

Name(s) _____ Period _____ Date _____

Activity Guide - Burger Class FRQ Graphic Organizer [KEY]



Complete the graphic organizer to document programming concepts and problem structure. Use your annotation strategies to help you annotate the question.

What is the main goal of the overall code segment presented?

The MenuItem class has two instance variables, price and name, which all subclasses will also share. The constructor provided in the MenuItem class has two parameters that initialize the values of the instance variables. MenuItem also has a getName method that can be used in subclasses.

What concepts and/or information stands out to you?

MenuItem, Burger, cheese

Keyword: `getCheeseStatus` Keyword: `setCheeseStatus` Keyword: `toString`

<u>Instance Variables</u>	<u>Constructors</u>	<u>Methods</u>
<pre>private boolean hasCheese;</pre>	<pre>public Burger(String name, double price, boolean cheese) { super(name, price); hasCheese = cheese; }</pre>	<pre>getCheeseStatus(); setCheeseStatus(); toString();</pre>