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package aug24.lab;
import java.util.Scanner;
public class LabF1KioXiaoJie
  public static void main(String[] args)
    Scanner scanner = new Scanner(System.in);
    int product1 = 0, product2 = 0, product3 = 0;
    product1 = getStock(scanner, 1);
    product2 = getStock(scanner, 2);
    product3 = getStock(scanner, 3);
    boolean run = true;
    while (run)
      displayMenu();
      int choice = scanner.nextInt();
      switch (choice)
        case 1:
          int addProduct = getProduct(scanner);
          int addQuantity = getQuantity(scanner, "add");
          if (addProduct == 1) product1 += addQuantity;
          if (addProduct == 2) product2 += addQuantity;
          if (addProduct == 3) product3 += addQuantity;
          System.out.println("Quantity updated");
          break;
        case 2:
          int removeProduct = getProduct(scanner);
          int removeQuantity = getQuantity(scanner, "remove");
          if (removeProduct == 1 && product1 >= removeQuantity)
             product1 -= removeQuantity;
          else if (removeProduct == 2 && product2 >= removeQuantity)
             product2 -= removeQuantity;
          else if (removeProduct == 3 && product3 >= removeQuantity)
             product3 -= removeQuantity;
          else
             System.out.println("Quantity shouldn't be more than current quantity");
          break;
```

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case 3:
         System.out.println("P1=" + product1 + " P2=" + product2 + " P3=" + product3);
       case 4:
         run = false;
         System.out.println("Thank you for using the system.");
         break;
       default:
         System.out.println("Invalid selection.");
    }
  }
  scanner.close();
}
public static int getStock(Scanner scanner, int productNumber)
{
  int quantity;
  do
  {
    System.out.print("Enter current stock quantity for product " + productNumber + ": ");
    quantity = scanner.nextInt();
    if (quantity < 0)
       System.out.println("Quantity should be positive.");
  } while (quantity < 0);
  return quantity;
}
public static void displayMenu()
  System.out.println("Menu:");
  System.out.println("1. Add stock");
  System.out.println("2. Remove stock");
  System.out.println("3. Check quantity");
  System.out.println("4. Quit");
  System.out.print("Enter selection (1/2/3/4): ");
}
public static int getProduct(Scanner scanner)
  int product;
  do {
    System.out.println("Product Selection:");
```

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System.out.println("1. Product 1");
      System.out.println("2. Product 2");
       System.out.println("3. Product 3");
      System.out.print("Enter selection (1/2/3): ");
       product = scanner.nextInt();
      if (product < 1 | | product > 3)
         System.out.println("Invalid selection.");
    } while (product < 1 | | product > 3);
    return product;
  }
  public static int getQuantity(Scanner scanner, String action)
    int quantity;
    do {
       System.out.print("Enter quantity to " + action + ": ");
       quantity = scanner.nextInt();
      if (quantity < 0)
         System.out.println("Quantity should be positive.");
      }
    } while (quantity < 0);
    return quantity;
  }
}
```