

Solution to Gourmet Rating Tracker Assignment:

```
import java.util.ArrayList;
import java.util.Scanner;

public class GourmetRatingTracker {
    // ArrayLists to store food names and their ratings
    private static ArrayList<String> foodItems = new ArrayList<>();
    private static ArrayList<Integer> ratings = new ArrayList<>();

    // Function to add a new food item and its rating
    public static void addFoodItem(String food, int rating) {
        foodItems.add(food); // Add the food name to foodItems
        ratings.add(rating); // Add the food rating to ratings
    }

    // Function to display all food items and their ratings
    public static void displayFoodItems() {
        System.out.println("\nFood Items and Ratings:");
        for (int i = 0; i < foodItems.size(); i++) {
            System.out.println(foodItems.get(i) + " - Rating: " + ratings.get(i));
        }
    }

    // Function to get the food with the highest rating
    public static void foodWithHighestRating() {
        if (foodItems.isEmpty()) {
            System.out.println("No food items in the list.");
            return;
        }
        int highestRatingIndex = 0;
        for (int i = 1; i < ratings.size(); i++) {
            if (ratings.get(i) > ratings.get(highestRatingIndex)) {
                highestRatingIndex = i;
            }
        }
        System.out.println("Food with highest rating: " +
            foodItems.get(highestRatingIndex) + " - Rating: " +
            ratings.get(highestRatingIndex));
    }

    // Function to remove food items with ratings below 5
    public static void removeLowRatedFoods() {
        for (int i = ratings.size() - 1; i >= 0; i--) {
            if (ratings.get(i) < 5) {
                System.out.println("Removing: " + foodItems.get(i) + " with rating " + ratings.get(i));
                ratings.remove(i);
                foodItems.remove(i);
            }
        }
    }
}
```

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}

// Main function to run the Food Rating System
public static void main(String[] args) {
    Scanner scanner = new Scanner(System.in);
    int choice;

    do {
        System.out.println("\nMenu:");
        System.out.println("1. Add Food Item");
        System.out.println("2. Display All Food Items");
        System.out.println("3. Check Food with Highest Rating");
        System.out.println("4. Remove Food Items with Rating Below 5");
        System.out.println("5. Exit");
        System.out.print("Enter your choice: ");
        choice = scanner.nextInt();
        scanner.nextLine(); // Consume newline

        switch (choice) {
            case 1:
                System.out.print("Enter food name: ");
                String food = scanner.nextLine();
                System.out.print("Enter rating (1-10): ");
                int rating = scanner.nextInt();
                if (rating < 1 || rating > 10) {
                    System.out.println("Invalid rating. Please enter a rating
between 1 and 10.");
                } else {
                    addFoodItem(food, rating);
                }
                break;

            case 2:
                displayFoodItems();
                break;

            case 3:
                foodWithHighestRating();
                break;

            case 4:
                removeLowRatedFoods();
                break;

            case 5:
                System.out.println("Exiting...");
                break;

            default:
                System.out.println("Invalid choice. Please try again.");
        }
    } while (choice != 5);

    scanner.close();
}
```

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    }  
}
```