

```

1 // foj/4/estore/Catalog.java
2 //
3 //
4 // Copyright 2003 Bill Campbell and Ethan Bolker
5
6 import java.util.TreeMap;
7
8 /**
9  * A Catalog models the collection of Items that an
10 * EStore might carry.
11 *
12 * @see EStore
13 *
14 * @version 4
15 */
16
17 public class Catalog
18 {
19     private TreeMap items;
20
21     /**
22      * Construct a Catalog object.
23      */
24
25     public Catalog( )
26     {
27         items = new TreeMap();
28     }
29
30     /**
31      * Add an Item to this Catalog.
32      *
33      * @param item the Item to add.
34      */
35
36     public void addItem( Item item )
37     {
38         items.put( item.getName(), item );
39     }
40
41     /**
42      * Get an Item from this Catalog.
43      *
44      * @param itemName the name of the wanted Item
45      *
46      * @return the Item, null if none.
47      */
48
49     public Item getItem( String itemName )
50     {
51         return (Item)items.get(itemName);
52     }
53
54     /**
55      * Display the contents of this Catalog.
56

```

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57      * @param t the Terminal to print to.
58      */
59
60     public void show( Terminal t )
61     {
62         // loop on items, printing name and cost
63         t.println(" [sorry, can't yet print Catalog contents]");
64     }
65 }

```