

## Taco.java

```
1 /*
2  * Written by JJ Shepherd
3  */
4 public class Taco
5 {
6     private String name;
7     private String location;
8     private double price;
9     public Taco()
10    {
11        this.name = this.location = "none";
12        this.price = 0.0;
13    }
14    public Taco(String aName, String aLocation, double aPrice)
15    {
16        this.setName(aName);
17        this.setLocation(aLocation);
18        this.setPrice(aPrice);
19    }
20    public String getName()
21    {
22        return this.name;
23    }
24    public String getLocation()
25    {
26        return this.location;
27    }
28    public double getPrice()
29    {
30        return this.price;
31    }
32    public void setName(String aName)
33    {
34        if(aName != null)
35            this.name = aName;
36        else
37            this.name = "none";
38    }
39    public void setLocation(String aLocation)
40    {
41        if(aLocation != null)
42            this.location = aLocation;
43        else
44            this.location = "none";
45    }
46    public void setPrice(double aPrice)
47    {
48        if(aPrice >= 0.0)
49            this.price = aPrice;
50        else
51            this.price = 0.0;
52    }
53    public String toString()
54    {
55        return "Name: "+this.name+" Location: "+this.location+" Price: $" +this.price;
56    }
57    public boolean equals(Taco aTaco)
```

## Taco.java

```
58     {
59         return aTaco != null &&
60             this.name.equals(aTaco.getName()) &&
61             this.location.equals(aTaco.getLocation()) &&
62             this.price == aTaco.getPrice();
63     }
64 }
65
```