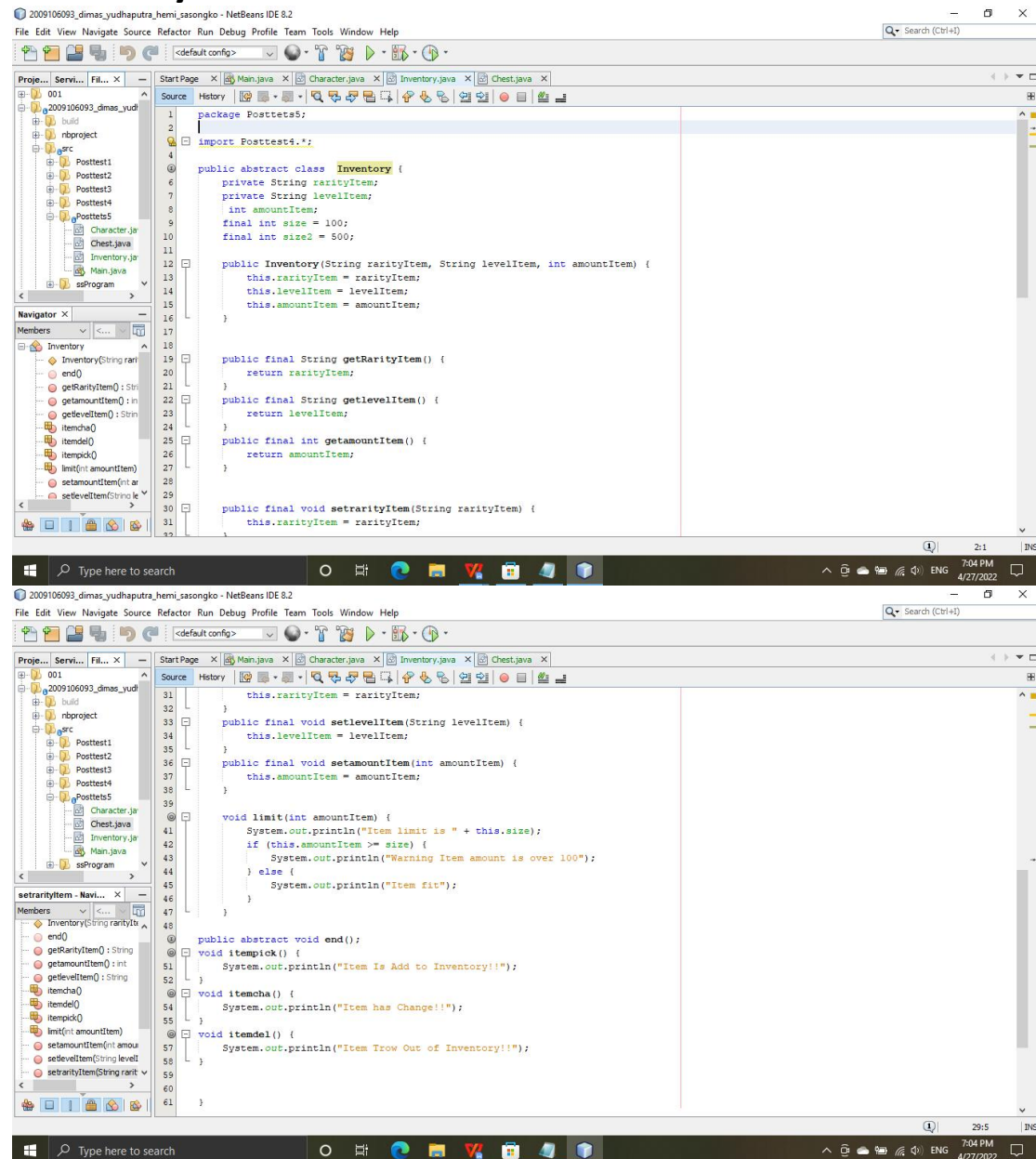Dimas yudhaputra hemi sasongko
2009106093
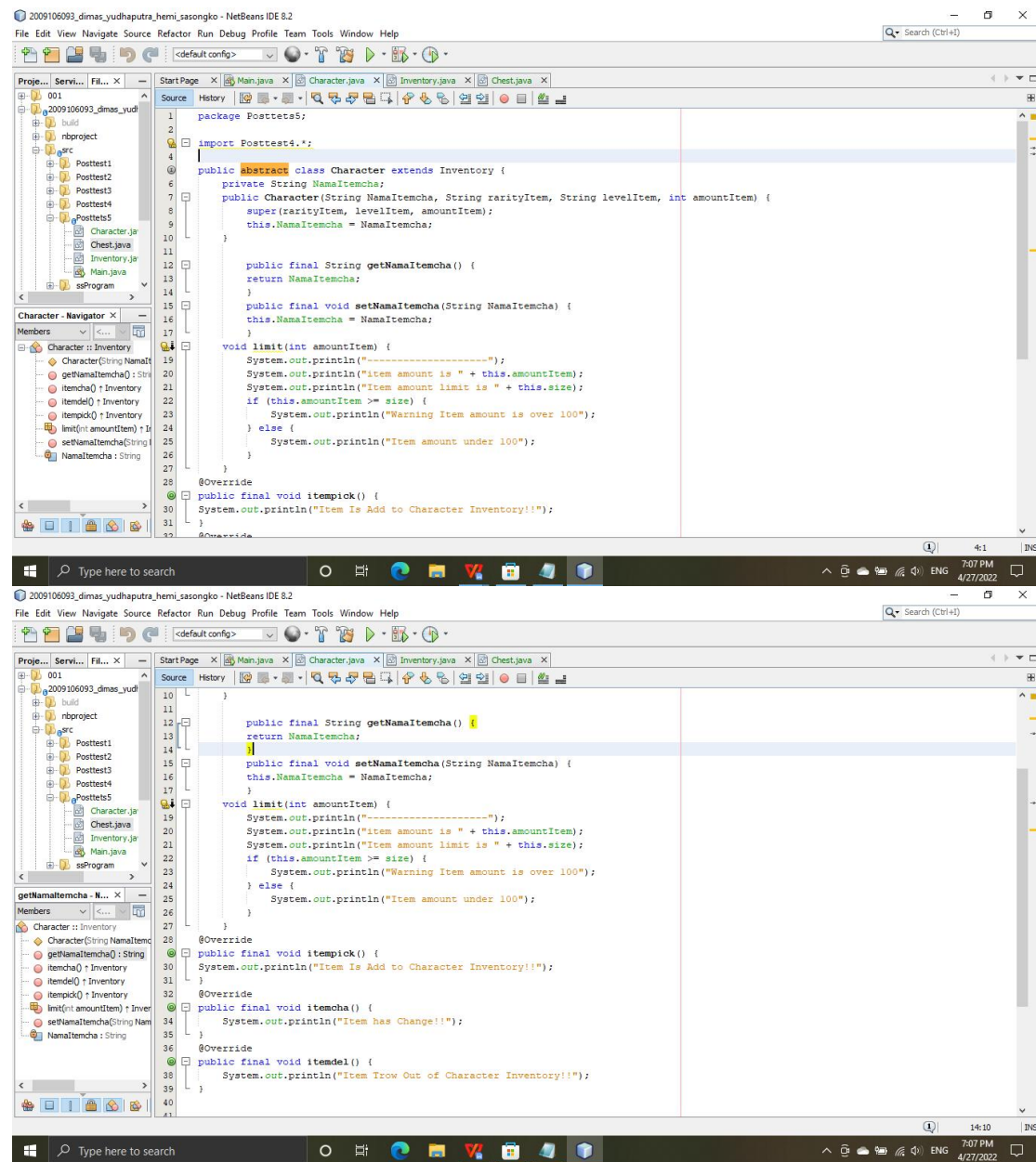PBO_B2

ssProgram_Posttest 5 Inventory
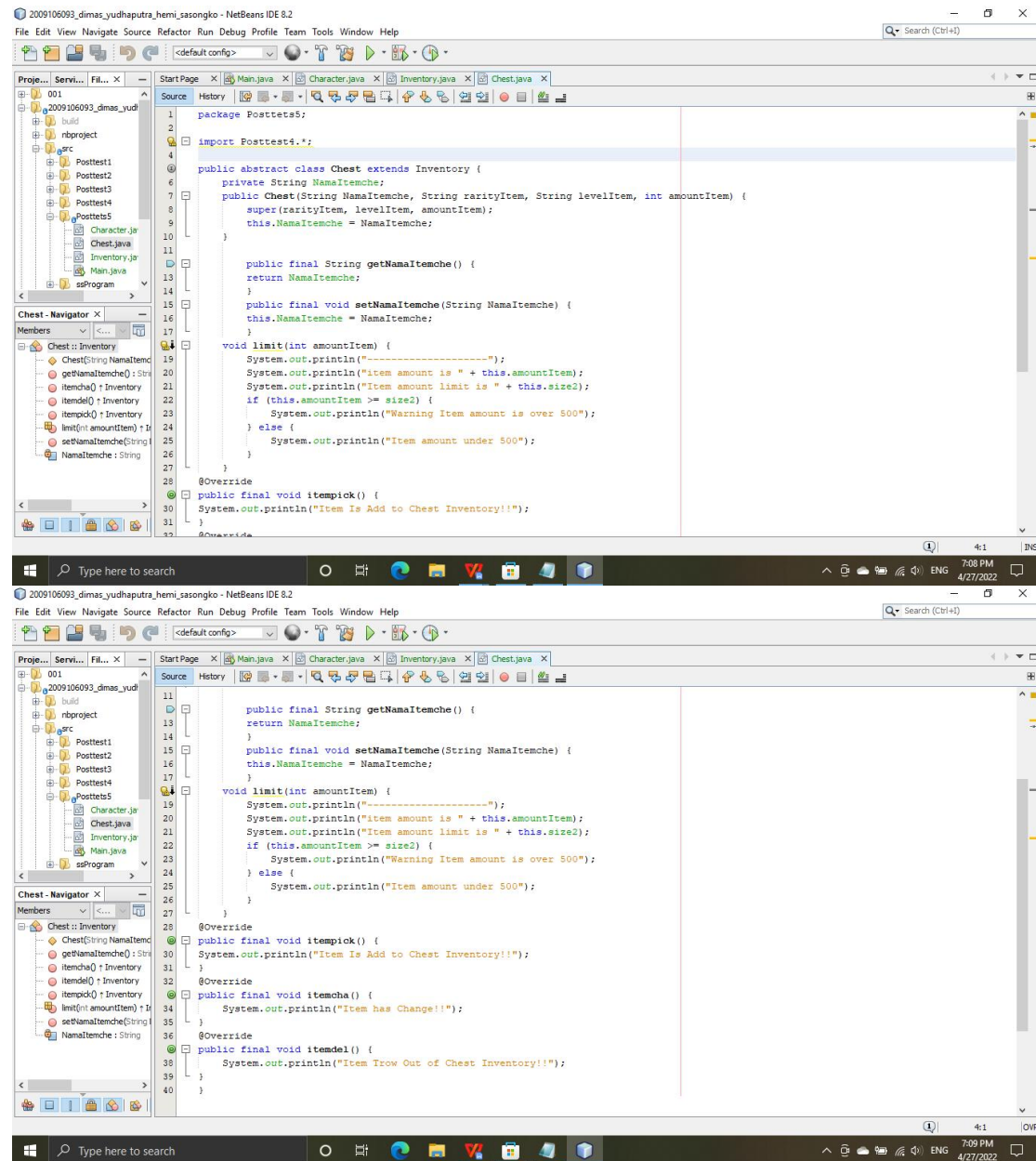
Inventory
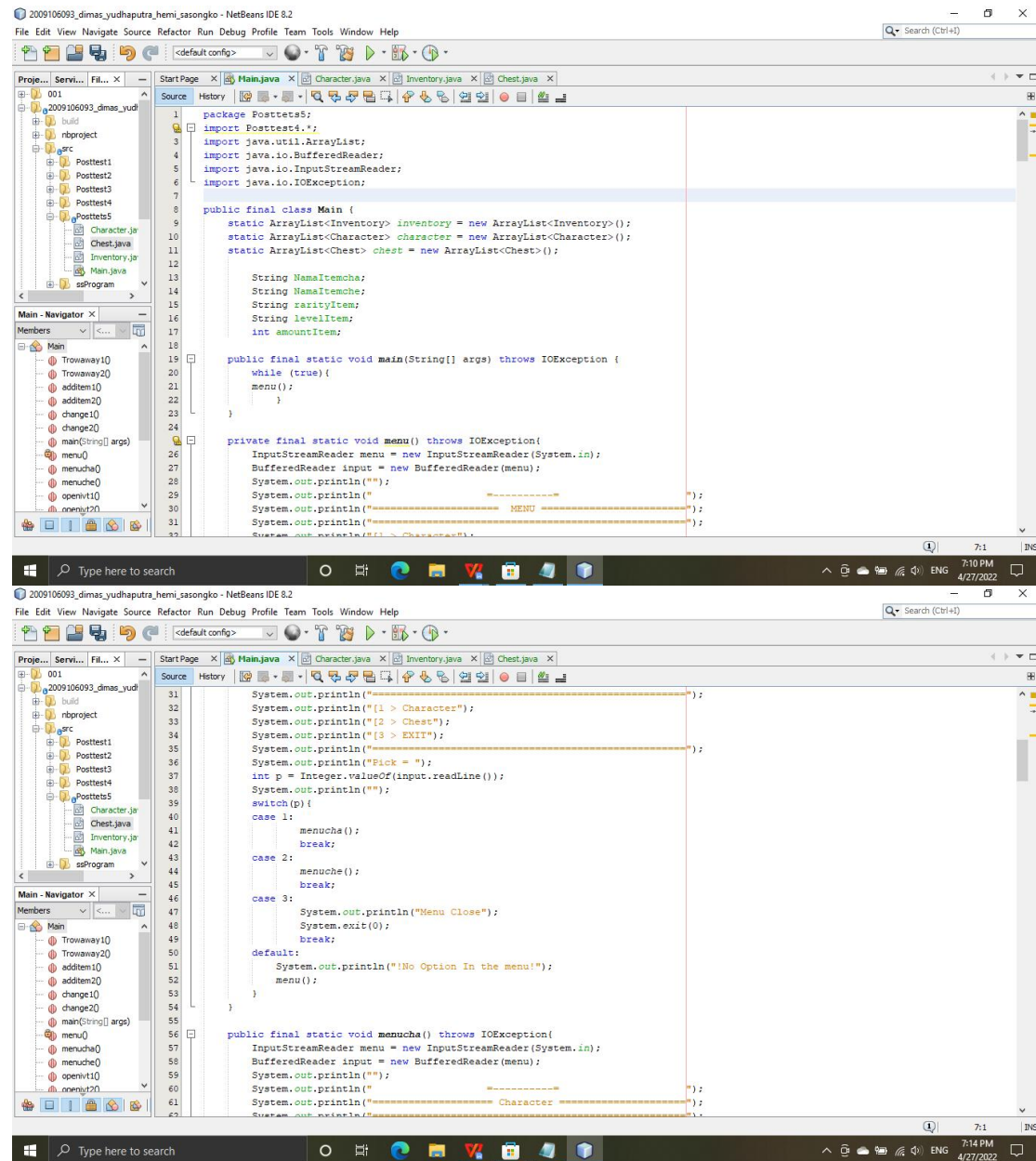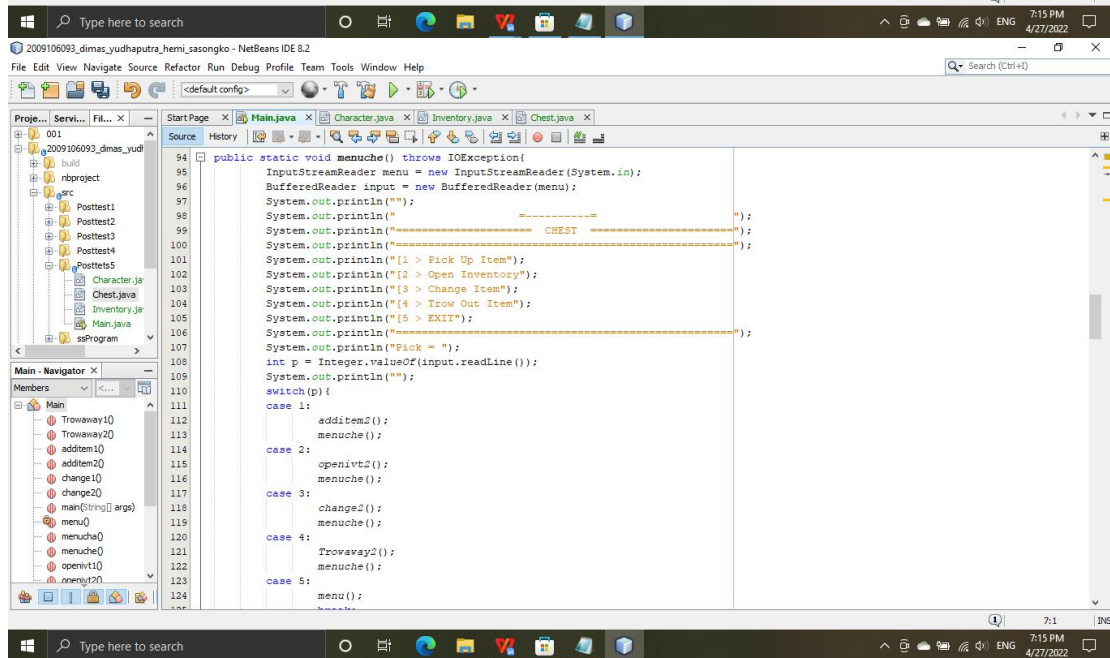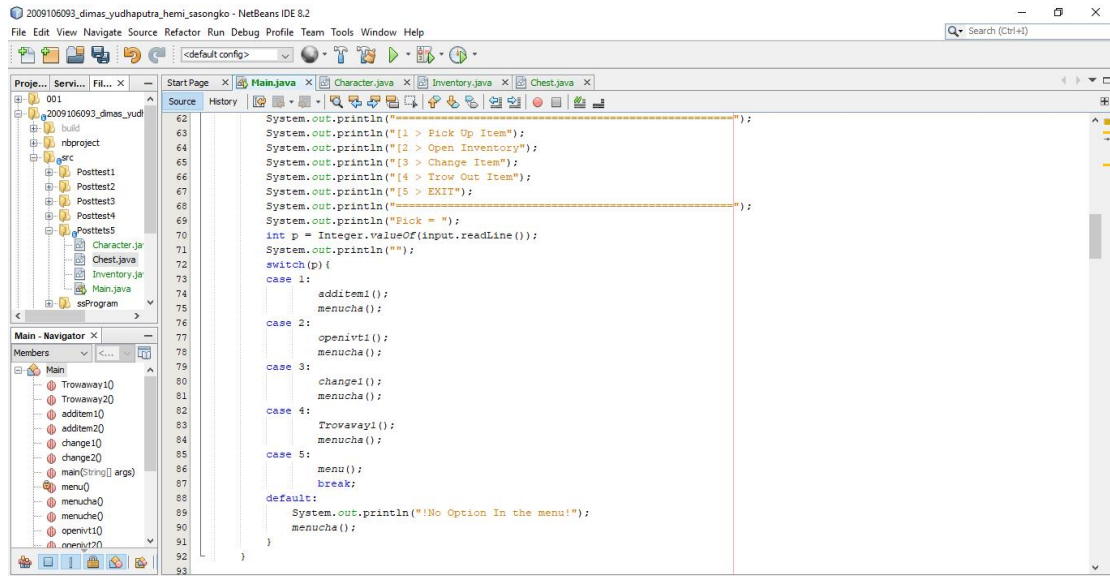
Character


```
package Posttets5;

import Posttest4.*;

public abstract class Character extends Inventory {
    private String NamaItemcha;
    public Character(String NamaItemcha, String rarityItem, String levelItem, int amountItem) {
        super(rarityItem, levelItem, amountItem);
        this.NamaItemcha = NamaItemcha;
    }

    public final String getNamaItemcha() {
        return NamaItemcha;
    }
    public final void setNamaItemcha(String NamaItemcha) {
        this.NamaItemcha = NamaItemcha;
    }
    void limit(int amountItem) {
        System.out.println("--------------------");
        System.out.println("item amount is " + this.amountItem);
        System.out.println("Item amount limit is " + this.size);
        if (this.amountItem >= size) {
            System.out.println("Warning Item amount is over 100");
        } else {
            System.out.println("Item amount under 100");
        }
    }
    @Override
    public final void itempick() {
        System.out.println("Item Is Add to Character Inventory!!");
    }
    @Override
```



```
    }

    public final String getNamaItemcha() {
        return NamaItemcha;
    }
    public final void setNamaItemcha(String NamaItemcha) {
        this.NamaItemcha = NamaItemcha;
    }
    void limit(int amountItem) {
        System.out.println("--------------------");
        System.out.println("item amount is " + this.amountItem);
        System.out.println("Item amount limit is " + this.size);
        if (this.amountItem >= size) {
            System.out.println("Warning Item amount is over 100");
        } else {
            System.out.println("Item amount under 100");
        }
    }
    @Override
    public final void itempick() {
        System.out.println("Item Is Add to Character Inventory!!");
    }
    @Override
    public final void itemcha() {
        System.out.println("Item has Change!!");
    }
    @Override
    public final void itemdel() {
        System.out.println("Item Trow Out of Character Inventory!!");
    }
}
```

Chest


```java
package Posttets5;

import Posttest4.*;

public abstract class Chest extends Inventory {
    private String NamaItemche;
    public Chest(String NamaItemche, String rarityItem, String levelItem, int amountItem) {
        super(rarityItem, levelItem, amountItem);
        this.NamaItemche = NamaItemche;
    }

    public final String getNamaItemche() {
    return NamaItemche;
    }
    public final void setNamaItemche(String NamaItemche) {
