```
import java.util.ArrayList;
import java.util.Scanner;
class Note {
  private String title;
  private String content;
  public Note (String title, String content) {
    this.title = title;
    this.content = content;
  }
  public String getTitle() {
    return title;
  }
  public String getContent() {
    return content;
  }
  @Override
  public String toString() {
    return "Title: " + title + "\nContent: " + content;
  }
}
```

```
class NoteTakingApp {
  private ArrayList<Note> notes;
  private Scanner scanner;
  public NoteTakingApp() {
    notes = new ArrayList<>();
    scanner = new Scanner(System.in);
  }
  public void addNote() {
    System.out.print("Enter note title: ");
    String title = scanner.nextLine();
    System.out.print("Enter note content: ");
    String content = scanner.nextLine();
    notes.add(new Note (title, content));
    System.out.println("Note added successfully!");
  }
  public void viewNotes() {
    if (notes.isEmpty()) {
      System.out.println("No notes available.");
      return;
    }
    for (int i = 0; i < notes.size(); i++) {
      System.out.println("Note " + (i + 1) + ":");
       System.out.println(notes.get(i));
```

```
System.out.println();
  }
}
public void run() {
  while (true) {
    System.out.println("1. Add Note");
    System.out.println("2. View Notes");
    System.out.println("3. Exit");
    System.out.print("Choose an option: ");
    int choice = scanner.nextInt();
    scanner.nextLine(); // Consume newline
    switch (choice) {
      case 1:
         addNote();
         break;
       case 2:
         viewNotes();
         break;
      case 3:
         System.out.println("Exiting the application.");
         return;
      default:
         System.out.println("Invalid choice. Please try again.");
    }
```

```
}

public static void main(String[] args) {
   NoteTakingApp app = new NoteTakingApp();
   app.run();
}
```