

Name(s) _____ Period _____ Date _____

Burger Class FRQ Stations



Setup

Print out pages 2-3 single-sided. Both pages should be posted together at each station. Determine the number of copies based on the following:

- Students stand comfortably in groups of 3-4 to look at the same problem. For example, if you have 20 students, you would print five or six copies.
- If possible, enlarge the text or print the pages on larger paper so all students can clearly read the FRQ.
- Based on your room configuration, you may want to try one of the following options:
 - Place the FRQ around the exterior of the room, taping the question to walls, doors, cabinets, whiteboards, etc.
 - Create pods of desks or tables in your classroom and post the FRQ at each pod.
 - Spread out by posting the FRQ in the hallway outside of your classroom.

Burger Class FRQ

A food truck has opened in the neighborhood. The food truck menu includes a variety of burgers, fries, salads, drinks, and milkshakes. Each menu item has a name and a price. The MenuItem superclass is shown below.

```
public class MenuItem {
    private String name;
    private double price;

    /** Constructs a MenuItem object with a name and a price */
    public MenuItem(String name, double price)
    { /* implementation not shown */ }

    /** Returns the name of the menu item */
    public String getName()
    { /* implementation not shown */ }

    /** Returns the price of the menu item */
    public double getPrice()
    { /* implementation not shown */ }

    // There may be instance variables, constructors, and methods not shown
}
```

The food truck menu consists of a variety of MenuItem subclasses. Your task will be to write the Burger class. The Burger class, which extends the MenuItem superclass, includes a constructor and the following methods:

- A `getCheeseStatus()` method, which should return `true` if the Burger object has cheese and `false` if the Burger object does not have cheese.
- A `setCheeseStatus()` method, which accepts a `boolean` parameter to update the attribute that describes if the Burger object has cheese or not.
- A `toString()` method, which returns a `String` containing the text "Thank you for visiting our food truck. Enjoy your (name of Burger object)."

The following table contains sample code execution and the corresponding results.

Statements and Expressions	Value Returned (blank if no value)
<pre>Burger burger1 = new Burger("double burger", 5.75, true);</pre>	
<pre>burger1.getPrice();</pre>	5.75
<pre>burger1.getName();</pre>	"double burger"
<pre>burger1.getCheeseStatus();</pre>	true
<pre>burger1.setCheeseStatus(false);</pre>	
<pre>burger1.getCheeseStatus();</pre>	false
<pre>burger1.toString();</pre>	"Thank you for visiting our food truck. Enjoy your double burger."