import java.util.ArrayList;

import java.util.Scanner;

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public class Shopping {

public static void main(String[] args) {

// TODO Auto-generated method stub

ArrayList<CartItem> shoppingCart = new ArrayList<CartItem>();

Scanner scan = new Scanner(System.in);

ArrayList<Integer> intList = new ArrayList<Integer>();

boolean keepGoing = true;

int choice = 0;

int input = 0;

int index=0;

int total = 0;

Integer item;

while(keepGoing)

{

System.out.println("\nMenu - Managing a List");

System.out.println("1 Add an item to your cart");

System.out.println("2 Remove an item from your cart");

System.out.println("3 View the items in your cart");

System.out.println("4 Exit and add up the total");

System.out.println("5 Empty your cart");

System.out.println("6 Exit");

System.out.println("Select a menu option");

choice = scan.nextInt();

if (choice <1 || choice >6)

{

System.out.println("Enter a value between 1 and 6:");

}

else

{

switch (choice)

{

case 1:

//add an integer

System.out.println("Enter an item:");

input = scan.nextInt();

item = new Integer(input);

intList.add(item);

//intList.add(input);

break;

case 2:

//remove from the list

System.out.println("Enter an item to remove:");

input = scan.nextInt();

item = new Integer(input);

if (intList.contains(item))

{

intList.remove(item);

System.out.println(item + " has been removed.");

}

else

{

System.out.println(item + " was not found in your shopping cart.");

}

break;

case 3:

//view the items in your cart

System.out.println(intList);

break;

case 4:

//Exit and add up the total

for (int i = 0; i<intList.size(); i++)

{

item = intList.get(i);

total = total + item.intValue();

}

System.out.println("Total is "+ total);

System.out.println("Goodbye");

keepGoing = false;

break;

case 5:

//Empty the list

intList.clear();

break;

case 6:

//exit

keepGoing = false;

System.out.println("Goodbye");

break;

}

}

}

}

}