        this.NamaItemche = NamaItemche;
    }
    void limit(int amountItem) {
        System.out.println("--------------------");
        System.out.println("item amount is " + this.amountItem);
        System.out.println("Item amount limit is " + this.size2);
        if (this.amountItem >= size2) {
            System.out.println("Warning Item amount is over 500");
        } else {
            System.out.println("Item amount under 500");
        }
    }
    @Override
    public final void itempick() {
    System.out.println("Item Is Add to Chest Inventory!!");
    }
    @Override
```



```java
    public final String getNamaItemche() {
        return NamaItemche;
    }
    public final void setNamaItemche(String NamaItemche) {
        this.NamaItemche = NamaItemche;
    }
    void limit(int amountItem) {
        System.out.println("--------------------");
        System.out.println("item amount is " + this.amountItem);
        System.out.println("Item amount limit is " + this.size2);
        if (this.amountItem >= size2) {
            System.out.println("Warning Item amount is over 500");
        } else {
            System.out.println("Item amount under 500");
        }
    }
    @Override
    public final void itempick() {
    System.out.println("Item Is Add to Chest Inventory!!");
    }
    @Override
    public final void itemcha() {
        System.out.println("Item has Change!!");
    }
    @Override
    public final void itemdel() {
        System.out.println("Item Trow Out of Chest Inventory!!");
    }
    }
```

Main


```java
package Posttets5;
import Posttest4.*;
import java.util.ArrayList;
import java.io.BufferedReader;
import java.io.InputStreamReader;
import java.io.IOException;

public final class Main {
    static ArrayList<Inventory> inventory = new ArrayList<Inventory>();
    static ArrayList<Character> character = new ArrayList<Character>();
    static ArrayList<Chest> chest = new ArrayList<Chest>();

    String NamaItemcha;
    String NamaItemche;
    String rarityItem;
    String levelItem;
    int amountItem;

    public final static void main(String[] args) throws IOException {
        while (true){
            menu();
            }
    }

    private final static void menu() throws IOException{
        InputStreamReader menu = new InputStreamReader(System.in);
        BufferedReader input = new BufferedReader(menu);
        System.out.println("");
        System.out.println("                  =----------=           ");
        System.out.println("====================== MENU ======================");
        System.out.println("==================================================");
        System.out.println("[1 > Character");
```



```java
        System.out.println("==================================================");
