In this lab we will be creating the CS152 general store, where we will be selling a range of products from televisions to lunch boxes. This lab will be broken up into five classes:

**Store:**

Store will hold our main method. Here we will create the list of products that we sell, and enter a loop to prompt the user to either purchase an item or checkout. When the user chooses to checkout we print their receipt. In this class you will have to set the salesTax for the purchase class, as well as create the purchase object.

**Money:**

The money class is a very simple class – it contains a single variable (amount). The main purpose of the money class is the toString() method, which will return a string of the form $0.00. In this class you will have to create a default constructor and a constructor that takes an initial amount. Also write a getter for the amount and a method to add an amount.

**Product:**

The product class holds the name, id, and price of an individual item. In this class you will write a constructor and getters for the variables.

**Purchase:**

The purchase class holds an array of products – these are the items that the user has purchased – and a pointer to the next empty location in our products array (nextEmpty). You will have to complete the constructor, and the addProduct method – which adds a product to the product array and increments emptyIndex.

**Menu:**

This class is already complete, it is used by the main method to prompt the user for input – and forces the user to enter valid input.