Java lab grading

_____ 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 and update total

     c Add option to `CompuDuds` to allow discounting

_____ 10 Exercise 15.20 (pages 640-641): Modify `ItemList` class to shrink as specified.

_____ 10 Exercise 15.8 (page 615)

     a Write `RandomizeActionListener` class

     b Add a "Randomize" button to the `controlPanel`.

_____ 10 Exercise 15.9 (page 616) New puzzle flipping button and 4 adjacent buttons

_____ 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 637) Make each misbehavior happen; tell which inserted `sleep` made each apparent.

_____ 10 Exercise 15.17 (page 637) Add `synchronized` keyword to appropriate methods.

_____ **TOTAL**