        System.out.println("[1 > Character");
        System.out.println("[2 > Chest");
        System.out.println("[3 > EXIT");
        System.out.println("==================================================");
        System.out.print("Pick = ");
        int p = Integer.valueOf(input.readLine());
        System.out.println("");
        switch(p){
        case 1:
                menucha();
                break;
        case 2:
                menuche();
                break;
        case 3:
                System.out.println("Menu Close");
                System.exit(0);
                break;
        default:
            System.out.println("!No Option In the menu!");
            menu();
        }
    }

    public final static void menucha() throws IOException{
        InputStreamReader menu = new InputStreamReader(System.in);
        BufferedReader input = new BufferedReader(menu);
        System.out.println("");
        System.out.println("                  =----------=           ");
        System.out.println("====================== Character ======================");
        System.out.println("==================================================");
```

```java
62        System.out.println("=========================================");
63        System.out.println("[1 > Pick Up Item]");
64        System.out.println("[2 > Open Inventory");
65        System.out.println("[3 > Change Item]");
66        System.out.println("[4 > Trow Out Item]");
67        System.out.println("[5 > EXIT]");
68        System.out.println("=========================================");
69        System.out.println("Pick = ");
70        int p = Integer.valueOf(input.readLine());
71        System.out.println("");
72        switch(p){
73        case 1:
74                additem1();
75                menucha();
76        case 2:
77                openivt1();
78                menucha();
79        case 3:
80                change1();
81                menucha();
82        case 4:
83                Trowaway1();
84                menucha();
85        case 5:
86                menu();
87                break;
88        default:
89            System.out.println("!No Option In the menu!");
90            menucha();
91        }
92    }
93
```

```java
94  public static void menuche() throws IOException{
95        InputStreamReader menu = new InputStreamReader(System.in);
96        BufferedReader input = new BufferedReader(menu);
97        System.out.println("");
98        System.out.println("                    =----------=          ");
99        System.out.println("====================    CHEST    =================");
100       System.out.println("=================================================");
101       System.out.println("[1 > Pick Up Item]");
102       System.out.println("[2 > Open Inventory");
