

Programming 2- 2nd semester 1437-1438

COURSE PROJECT: PHASE 1

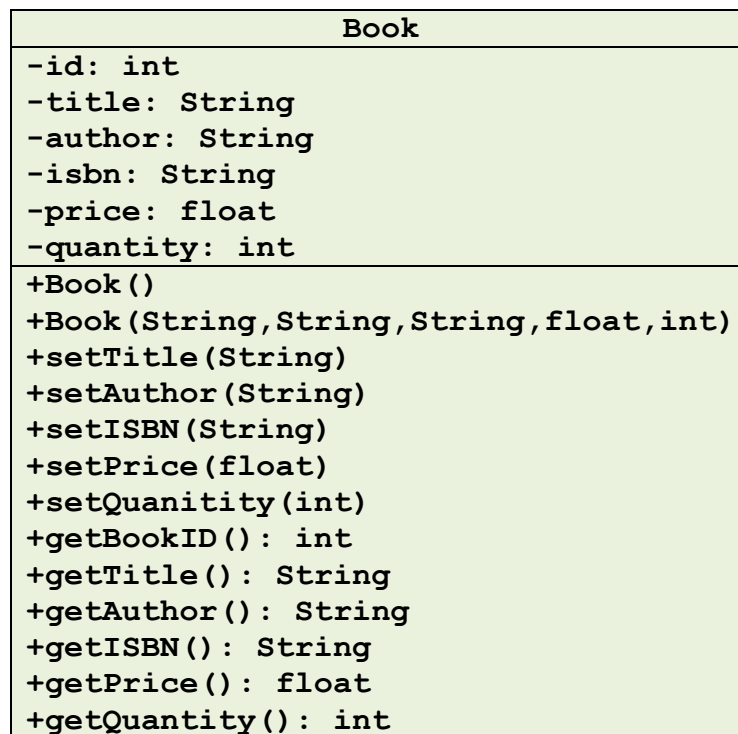
You will implement a virtual bookstore in this time and next time homework assignments.

Your task is to write a Java program to keep track of books in a bookstore. The program should have a command line menu-driven interface that allows a user to insert, view, modify or remove a book item.

A virtual bookstore keeps a book list which contains all the books in the store. Whenever a book is added to the store, it will get a unique id , ISBN , price, quantity and other book information will be registered. The quantity of a given book decreases when some copies are sold and increases if more copies are added.

A book item consists of: title, author, ISBN, price and quantity. For this phase, you have to complete the following tasks:

1. Implement the Book class represented in the following UML diagram.



2. Use the following piece of code which allows you to display a command-line menu to the user. Write the required java methods/statements to make use of the code. For each of the options you have to implement the correspondent task through a method, i.e., `addBook(Book book)` which creates a new book object, `displayBookInfo(Book book)` which displays the info of a given book object, ...etc. The program should run until the user chooses option 4, Quit.

```
do {  
  
    //display menu to user and ask user for her choice  
  
    System.out.println();  
  
    System.out.println("1) Add a book");  
  
    System.out.println("2) Display all information about a  
book");  
  
    System.out.println("3) Change the available quantity of a  
book ");  
  
    System.out.println("4) Quit");  
  
    System.out.println();  
  
    System.out.print("Enter choice [1-4]: ");  
  
    user_choice = inputScanner.nextInt();  
  
    switch (user_choice) {  
  
        //write the required code to identify user's choice  
        and accomplish the required task  
  
        }  
  
    }  
  
while (!quit);
```