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1. **Daftar Menu**

```
=== Ecraft ===
[1] Lihat ecraft
[2] Tambah ecraft
[3] Edit ecraft
[4] Hapus ecraft
[5] Barang rekomendasi
[0] Keluar
--------------------
```

**Sourcecode:**

```
System.out.println("=== Ecraft ===");
System.out.println("[1] Lihat ecraft");
System.out.println("[2] Tambah ecraft");
System.out.println("[3] Edit ecraft");
System.out.println("[4] Hapus ecraft");
System.out.println("[5] Barang rekomendasi");
System.out.println("[0] Keluar");
System.out.println("----------------------");
System.out.print("Pilih menu> ");

String selectedMenu = input.nextLine();
```

2. **Lihat ecraft**

```
Pilih menu> 1
TODO LIST:
[0] sepatu
[1] baju
[2] Topi

Tekan [Enter] untuk kembali..
```

**Sourcecode:**
```
static void showecraft() {
    clearScreen();
    readecraft();
    if (ecraft.size() <= 0) {
        System.out.println("Tidak ada data!");
    } else {
        System.out.println("TODO LIST:");
        int index = 0;
        for (String data : ecraft) {
            System.out.println(String.format("[%d] %s", index, data));
            index++;
        }
```

```
        }

    if (!isEditing) {
        backToMenu();
    }
}
```

3. **Tambah ecraft**

```
--------------------
Pilih menu> 2
♠Apa yang ingin kamu kerjakan?
Jawab: Gelang .
Berhasil ditambahkan!

Tekan [Enter] untuk kembali..
```

Sourcode:
```
static void addecraft() {
    clearScreen();

    System.out.println("Apa yang ingin kamu kerjakan?");
    System.out.print("Jawab: ");
    String newecraft = input.nextLine();

    try {
        try ( // tulis file
            FileWriter fileWriter = new FileWriter(fileName, true)) {
            fileWriter.append(String.format("%s%n", newecraft));
        }
        System.out.println("Berhasil ditambahkan!");
    } catch (IOException e) {
        System.out.println("Terjadi kesalahan karena: " + e.getMessage());
    }

    backToMenu();
}
```

4. **Edit ecraft**

```
Pilih Indeks> 2
Data baru: Kalung
[sepatu, baju, Kalung, Gelang]
Berhasil diubah!

Tekan [Enter] untuk kembali..
```

Sourcecode:
```
static void editecraft() {
    isEditing = true;
    showecraft();
```

```java
        try {
            System.out.println("-----------------");
            System.out.print("Pilih Indeks> ");
            int index = Integer.parseInt(input.nextLine());

            if (index > ecraft.size()) {
                throw new IndexOutOfBoundsException("Kamu memasukan data yang salah!");
            } else {

                System.out.print("Data baru: ");
                String newData = input.nextLine();

                // update data
                ecraft.set(index, newData);

                System.out.println(ecraft.toString());

                try {
                    // write new data
                    try (FileWriter fileWriter = new FileWriter(fileName, false)) {
                        // write new data
                        for (String data : ecraft) {
                            fileWriter.append(String.format("%s%n", data));
                        }
                    }

                    System.out.println("Berhasil diubah!");
                } catch (IOException e) {
                    System.out.println("Terjadi kesalahan karena: " + e.getMessage());
                }
            }
        } catch (IndexOutOfBoundsException | NumberFormatException e) {
            System.out.println(e.getMessage());
        }

        isEditing = false;
        backToMenu();
    }
```

5. **Hapus ecraft**
   **Sebelum dihapus:**

```
Pilih menu> 4
↑TODO LIST:
[0] sepatu
[1] baju
[2] Kalung
[3] Gelang
-----------------
Pilih Indeks> 3
Kamu akan menghapus:
[3] Gelang
Apa kamu yakin?
Jawab (y/t): y
Berhasil dihapus!

Tekan [Enter] untuk kembali..|
```

**Sesudah dihapus:**

```
↑TODO LIST:
[0] sepatu
[1] baju
[2] Kalung

Tekan [Enter] untuk kembali..
```

**Sourcecode:**

```java
static void deleteecraft() {
    isEditing = true;
    showecraft();

    System.out.println("-----------------");
    System.out.print("Pilih Indeks> ");
    int index = Integer.parseInt(input.nextLine());

    try {
      if (index > ecraft.size()) {
      throw new IndexOutOfBoundsException("Kamu memasukan data yang salah!");
    } else {

      System.out.println("Kamu akan menghapus:");
      System.out.println(String.format("[%d] %s", index, ecraft.get(index)));
      System.out.println("Apa kamu yakin?");
      System.out.print("Jawab (y/t): ");
      String jawab = input.nextLine();

      if (jawab.equalsIgnoreCase("y")) {
        // hapus data
        ecraft.remove(index);

        // tulis ulang file
        try {
```

```java
        // write new data
        try (FileWriter fileWriter = new FileWriter(fileName, false)) {
          // write new data
          for (String data : ecraft) {
            fileWriter.append(String.format("%s%n", data));
          }
        }

        System.out.println("Berhasil dihapus!");
      } catch (IOException e) {
        System.out.println("Terjadi kesalahan karena: " + e.getMessage());
      }
    }
  }
} catch (IndexOutOfBoundsException e) {
  System.out.println(e.getMessage());
}

isEditing = false;
backToMenu();
}
```

6. **Barang Rekomendasi:**

Getter:

```
Pilih menu> 5
Tas
Kalimantan Timur
Gajah Duduk
50000
=====================
Baju
Kalimantan Selatan
Consina
50000
```

Setter:

```
Barang rekomendasi Setelah di setter
Sarung
Samarinda Seberang
Wadimor
2000000
====================
Topi
Banjarmasin
Arai
2000000
Barang ready
Barang tidak ready

Tekan [Enter] untuk kembali..
```

**Sourcode:**

```
Barang barangkaltim = new Barang("Tas","Kalimantan Timur","Gajah Duduk",50000);
Barang barangkalsel = new Barang("Baju","Kalimantan Selatan","Consina",35000);

        System.out.println(barangkaltim.getJenis());
        System.out.println(barangkaltim.getAsal());
        System.out.println(barangkaltim.getMerk());
        System.out.println(barangkaltim.getHarga());
        System.out.println("=====================");
        System.out.println(barangkalsel.getJenis());
        System.out.println(barangkalsel.getAsal());
        System.out.println(barangkalsel.getMerk());
        System.out.println(barangkaltim.getHarga());

        barangkaltim.setJenis("Sarung");
        barangkaltim.setAsal("Samarinda Seberang");
        barangkaltim.setMerk("Wadimor");
        barangkaltim.setHarga(2000000);
        barangkalsel.setJenis("Topi");
        barangkalsel.setAsal("Banjarmasin");
        barangkalsel.setMerk("Arai");
        barangkalsel.setHarga(300000);

        System.out.println("Barang rekomendasi Setelah di setter");
        System.out.println(barangkaltim.getJenis());
        System.out.println(barangkaltim.getAsal());
        System.out.println(barangkaltim.getMerk());
        System.out.println(barangkaltim.getHarga());
        System.out.println("=====================");
        System.out.println(barangkalsel.getJenis());
        System.out.println(barangkalsel.getAsal());
        System.out.println(barangkalsel.getMerk());
        System.out.println(barangkaltim.getHarga());

        barangkaltim.readybarang();
        barangkaltim.noreadybarang();
        backToMenu();
```