JAVA FUNDAMENTALS PROJECT ORACLE ACADEMY

1. Product List and Table

First, decide on the specific products you want to store in your inventory system. For example:

Attribute	Product 1	Product 2	Product 3	Product 4	Product 5	Product 6
Name of the product	Music CD	DVD Movie	Office Chair	Software	Printer	USB Drive
Price	15.99	19.99	89.99	49.99	120.00	12.99
Number of units in stock	50	30	20	40	10	100
Item number	001	002	003	004	005	006

2. Data Types

Determine the data types for each attribute:

Attribute	Data Type	
Name of the product	`String`	
Price	`double`	
Number of units in stock	`int`	
Item number	`int`	

3. Create Project and Class

Create a new Java project named inventory. Then, create a class named Product in this project.

4. Product Class Definition

Define the Product class with the specified fields, constructors, and methods: package inventory;

```
/**
* This class represents a product in the inventory.
*/
public class Product {
  // Instance field declarations
  private int itemNumber;
  private String name;
  private int quantityInStock;
  private double price;
  /**
  * Default constructor that initializes fields to default values.
  */
  public Product() {
    this.itemNumber = 0;
    this.name = "";
    this.quantityInStock = 0;
    this.price = 0.0;
  }
  /**
  * Overloaded constructor that initializes fields with specified values.
  * @param number the item number
  * @param name the name of the product
  * @param gty the quantity in stock
```

```
* @param price the price of each unit
public Product(int number, String name, int qty, double price) {
  this.itemNumber = number;
  this.name = name;
  this.quantityInStock = qty;
  this.price = price;
}
// Getter and setter for itemNumber
public int getItemNumber() {
  return itemNumber;
}
public void setItemNumber(int itemNumber) {
  this.itemNumber = itemNumber;
}
// Getter and setter for name
public String getName() {
  return name;
}
public void setName(String name) {
  this.name = name;
}
```

```
// Getter and setter for quantityInStock
public int getQuantityInStock() {
  return quantityInStock;
}
public void setQuantityInStock(int quantityInStock) {
  this.quantityInStock = quantityInStock;
}
// Getter and setter for price
public double getPrice() {
  return price;
}
public void setPrice(double price) {
  this.price = price;
}
@Override
public String toString() {
  return "Item Number: " + itemNumber + "\n" +
      "Name: " + name + "\n" +
      "Quantity in stock: " + quantityInStock + "\n" +
      "Price: " + price;
}
```

5. ProductTester Class

```
Create a class named ProductTester to test the Product class:
package inventory;
/**
* This class tests the functionality of the Product class.
*/
public class ProductTester {
  public static void main(String[] args) {
    // Creating Product objects using default constructor
    Product product1 = new Product();
    Product product2 = new Product();
    // Creating Product objects using parameterized constructor
    Product product3 = new Product(1, "Music CD", 50, 15.99);
    Product product4 = new Product(2, "DVD Movie", 30, 19.99);
    Product product5 = new Product(3, "Office Chair", 20, 89.99);
    Product product6 = new Product(4, "Software", 40, 49.99);
    Product product7 = new Product(5, "Printer", 10, 120.00);
    Product product8 = new Product(6, "USB Drive", 100, 12.99);
    // Displaying product details
    System.out.println(product1.toString());
```

```
System.out.println();
    System.out.println(product2.toString());
    System.out.println();
    System.out.println(product3.toString());
    System.out.println();
    System.out.println(product4.toString());
    System.out.println();
    System.out.println(product5.toString());
    System.out.println();
    System.out.println(product6.toString());
    System.out.println();
    System.out.println(product7.toString());
    System.out.println();
    System.out.println(product8.toString());
  }
}
```