

Video Rental Inventory System

The goal of this project is to design and implement a simple inventory control system for a small video rental store.

The following are the various classes that are to be implemented.

1. Video*Member variables*

- String videoName
- boolean checkout
- int rating

Member functions

- String getName();
- void doCheckout();
- void doReturn();
- void receiveRating(int rating);
- int getRating();
- boolean getCheckout();

Constructor

- Video(String name)

2. VideoStore*Member variables*

- Video[] store;

Member functions

- void addVideo(String name);
- void doCheckout(String name);
- void doReturn(String name);
- void receiveRating(String name, int rating);
- void listInventory();

3. VideoLauncher

Contains the main method to test the program

Sample Output:

```
D:\Batches\Milestone1> java VideoLauncher
```

```
MAIN MENU
```

```
=====
```

- 1.Add Videos:
- 2.Check Out Video :
- 3.Return Video :
- 4.Receive Rating :
- 5.List Inventory :
- 6.Exit :

```
Enter your choice (1..6): 1
```

```
Enter the name of the video you want to add: Matrix  
Video "Matrix" added successfully.
```

```
MAIN MENU
```

```
=====
```

- 1.Add Videos:
- 2.Check Out Video :
- 3.Return Video :
- 4.Receive Rating :
- 5.List Inventory :
- 6.Exit :

```
Enter your choice (1..6): 4
```

```
Enter the name of the video you want to Rate: Matrix  
Enter the rating for this video: 9  
Rating "9" has been mapped to the Video "Matrix".
```

```
MAIN MENU
```

```
=====
```

- 1.Add Videos:
- 2.Check Out Video :
- 3.Return Video :
- 4.Receive Rating :
- 5.List Inventory :
- 6.Exit :

```
Enter your choice (1..6): 2
```

```
Enter the name of the video you want to check out: Matrix  
Video "Matrix" checked out successfully.
```

MAIN MENU

=====

- 1.Add Videos:
- 2.Check Out Video :
- 3.Return Video :
- 4.Receive Rating :
- 5.List Inventory :
- 6.Exit :

Enter your choice (1..6): 5

```
-----  
Video Name      |      Checkout Status |      Rating  
Matrix          |      true             |      9  
-----
```

MAIN MENU

=====

- 1.Add Videos:
- 2.Check Out Video :
- 3.Return Video :
- 4.Receive Rating :
- 5.List Inventory :
- 6.Exit :

Enter your choice (1..6): 3

Enter the name of the video you want to Return: Matrix
Video "Matrix" returned successfully.

MAIN MENU

=====

- 1.Add Videos:
- 2.Check Out Video :
- 3.Return Video :
- 4.Receive Rating :
- 5.List Inventory :
- 6.Exit :

Enter your choice (1..6): 5

```
-----  
Video Name      |      Checkout Status |      Rating  
Matrix          |      false            |      9  
-----
```

MAIN MENU

=====

- 1.Add Videos:
- 2.Check Out Video :
- 3.Return Video :
- 4.Receive Rating :
- 5.List Inventory :
- 6.Exit :

Enter your choice (1..6): 6

Exiting...!! Thanks for using the application.

Discussion:

- Would a member variable named “VideoID” been useful in this class design?
- If yes, what ideas could be used for auto-generating the “VideoID”?
- What other changes in the above features could have made the user-experience better?