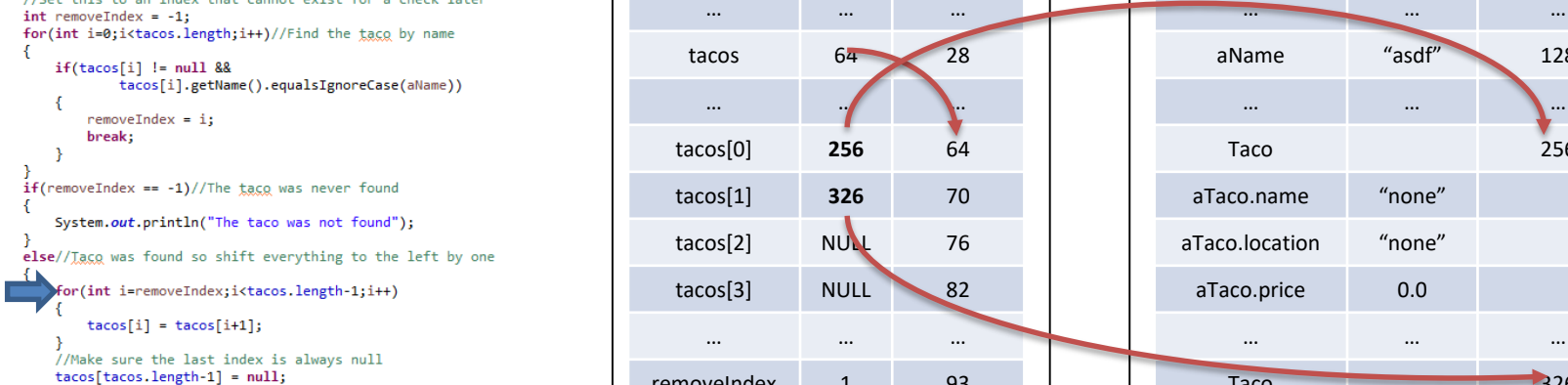
“asdf”

Memory

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...
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...
tacos[0]	256	64
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tacos[2]	NULL	76
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...
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...
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Taco		326
aTaco.name	“asdf”	
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Remove Tacos Demo

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    }
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    {
        for(int i=removeIndex;i<tacos.length-1;i++)
        {
            tacos[i] = tacos[i+1];
        }
        //Make sure the last index is always null
        tacos[tacos.length-1] = null;
    }
}

```

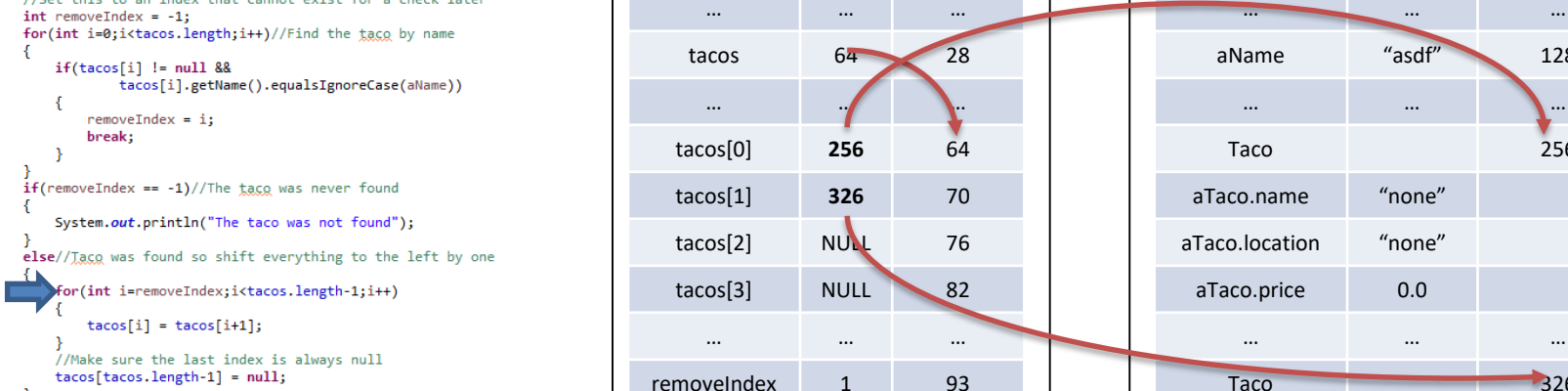
"asdf"

Memory

Identifier	Cont ents	Byte Address
...
tacos	64	28
...
tacos[0]	256	64
tacos[1]	326	70
tacos[2]	NULL	76
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removeIndex	1	93
i	1	97

More Memory

Identifier	Contents	Byte Address
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...
Taco		256
aTaco.name	"none"	
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...
Taco		326
aTaco.name	"asdf"	
...



Remove Tacos Demo

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           tacos[i].getName().equalsIgnoreCase(aName))
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        }
    }
    if(removeIndex == -1)//The taco was never found
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        {
            tacos[i] = tacos[i+1];
            //Make sure the last index is always null
            tacos[tacos.length-1] = null;
        }
    }
}