103       System.out.println("[3 > Change Item]");
104       System.out.println("[4 > Trow Out Item]");
105       System.out.println("[5 > EXIT]");
106       System.out.println("=================================================");
107       System.out.println("Pick = ");
108       int p = Integer.valueOf(input.readLine());
109       System.out.println("");
110       switch(p){
111       case 1:
112               additem2();
113               menuche();
114       case 2:
115               openivt2();
116               menuche();
117       case 3:
118               change2();
119               menuche();
120       case 4:
121               Trowaway2();
122               menuche();
123       case 5:
124               menu();
```

```java
125            break;
126        default:
127            System.out.println("!No Option In the menu!");
128            menuche();
129        }
130    }

131

132    //////////////////////////////////////////////////////////////////////////////////////////

133

134    public static void additem1() throws IOException{
135        System.out.println("======Pick Up Item!!----------------------------------");
136        System.out.println("================================================");
137        InputStreamReader pick = new InputStreamReader(System.in);
138        BufferedReader input = new BufferedReader(pick);

139

140        System.out.println("Item_Name = ");
141        String NamaItemcha = input.readLine();
142        System.out.println("Item_Rarity = ");
143        String rarityItem = input.readLine();
144        System.out.println("Item_Amount = ");
145        int amountItem = Integer.parseInt(input.readLine());
146        System.out.println("Item_Level = ");
147        String levelItem = input.readLine();
148        System.out.println("--------------------");

149

150        Character itempick = new Character (NamaItemcha, rarityItem, levelItem, amountItem) {
151            @Override
152            public void end(){}
153        };

154

155        character.add(itempick);
156        itempick.limit(amountItem);
```

```java
155        character.add(itempick);
156        itempick.limit(amountItem);
157        itempick.itempick();
158    }
159    public static void additem2() throws IOException{
160        System.out.println("======Pick Up Item!!----------------------------------");
161        System.out.println("================================================");
162        InputStreamReader pick = new InputStreamReader(System.in);
163        BufferedReader input = new BufferedReader(pick);

164

165        System.out.println("Item_Name = ");
166        String NamaItemche = input.readLine();
167        System.out.println("Item_Rarity = ");
168        String rarityItem = input.readLine();
