Souvenir Store System

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Midterm 1 Task 2

Description:

Creating a basic system for a Souvenir Store revolver around Georgia's culture and landmarks.

1. Storage for the souvenirs
2. Ability to add the souvenirs
3. Ability to remove the souvenirs
4. Ability to print the souvenirs info

Structure:

1. Souvenirs

2. The store systems – where user can buy/add/remove souvenirs

3. Souvenir Tester – for testing te system

Class Souvenir:	Class SouvenirStoreSystem:
String | name	List<Souvenir> | storage
String | description	void addSouvenir(Souvenir)
String | price	void removeSouvenir(Souvenir
	void printSouveinrInfo()

Class Souvenir

Souvenir class initializes description, name and price of a souvenir and has several setters and getters:

```
package task3;
```

```java
import java.util.ArrayList;
import java.util.List;

public class Souvenir {
    private String name;
    private String description;
    private double price;

    public Souvenir(String name, String description, double price) {
        this.name = name;
        this.description = description;
        if (price < 0) {
            throw new IllegalArgumentException("Price cannot be negative");
        }
        this.price = price;
    }

    public String getName() {
        return name;
    }

    public void setName(String name) {
        this.name = name;
    }

    public String getDescription() {
        return description;
    }

    public void setDescription(String description) {
        this.description = description;
    }

    public double getPrice() {
        return price;
    }

    public void setPrice(double price) {
        if (price < 0) {
            throw new IllegalArgumentException("Price cannot be negative");
        }
        this.price = price;
    }
}
```

Class SouvenirStoreSystem

the Souvenir Store System is to save the souvenirs in the store and has methods to add new or remove old souvenirs. The souvenir info is also being taken from this class when requested by the tester class:

```
package task3;
import java.util.ArrayList;
import java.util.List;

public class SouvenirStoreSystem {
    private List<Souvenir> souvenirs;

    public SouvenirStoreSystem() {
        souvenirs = new ArrayList<>();
    }

    public void addSouvenir(Souvenir souvenir) {
        souvenirs.add(souvenir);
        System.out.println("Added " + souvenir.getName() + " to the store.");
    }

    public void removeSouvenir(Souvenir souvenir) {
        if (!souvenirs.remove(souvenir)) {
            System.out.println(souvenir.getName() + " is not in the store.");
        } else {
            System.out.println("Removed " + souvenir.getName() + " from the
store.");
        }
    }

    public void buySouvenir(Souvenir souvenir) {
    }

    public void printSouvenirsInfo() {
        if (souvenirs.isEmpty()) {
            System.out.println("No souvenirs in the store.");
        } else {
            for (Souvenir souvenir : souvenirs) {
                System.out.println("Name: " + souvenir.getName());
                System.out.println("Description: " + souvenir.getDescription());
                System.out.println("Price: " + souvenir.getPrice());
                System.out.println("----------------------------------------");
```

```
            }
        }
    }
}
```

Class SouvenirTester

Souvenir Tester is used to test the souvenir store system altogether, this is the class, where we can add, remove and print information about available souvenirs:

```
package task3;
public class SouvenirTester {
    public static void main(String[] args) {
        SouvenirStoreSystem storeSystem = new SouvenirStoreSystem();

        storeSystem.addSouvenir(new Souvenir("T-shirt", "Georgian flag printed t-
shirt", 20.99));
        storeSystem.addSouvenir(new Souvenir("Magnet", "Magnet with a picture of
Tbilisi", 5.99));

        System.out.println("Souvenirs in the store:");
        storeSystem.printSouvenirsInfo();

        storeSystem.removeSouvenir(new Souvenir("Magnet", "", 0));

        System.out.println("Souvenirs in the store after removal:");
        storeSystem.printSouvenirsInfo();
    }
}
```