**StockItem.java**

**package** practical2;

**public** **class** StockItem {

//instance variables or data members

String itemName;

**int** itemID;

**int** quantityInStock;

**double** price;

//Parameterised Constructor

**public** StockItem(String nameIn, **int** idIn, **int** qISIn, **double** priceIn)

{

itemName = nameIn;

itemID = idIn;

quantityInStock = qISIn;

price = priceIn;

}

//methods

**public** **int** getQuantityInStock()

{

**return** quantityInStock;

}

**public** **void** addStock(**int** quantityToAdd)

{

**if**(quantityToAdd>0)

quantityInStock = quantityInStock + quantityToAdd;

**else**

System.***out***.println("Enter a Valid quantity");

}

**public** **void** removeStock(**int** quantityToRemove)

{

**if**(quantityToRemove>0 && quantityToRemove<=quantityInStock)

quantityInStock = quantityInStock - quantityToRemove;

**else**

System.***out***.println("Enter a Valid quantity");

}

**public** **double** getPrice()

{

**return** price;

}

**public** **void** setPrice(**double** newPrice)

{

**if**(newPrice>0.0)

price = newPrice;

**else**

System.***out***.println("Enter a valid price amount");

}

}

**StockItemProgram.java**

**package** practical2;

**import** java.util.Scanner;

**public** **class** StockItemProgram {

**public** **static** **void** main(String[] args) {

// **TODO** Auto-generated method stub

Scanner sc = **new** Scanner(System.***in***);

// In it, you should ask the user to enter the name of a Stock Item

//, it’s Stock ID, it’s Quantity in Stock, and it’s Price.

System.***out***.println("Enter the name of the Stock : ");

String stockName = sc.nextLine();

System.***out***.println("Enter the Stock ID : ");

**int** stockID = sc.nextInt();

System.***out***.println("Enter the quantity of the Stock : ");

**int** stockQty = sc.nextInt();

System.***out***.println("Enter the price of the Stock : ");

**double** stockPrice = sc.nextDouble();

//create an object of StockItem Class

StockItem stockItemObj = **new** StockItem(stockName, stockID, stockQty, stockPrice);

**int** choice =0;

//create a menu

**do** {

System.***out***.println("\*\*\*StockItem Menu\*\*\*");

System.***out***.println("1. Get Quantity In Stock");

System.***out***.println("2. Add Stock");

System.***out***.println("3. Remove Stock");

System.***out***.println("4. Get Price");

System.***out***.println("5. Set Price");

System.***out***.println("6. Quit");

System.***out***.println("Enter the choice");

choice = sc.nextInt();

**switch**(choice)

{

**case** 1:

System.***out***.println(stockItemObj.getQuantityInStock());

**break**;

**case** 2:

stockItemObj.addStock(40);

**break**;

**case** 3:

stockItemObj.removeStock(20);

**break**;

**case** 4:

System.***out***.println(stockItemObj.getPrice());

**break**;

**case** 5:

stockItemObj.setPrice(35.67);

**break**;

**case** 6:

System.*exit*(0);

**break**;

}

}**while**(choice<=6);

}

}