169        System.out.println("Item_Amount = ");
170        int amountItem = Integer.parseInt(input.readLine());
171        System.out.println("Item_Level = ");
172        String levelItem = input.readLine();
173        System.out.println("--------------------");

174

175        Chest itempick;
176        itempick = new Chest(NamaItemche, rarityItem, levelItem, amountItem) {
177            @Override
178            public void end() {}
179        };
180        chest.add(itempick);
181        itempick.limit(amountItem);
182        itempick.itempick();
183    }

184

185    //////////////////////////////////////////////////////////////////////////////////////////

186    public static void openivt1() throws IOException{
```

```java
186    public static void openivt1() throws IOException{
187        System.out.println("===Character Inventory Open------------------------");
188        System.out.println("=================================================");
189        for(int i = 0; i < character.size(); i++){
190            System.out.println("Slot" + (i + 1));
191            System.out.println("---------------------");
192            System.out.println("[Item = " + character.get(i).getNamaItemcha());
193            System.out.println("[Rarity = " + character.get(i).getRarityItem());
194            System.out.println("[Amount = " + character.get(i).getamountItem());
195            System.out.println("[Level = " + character.get(i).getlevelItem());
196            System.out.println("---------------------");
197        }
198    }
199    public static void openivt2() throws IOException{
200        System.out.println("=== Chest Inventory Open--------------------------");
201        System.out.println("=================================================");
202        for(int i = 0; i < chest.size(); i++){
203            System.out.println("Slot" + (i + 1));
204            System.out.println("---------------------");
205            System.out.println("[Item = " + chest.get(i).getNamaItemche());
206            System.out.println("[Rarity = " + chest.get(i).getRarityItem());
207            System.out.println("[Amount = " + chest.get(i).getamountItem());
208            System.out.println("[Level = " + chest.get(i).getlevelItem());
209            System.out.println("---------------------");
210        }
211    }
212    ///////////////////////////////////////////////////////////////////////////////////////////////
213    public static void change1()throws IOException{
214        System.out.println("===Change Item----------------------------------");
215        InputStreamReader change = new InputStreamReader(System.in);
216        BufferedReader input = new BufferedReader(change);
217        openivt1();
```

```java
217        openivt1();
218
219        int amo;
220        int u;
