



## **Experiment - 2**

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Branch: BE-CSE(LEET)
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Subject Name: Project Based Learning in Java Lab Subject Code: 20CSP-321

#### 1. Aim/Overview of the practical:

Design and implement a simple inventory control system for a small video rental store.

#### 2. Task to be done/ Which logistics used:

Write the program to design and implement a simple inventory control system for a small video rental store.

- 3. Software Requirements (For programming-based labs):
  - JDK-8 or any

package Unit1;

Eclipse-IDE for Java

# 4. Steps for experiment/practical/Code:

```
import java.util.Scanner;

class Video {
    String videoName;
    boolean checkOut;
    int rating;

    String getName()
    {
       return videoName;
    }

    void doCheckOut()
    {
       checkOut = true;
    }

    void doReturn()
    {
       checkOut = false;
    }
}
```

void receiveRating(int rating)







```
this.rating = rating;
  int getRating()
  {
     return rating;
  boolean getCheckOut()
     return checkOut;
  public Video(String videoName)
     this.videoName = videoName;
  }
}
class VideoStore {
  Video store[]= new Video[20];
  static int a=0;
  void addVideo(String name)
     store[a] = new Video(name);
     store[a].checkOut = false;
     store[a].receiveRating(0);
     System.out.println("video" + name + "added successfully");\\
     a++;
  void doCheckOut(String name)
     for(int i=0; i<a;i++)
       if(store[i].getName().equals(name))
```





```
store[i].doCheckOut();
       System.out.println("Video " +name +" removed successfully from "+i +" location");
       }else {
               System.out.println("No such video exists at:" +i+" location");
     }
  void doReturn(String name)
     for(int i=0; i< a; i++)
       if(store[i].getName().equals(name))
       store[i].doReturn();
       System.out.println("Video returned: " +name +" from location "+i);
       System.out.println("No such video exists at locations:" +i);
  void receiveRating(String name, int rating)
       for(int i = 0; i < a; i++)
       if(store[i].getName().equals(name))
          store[i].receiveRating(rating);
       System.out.println("Ratings " +rating +" has been mapped to the video " +name);
  void listInventory()
     for(int i=0; i< a; i++)
       if(!store[i].getCheckOut())
          System.out.print("Videos (location "+i+"): "+store[i].videoName+" Ratings (location "+i+"):
"+store[i].getRating()+"\n");
       }}
```







```
public void exit() {
                             System.exit(0);
}
class VideoStoreLauncher {
  public static void main(String[] args) {
     VideoStore obj = new VideoStore();
     int choice;
     String videoName;
     int rating;
     boolean status = true;
     while(status)
     System.out.println("MAIN MENU");
    System.out.println("*******");
     System.out.println("1.Add Videos:");
     System.out.println("2.Check Out Videos:");
     System.out.println("3.Return Videos:");
     System.out.println("4.Receive Rating:");
     System.out.println("5.List Inventory:");
     System.out.println("6.Exit");
     System.out.println("Enter your choice:");
     Scanner sc = new Scanner(System.in);
     choice = sc.nextInt();
     switch(choice)
     case 1:
       {
          System.out.println("Enter the name of the video you want to add");
          videoName = sc.next();
          obj.addVideo(videoName);
          break;
       }
     case 2:
```







```
System.out.println("Enter the name of video to checkout");
  videoName = sc.next();
  obj.doCheckOut(videoName);
  break;
}
case 3:
  System.out.println("Enter the video name to return");
  videoName = sc.next();
  obj.doReturn(videoName);
  break;
}
case 4:
  System.out.println("Enter the name of video you want to rate");
  videoName = sc.next();
  System.out.println("Enter the Ratings for this video");
  rating = sc.nextInt();
  obj.receiveRating(videoName, rating);
 break;
case 5:
  obj.listInventory();
  break;
}
case 6:
{System.out.println("Exiting...!! Thanks for using the application");
  obj.exit();
  break;
}
default:
  System.out.println("Wrong input!!");
```



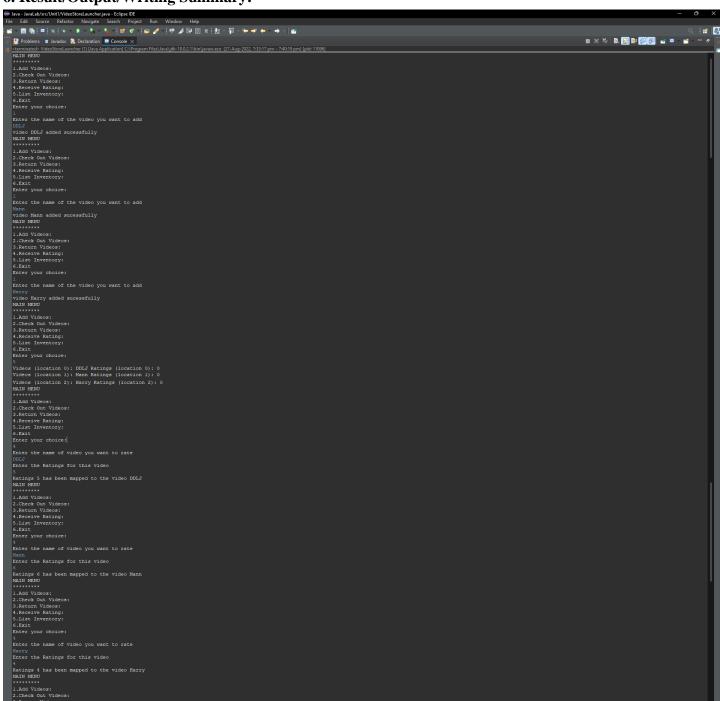




#### 5. Observations/Discussions/ Complexity Analysis:

Here we have created the VideoStoreLauncher, VideoStore and Video and I have Passed all the Parameters according to the Requirement given in the question.

#### 6. Result/Output/Writing Summary:









```
Single design actions of the control of the control
```

## **Learning outcomes (What I have learnt):**

- **1.** Learn How use the inheritance concept.
- 2. java classes and all the features.

### Evaluation Grid (To be created as per the SOP and Assessment guidelines by the faculty):

Parameters	Marks Obtained	Maximum Marks
	Parameters	Parameters Marks Obtained

