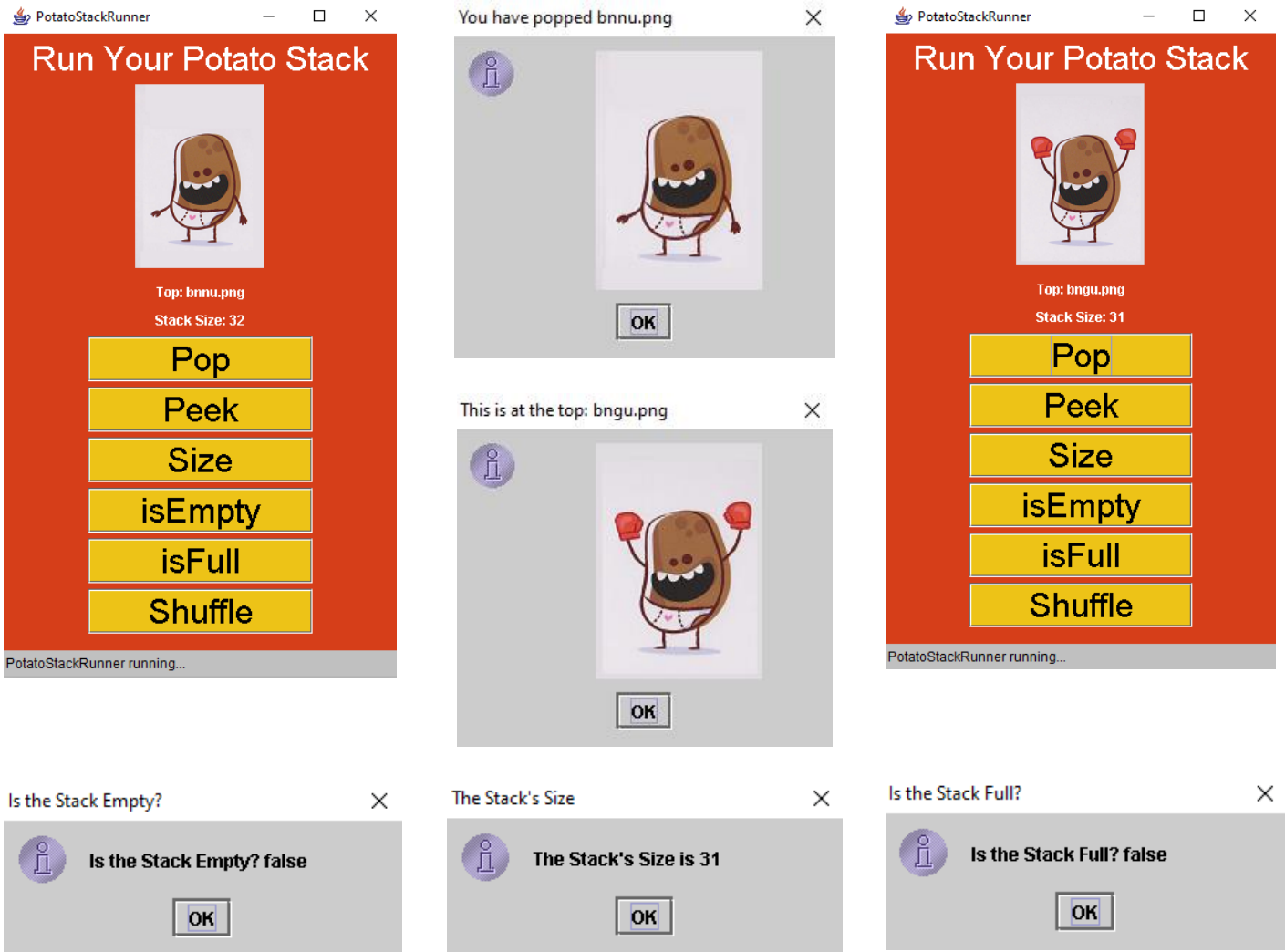


# Potato Stack & Shuffle

In this program, you will code a stack of potatoes and the runner class.



The arrays that you need for shuffle:

```
char type[] = {'b', 'b', 'b', 'b', 'b', 'b', 'b', 'b',  
              'c', 'c', 'c', 'c', 'c', 'c', 'c', 'c',  
              'f', 'f', 'f', 'f', 'f', 'f', 'f', 'f',  
              'p', 'p', 'p', 'p', 'p', 'p', 'p', 'p'};  
boolean crown[] = {true, true, true, true, false, false, false, false,  
                  true, true, true, true, false, false, false, false,  
                  true, true, true, true, false, false, false, false,  
                  true, true, true, true, false, false, false, false};  
boolean gloves[] = {true, true, false, false, true, true, false, false,  
                   true, true, false, false, true, true, false, false,  
                   true, true, false, false, true, true, false, false};  
boolean underpants[] = {true, false, true, false, true, false, true, false,  
                        true, false, true, false, true, false, true, false,  
                        true, false, true, false, true, false, true, false,  
                        true, false, true, false, true, false, true, false};
```

Some dialog boxes:

```
JOptionPane.showMessageDialog (null,  
    createImageIcon (p.getPicName ()),  
    "You have popped " + p.getPicName (),  
    JOptionPane.INFORMATION_MESSAGE);  
  
JOptionPane.showMessageDialog (null,  
    "Is the Stack Empty? " + s.isEmpty (),  
    "Is the Stack Empty?",  
    JOptionPane.INFORMATION_MESSAGE);
```

The Stack (Object) code is here:

[http://gorskicompsci.ca/ICS4U/4 Persistence/Stack.java](http://gorskicompsci.ca/ICS4U/4%20Persistence/Stack.java)