221        System.out.println("Item Slot = ");
222        u = Integer.parseInt(input.readLine());
223        u--;
224        System.out.println("Item_Name");
225        character.get(u).setNamaItemcha(input.readLine());
226        System.out.println("Item_Rarity");
227        character.get(u).setrarityItem(input.readLine());
228        System.out.println("Item_Amount");
229        amo = Integer.parseInt(input.readLine());
230        character.get(u).setamountItem(amo);
231        System.out.println("Item_Level");
232        character.get(u).setlevelItem(input.readLine());
233        System.out.println("---------------------");
234        character.get(u).itemcha();
235    }
236
237    public static void change2()throws IOException{
238        System.out.println("===Change Item----------------------------------");
239        InputStreamReader change = new InputStreamReader(System.in);
240        BufferedReader input = new BufferedReader(change);
241        openivt2();
242
243        int amo;
244        int u;
245        System.out.println("Item Slot = ");
246        u = Integer.parseInt(input.readLine());
247        u--;
```

```java
247         u--;
248         System.out.println("Item_Name");
249         chest.get(u).setNamaItemche(input.readLine());
250         System.out.println("Item_Rarity");
251         chest.get(u).setrarityItem(input.readLine());
252         System.out.println("Item_Amount");
253         amo = Integer.parseInt(input.readLine());
254         chest.get(u).setamountItem(amo);
255         System.out.println("Item_Level");
256         chest.get(u).setlevelItem(input.readLine());
257         System.out.println("--------------------");
258         chest.get(u).itemcha();
259     }
260     ////////////////////////////////////////////////////////////////////////////////////////////
261
262     public static void Trowaway1()throws IOException{
263         System.out.println("===Trow Out Item------------------------------------");
264         openivt1();
265         InputStreamReader Delt = new InputStreamReader(System.in);
266         BufferedReader input = new BufferedReader(Delt);
267             System.out.println("Trow Out Item Slot = ");
268         int d;
269         d = Integer.parseInt(input.readLine());
270         d--;
271         System.out.println("--------------------");
272         character.get(d).itemdel();
273         character.remove(d);
274     }
275     public static void Trowaway2()throws IOException{
276         System.out.println("===Trow Out Item------------------------------------");
277         openivt2();
```

```java
264         openivt1();
265         InputStreamReader Delt = new InputStreamReader(System.in);
266         BufferedReader input = new BufferedReader(Delt);
267             System.out.println("Trow Out Item Slot = ");
