Methods, Getters, and Setters for Program 4

public class CashRegisterForm extends javax.swing.JFrame {

 // note: code in blue is added by you (as shown here), code in black was
 // created at project start time

 // private instance variables
 private double purchase;
 private int numItems;

 public CashRegisterForm() {

    initComponents();

    purchase = 0;
    numItems = 0;
 }

 // set method to add item price
 public void recordPurchase (double itemPrice)
 { purchase = purchase + itemPrice ;
   numItems++;}

 // get method to get purchase total
 public double getPurchase () { return purchase ; }

 // get method to get number of items
 public int getItems () { return numItems; }