Figure 9.3 The WashingMachine class with a *Vector*.

Let's rewrite the **WashingMachine** class so that it uses a **Vector**:

```
public class WashingMachine {
    private Vector contents;    // what's in the machine

    // a new constructor
    public WashingMachine() {
        contents = new Vector();
    }
    public void add (String item) {
        contents.addElement(item);
    }
    // getItem retrieves the i-th item in the machine
    public String getItem (int i) {
        return                              ;
    }
    public void printContents () {
        System.out.print("Inside you will find ");
        for (int i = 0;                          ; i++ )
            System.out.print(" " + (String) contents.elementAt(i);
        System.out.println();
    }
}
```

Note that

- we've added a constructor, and the **Vector** is initialized there (because Vectors are objects they need to be instantiated before you can use them), and
- the method **getContents()** has been replaced by **getItem(int i)** which retrieves the *i*-th item in the machine.

Now if we run **TestWash** as before, we get the output …

```
Inside you will find sock.
Inside you will find sock hat.
```

… which makes a bit more sense!