AP Computer Science

Lab Copy Machine

Part 1 (30 Points)

You will design an interface of a class called "CopyMachine". In this class, we notice that a copy machine usually has 4 drawers numbered 1 ~ 4 to store the paper. It should also have the following functions:

1) The user can select the drawer number to copy the document as need;
2) The user can just directly copy the document as need;
3) The copy machine should be able to display the remaining paper in each drawer;
4) The copy machine should be able to display the copying progress, i.e. "Now copying n-th document…";
5) The copy machine should be able to let the client to load paper for any specific drawer;

6) The copy machine can provide the status of each drawer before or after the user makes copy.

The copy machine must have two constructors, one default constructors, one parameter constructors;

Part 2 (60 Points)

You implement Part 1 and create a program to test CopyMachine and make it work by simulate some copy work.