

Name(s) _____ Period _____ Date _____

[KEY] Extra Practice - Parameterized Constructors**Check for Understanding**

The Customer class will contain a String attribute for the customer's name and an int attribute for the number of reward points the customer has. The class will also contain a constructor.

```
public class Customer {
    /* missing code */
}
```

Which of the following replacements for `/* missing code */` is the most appropriate implementation of the Customer class?

- A. `public String name;`
`private int rewardPoints;`
- ```
private Customer(String nm, int rp)
{ /* implementation not shown */ }
```
- B. `private String name;`  
`private int rewardPoints;`
- ```
private Customer(String nm, int rp)
{ /* implementation not shown */ }
```
- C. `public String name;`
`public int rewardPoints;`
- ```
public Customer(String nm, int rp)
{ /* implementation not shown */ }
```
- D.** `private String name;`  
`private int rewardPoints;`
- ```
public Customer(String nm, int rp)
{ /* implementation not shown */ }
```
- E. `public String name;`
`private int rewardPoints;`
- ```
private Customer(String nm, int rp)
{ /* implementation not shown */ }
```

## AP Exam Prep

The owner of the Joyful Pastries food truck wants to sell drinks in addition to desserts. She plans to offer hot and cold drinks, such as coffee, juice, and soda. Write a `Drink` class based on the following specifications:

- Instance variables for whether the drink is hot, the name of the drink, and the price of the drink
- Constructor to assign values to the instance variables

```
public class Drink {
 private boolean isHot;
 private String name;
 private double price;

 public Drink(boolean hotStatus, String aName, double aPrice) {
 isHot = hotStatus;
 name = aName;
 price = aPrice;
 }
}
```

## Extra Practice

**Do This:** Write a class to represent a `Photo`. The `Photo` class should include at least two instance variables and a constructor that assigns values to the instance variables. Then write a call to the constructor to create a `Photo` object.

Student responses will vary based on the attributes students choose but should look similar to the following:

```
public class Photo {
 private String location;
 private int year;

 public Photo(String aLocation, int aYear) {
 location = aLocation;
 year = aYear;
 }
}

Photo selfie = new Photo("Home", 2022);
```