268         int d;
269         d = Integer.parseInt(input.readLine());
270         d--;
271         System.out.println("--------------------");
272         character.get(d).itemdel();
273         character.remove(d);
274     }
275     public static void Trowaway2()throws IOException{
276         System.out.println("===Trow Out Item------------------------------------");
277         openivt2();
278         InputStreamReader Delt = new InputStreamReader(System.in);
279         BufferedReader input = new BufferedReader(Delt);
280             System.out.println("Trow Out Item Slot = ");
281         int d;
282         d = Integer.parseInt(input.readLine());
283         d--;
284         System.out.println("--------------------");
285         chest.get(d).itemdel();
286         chest.remove(d);
287     }
288
289 }
290
291
292
293
```

```
251        chest.get(u).setrarityItem(input.readLine());
```

Output - 2009106093_dimas_yudhaputra_hemi_sasongko (run)

```
              =---------=
================ Character ================
===============================================
[1 > Pick Up Item
[2 > Open Inventory
[3 > Change Item
[4 > Trow Out Item
[5 > EXIT
===============================================
Pick =
2

===Character Inventory Open----------------------
===============================================
Slot1
--------------------
[Item = Sword
[Rarity = Common
[Amount = 50
[Level = 2
--------------------

              =---------=
================ Character ================
===============================================
[1 > Pick Up Item
[2 > Open Inventory
[3 > Change Item
[4 > Trow Out Item
[5 > EXIT
```

```
251        chest.get(u).setrarityItem(input.readLine());
```

Output - 2009106093_dimas_yudhaputra_hemi_sasongko (run)

```
[1 > Pick Up Item
[2 > Open Inventory
[3 > Change Item
[4 > Trow Out Item
[5 > EXIT
===============================================
Pick =
3

===Change Item--------------------------
===Character Inventory Open----------------------
===============================================
Slot1
--------------------
[Item = Sword
[Rarity = Common
[Amount = 50
[Level = 2
--------------------
Item Slot =
1
Item_Name
Sword dd
Item_Rarity
Rare
Item_Amount
110
Item_Level
50
--------------------
Item has Change!!
```

```
251    chest.get(u).setrarityItem(input.readLine());
```

Output - 2009106093_dimas_yudhaputra_hemi_sasongko (run)

```
[1 > Pick Up Item
[2 > Open Inventory
[3 > Change Item
[4 > Trow Out Item
[5 > EXIT
==================================================
Pick =
2

===Character Inventory Open-------------------------
==================================================
Slot1
--------------------
[Item = Sword dd
[Rarity = Rare
[Amount = 110
[Level = 50
--------------------

                  =----------=
==================  Character  ==================
