

Grocery_List_Example

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//Grocery List Example
//uses "StringList" or a list of strings
//Mr. H.

//creates a grocery list of type StringList
StringList groceryList;
//grocery item to be entered starts as a null set
String groceryItem = "";
//position counter for items in grocery list
int counter = 0;

void setup() {
  //calls a new grocery list of type StringList
  groceryList = new StringList ();
  size (600, 600);
}

void draw() {
  background(255);

  //displays text
  fill(0);
  textSize(20);
  textAlign(CENTER);
  text ("Grocery List", width/2, 25);
  textAlign(LEFT);
  text ("Type item and press enter", 10, 60);
  text (groceryItem, 30, 80);
  textAlign(RIGHT);
  text(counter+" items",590,60);
  textAlign(LEFT);

  //prints grocery items in list form as they're entered
  for (int a = 0; a < counter; a = a + 1) {
    String item = groceryList.get(a);
    text("- " + item, 300, 80+20*a);
  }
}

void keyPressed () {
  //allows grocery item to be typed and corrected before pressing enter
  if (key == BACKSPACE) {
    if (groceryItem.length()>0) {
      groceryItem = groceryItem.substring(0, groceryItem.length()-1);
    }
  } else {
    groceryItem = groceryItem + key;
  }
}
```

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}  
  
//moves grocery item to grocery list when enter is pressed  
if (key == ENTER) {  
  //appends the grocery item to the grocery list  
  groceryList.set (counter, groceryItem);  
  counter = counter + 1;  
  //clears previous grocery item to receive next one  
  groceryItem = "";  
}  
}
```