```

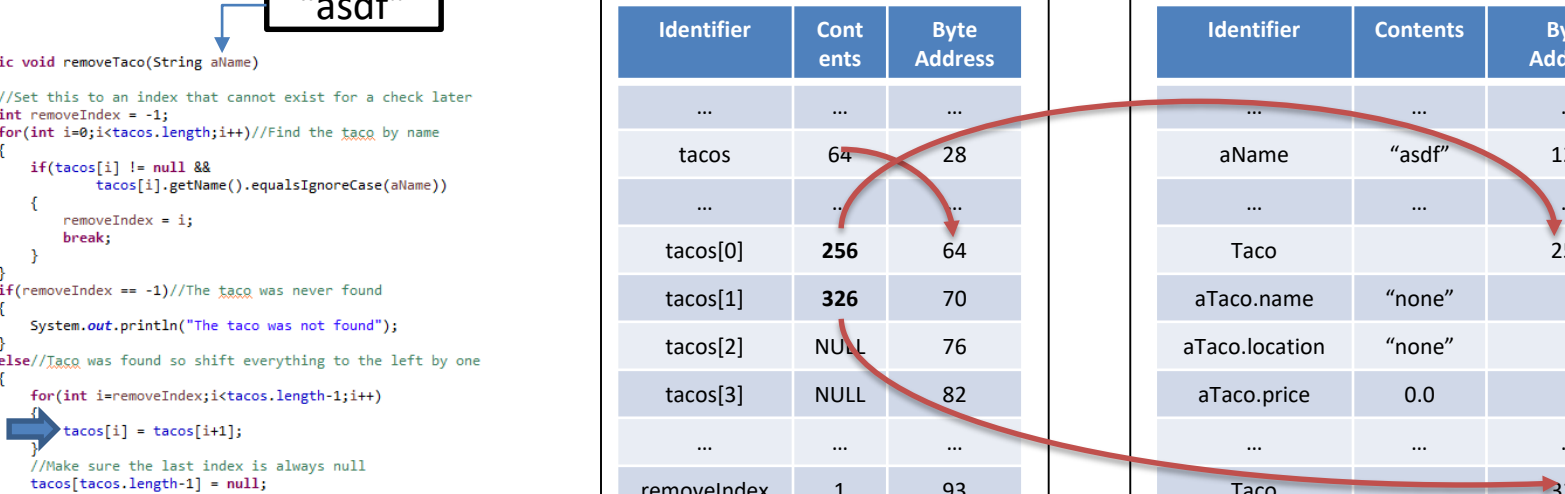
“asdf”

Memory

Identifier	Cont ents	Byte Address
...
tacos	64	28
...
tacos[0]	256	64
tacos[1]	326	70
tacos[2]	NULL	76
tacos[3]	NULL	82
...
removeIndex	1	93
i	1	97

More Memory

Identifier	Contents	Byte Address
...
aName	“asdf”	128
...
Taco		256
aTaco.name	“none”	
aTaco.location	“none”	
aTaco.price	0.0	
...
Taco		326
aTaco.name	“asdf”	
...



Remove Tacos Demo

```

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{
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    {
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           tacos[i].getName().equalsIgnoreCase(aName))
        {
            removeIndex = i;
            break;
        }
    }
    if(removeIndex == -1)//The taco was never found
    {
        System.out.println("The taco was not found");
    }
    else//Taco was found so shift everything to the left by one
    {
        for(int i=removeIndex;i<tacos.length-1;i++)
        {
            tacos[i] = tacos[i+1];
            //Make sure the last index is always null
            tacos[tacos.length-1] = null;
        }
    }
}

```

"asdf"

Memory

Identifier	Cont ents	Byte Address
...
tacos	64	28
...
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tacos[1]	NULL	70
tacos[2]	NULL	76
tacos[3]	NULL	82
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removeIndex	1	93
i	1	97

More Memory

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...
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...
Taco		256
aTaco.name	"none"	
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...
Taco		326
aTaco.name	"asdf"	
...

