import java.util.Scanner;
class HouseClassTester
{
    public static void main(String[] asdf)
    {
        Scanner sc = new Scanner(System.in);
        House[] hood = new House[3];
        for(int i=0; i<hood.length; i++)
        {
            hood[i] = new House();
            System.out.println("Who's buying house "+ i + "\{one token name\}?\};
            hood[i].buy(sc.nextLine());
        }
        sc.nextLine(); //consume the \n after the last token typed.
        for(int i=0; i<hood.length; i++)
        {
            System.out.println("The door-to-door ebook seller's trip "+
                (i+1) );
            for(int n=0; n<i; n++)
            {
                System.out.println(hood[i]);
                System.out.println("Type in a book for "+ hood[i]);
                String book = sc.nextLine();
                if(hood[i].addBook(book))
                {
                    System.out.println("Book added successfully\};
                }
                else
                {
                    System.out.println("Not enough room!\};
                }
            }
        }
    }
}
}

class House
{
    String owner; //Every House has an owner.
    String[] library; //Every House can store the address of a library array.
    int nBooks; //Every House has a ticket to track the number of
    //ebooks it has in its library.
    //Constructor Facts: (1) It's an (instance) method, but special.
    // (2) Same name as the class, House. NO return type. Having the same
    // name and no return type makes it known to be a constructor.
    // (3) It's called automatically right after the new operation makes
    // a new House, and can ONLY be called either that way, (or from other
    // constructors, which we don't do here).
    // (4) Purpose of constructors in Java's language design: GUARANTEE that
    // when a programmer codes new House(); anywhere, anytime, certain code
    // to properly set up the data in the House WILL BE RUN.
    House()
    {
        this.owner = "Mr. Builder Developer.";
        this.library = new String[100]; //Java arrays MUST BE BUILT.
        this.library[0] = "House owners manual. (i) Don't make fires inside.";
        this.nBooks = 1;
    }
    public String toString()
    {
        return "House owned by "+ this.owner ;
    }
    public void buy(String buyer)
    {
        this.owner= buyer;
    }
    public void printBooks()
    {
        //FINISH! (a loop to print every book in the House)
    }
    public boolean addBook(String book)
    {
        //FINISH! Add the given book IF AFTER ADDING THAT
        //BOOK, the total number of characters in all the books
        //is still <= 100. Return true if the book is added,
        //return false if it is not.
        //FACT: Given a String ref. like book, book.length()
        //returns the length of the string.
        //if(????) //Add code, and replace true with the right code.
        return false;
    }
}