CULTURAL HERITAGE MANAGEMENT SYSTEM(CHMS)

OOP midterm1 - tekla jugashvili

Description

Create a Cultural Heritage Management System (CHMS) in Java.
CHMS is focusing on the preservation of traditional Georgian crafts.This system will include:

1. Storage for Crafts
2. Adding and Removing Crafts
3. Printing Craft Information

Class structure

The CHMS will consist of the following classes:

1. Craft - Represents a traditional Georgian Craft.
2. CHMS - The cultural heritage management system.
3. CHMSTester - A tester class to test the management system.

Class Craft

The **Craft** class will have fields for the craft's name, description, and the region it originates from. It will also include methods for setting and getting these fields.

```java
package chms;

public class Craft {
    private String name;
    private String description;
    private String region;

    public String getName() {
        return name;
    }

    public void setName(String name) {
        this.name = name;
    }

    public String getDescription() {
        return description;
    }

    public void setDescription(String description) {
        this.description = description;
    }
```

Class CHMS

The CHMS class will manage the collection of crafts. It will have methods for adding and removing crafts, as well as printing the collection.

```java
package chms;

import java.util.ArrayList;
import java.util.List;

public class CHMS {
    private List<Craft> storage = new ArrayList<>();

    public void addCraft(Craft craft) {
        storage.add(craft);
    }

    public boolean removeCraft(Craft craft) {
        return storage.remove(craft);
    }

    public void printStorage() {
        if (storage.isEmpty()) {
            System.out.println("The storage is empty");
        } else {
            for (Craft craft : storage) {
                System.out.println(craft);
            }
        }
    }
}
```

CHMS Tester class

The CHMSTester class will be used to test the CHMS. it will create some crafts, add them to the CHMS, and then remove some of them.

```java
package chms;

public class CHMSTester {
    public static void main(String[] args) {
        Craft craft1 = new Craft();
        craft1.setName("Svaneti Carpet");
        craft1.setDescription("A traditional Svaneti carpet with intricate patterns.");
        craft1.setRegion("Svaneti");

        Craft craft2 = new Craft();
        craft2.setName("Khachapuri Cheese");
        craft2.setDescription("A cheese made from cow's milk in the Khachapuri region.");
        craft2.setRegion("Khachapuri");

        CHMS chms = new CHMS();

        chms.addCraft(craft1);
        chms.addCraft(craft2);

        chms.removeCraft(craft1);

        chms.printStorage();
    }
}
```