

Car Showroom Application

The project involves managing a showroom where details about cars, employees, and showroom information are stored and managed. It utilizes object-oriented programming concepts in Java to maintain and interact with data related to cars available in stock, employee details, and showroom management.

Class Details

1. Showroom Class

- **Attributes:**

- `showroom_name`: Name of the showroom.
- `showroom_address`: Address of the showroom.
- `total_employees`: Total number of employees working in the showroom.
- `total_cars_in_stock`: Number of cars currently available in the showroom.
- `manager_name`: Name of the showroom manager.

- **Methods:**

- `get_details()`: Displays details of the showroom including name, address, manager name, total employees, and total cars in stock.
- `set_details()`: Allows input of showroom details including name, address, manager name, total employees, and total cars in stock.

2. Cars Class (extends Showroom, implements utility)

- **Attributes:**

- `car_name`: Name of the car.
- `car_color`: Color of the car.
- `car_fuel_type`: Fuel type of the car (Petrol or Diesel).
- `car_price`: Price of the car.
- `car_type`: Type of car (Sedan, SUV, Hatchback, etc.).
- `car_transmission`: Transmission type of the car (Automatic or Manual).

- **Methods:**

- `get_details()`: Displays details of the car including name, color, fuel type, price, car type, and transmission type.
- `set_details()`: Allows input of car details including name, color, fuel type, price, car type, and transmission type.

3. Employees Class (extends Showroom, implements utility)

- **Attributes:**

- `emp_id`: Unique ID of the employee.
- `emp_name`: Name of the employee.
- `emp_age`: Age of the employee.
- `emp_department`: Department where the employee works.

- **Methods:**

- `get_details()`: Displays details of the employee including ID, name, age, department, and associated showroom name.
- `set_details()`: Allows input of employee details including name, age, department, and showroom name.