Remove Tacos Demo

```

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{
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    {
        if(tacos[i] != null &&
           tacos[i].getName().equalsIgnoreCase(aName))
        {
            removeIndex = i;
            break;
        }
    }
    if(removeIndex == -1)//The taco was never found
    {
        System.out.println("The taco was not found");
    }
    else//Taco was found so shift everything to the left by one
    {
        for(int i=removeIndex;i<tacos.length-1;i++)
        {
            tacos[i] = tacos[i+1];
            //Make sure the last index is always null
            tacos[tacos.length-1] = null;
        }
    }
}

```

“asdf”

Memory

Identifier	Cont ents	Byte Address
...
tacos	64	28
...
tacos[0]	256	64
tacos[1]	NULL	70
tacos[2]	NULL	76
tacos[3]	NULL	82
...
removeIndex	1	93
i	1	97

More Memory

Identifier	Contents	Byte Address
...
aName	“asdf”	128
...
Taco		256
aTaco.name	“none”	
aTaco.location	“none”	
aTaco.price	0.0	
...
Taco		326
aTaco.name	“asdf”	
...

Remove Tacos Demo

```

public void removeTaco(String aName)
{
    //Set this to an index that cannot exist for a check later
    int removeIndex = -1;
    for(int i=0;i<tacos.length;i++)//Find the taco by name
    {
        if(tacos[i] != null &&
           tacos[i].getName().equalsIgnoreCase(aName))
        {
            removeIndex = i;
            break;
        }
    }
    if(removeIndex == -1)//The taco was never found
    {
        System.out.println("The taco was not found");
    }
    else//Taco was found so shift everything to the left by one
    {
        for(int i=removeIndex;i<tacos.length-1;i++)
        {
            tacos[i] = tacos[i+1];
        }
        //Make sure the last index is always null
        tacos[tacos.length-1] = null;
    }
}

```

Diagram: A box containing "asdf" has an arrow pointing to the `aName` parameter in the `removeTaco` method. Another arrow points from the `removeIndex` variable to the `for` loop that shifts elements to the left.

Memory

Identifier	Cont ents	Byte Address
...
tacos	64	28
...
tacos[0]	256	64
tacos[1]	NULL	70
tacos[2]	NULL	76
tacos[3]	NULL	82
...
removeIndex	1	93
i	2	97

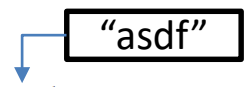
Diagram: Red arrows show the shift of memory addresses. An arrow points from the `tacos` entry (64) to the `tacos[0]` entry (256). Another arrow points from the `tacos[0]` entry (256) to the `tacos[1]` entry (70). A third arrow points from the `tacos[1]` entry (70) to the `tacos[2]` entry (76). A fourth arrow points from the `tacos[2]` entry (76) to the `tacos[3]` entry (82).

More Memory

Identifier	Contents	Byte Address
...
aName	"asdf"	128
...
Taco		256
aTaco.name	"none"	
aTaco.location	"none"	
aTaco.price	0.0	
...
Taco		326
aTaco.name	"asdf"	
...

Diagram: A red arrow points from the `tacos` entry in the 'Memory' table to the `Taco` entry in the 'More Memory' table. Another red arrow points from the `tacos[0]` entry in the 'Memory' table to the `aTaco.name` entry in the 'More Memory' table.

Remove Tacos Demo



```

public void removeTaco(String aName)
{
    //Set this to an index that cannot exist for a check later
    int removeIndex = -1;
    for(int i=0;i<tacos.length;i++)//Find the taco by name
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        if(tacos[i] != null &&
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        {
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    }
    if(removeIndex == -1)//The taco was never found
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    else//Taco was found so shift everything to the left by one
    {
        for(int i=removeIndex;i<tacos.length-1;i++)
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            tacos[i] = tacos[i+1];
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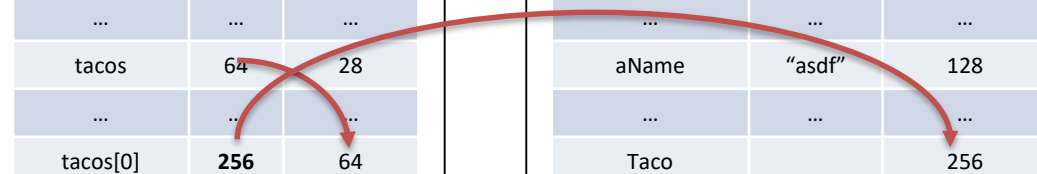
```

Memory

Identifier	Cont ents	Byte Address
...
tacos	64	28
...
tacos[0]	256	64
tacos[1]	NULL	70
tacos[2]	NULL	76
tacos[3]	NULL	82
...
removeIndex	1	93
i	2	97

More Memory

Identifier	Contents	Byte Address
...
aName	"asdf"	128
...
Taco		256
aTaco.name	"none"	
aTaco.location	"none"	
aTaco.price	0.0	
...
Taco		326
aTaco.name	"asdf"	
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Remove Tacos Demo

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public void removeTaco(String aName)
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