10 Testing: Choices for what cases to test should be explained and justified; a list of tests is almost useless.

10 Exercise 15.2 (page 598) Modify ItemList class to keep a running total. Check the constructor, totalPrice(), add(), and delete().

10 Exercise 15.3 (page 599) Add another subclass of Item; change inputItem() in CompuDuds so that it allows this class as an option.

10 Exercise 15.4 (page 599)
   a Add method to Item to discount an item’s price
   b Add method to ItemList to discount every item’s price
   c Add option to CompuDuds to allow discounting

10 Exercise 15.8 (page 615)
   a Write RandomActionListener class
   b Add a “Randomize” button to the controlPanel.

10 Exercise 15.9 (page 616) New puzzle flipping button and 4 adjacent buttons
   a Appropriate changes to methods and their names
   b Unused methods removed

10 Exercise 15.14 (page 637) Explain how the invariant is preserved by each of the three methods doYear, setInitialAmount, and setInterestRate.

10 Exercise 15.15 (page 637) Come up with at least three specific misbehaviors that could result between doYear and one of the other methods. These should each cause different symptoms. For each:
   a Explain exactly what order the events would have to occur in
   b Explain, for each scenario, what the user would see

10 Exercise 15.16 (page 638) Make each misbehavior happen. They should probably show or tell where they put the calls to sleep.

10 Exercise 15.17 (page 637) Add synchronize keyword to doYear, setInitialAmount, and setInterestRate.

TOTAL