==================================================
[1 > Pick Up Item
[2 > Open Inventory
[3 > Change Item
[4 > Trow Out Item
[5 > EXIT
==================================================
Pick =
```

```
251    chest.get(u).setrarityItem(input.readLine());
```

Output - 2009106093_dimas_yudhaputra_hemi_sasongko (run)

```
                  =----------=
==================  Character  ==================
==================================================
[1 > Pick Up Item
[2 > Open Inventory
[3 > Change Item
[4 > Trow Out Item
[5 > EXIT
==================================================
Pick =
4

===Trow Out Item-------------------------
===Character Inventory Open-------------------------
==================================================
Slot1
--------------------
[Item = Sword dd
[Rarity = Rare
[Amount = 110
[Level = 50
--------------------
Trow Out Item Slot =
1
--------------------
Item Trow Out of Character Inventory!!

                  =----------=
==================  Character  ==================
```

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

```
251          chest.get(u).setrarityItem(input.readLine());
```

Output - 2009106093_dimas_yudhaputra_hemi_sasongko (run)

```
===Character Inventory Open------------------------
==================================================

            =----------=
=================== Character ===================
==================================================
[1 > Pick Up Item
[2 > Open Inventory
[3 > Change Item
[4 > Trow Out Item
[5 > EXIT
==================================================
Pick =
5


            =----------=
===================    MENU   ===================
==================================================
[1 > Character
[2 > Chest
[3 > EXIT
==================================================
Pick =
3


Menu Close
BUILD SUCCESSFUL (total time: 3 minutes 21 seconds)
```

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

```
251          chest.get(u).setrarityItem(input.readLine());
```

Output - 2009106093_dimas_yudhaputra_hemi_sasongko (run)

```
Trow Out Item Slot =
1
-------------------
Item Trow Out of Character Inventory!!

            =----------=
=================== Character ===================
==================================================
[1 > Pick Up Item
[2 > Open Inventory
[3 > Change Item
[4 > Trow Out Item
[5 > EXIT
==================================================
Pick =
2

===Character Inventory Open------------------------
==================================================

            =----------=
=================== Character ===================
==================================================
[1 > Pick Up Item
[2 > Open Inventory
[3 > Change Item
[4 > Trow Out Item
[5 > EXIT
==================================================
Pick =
```