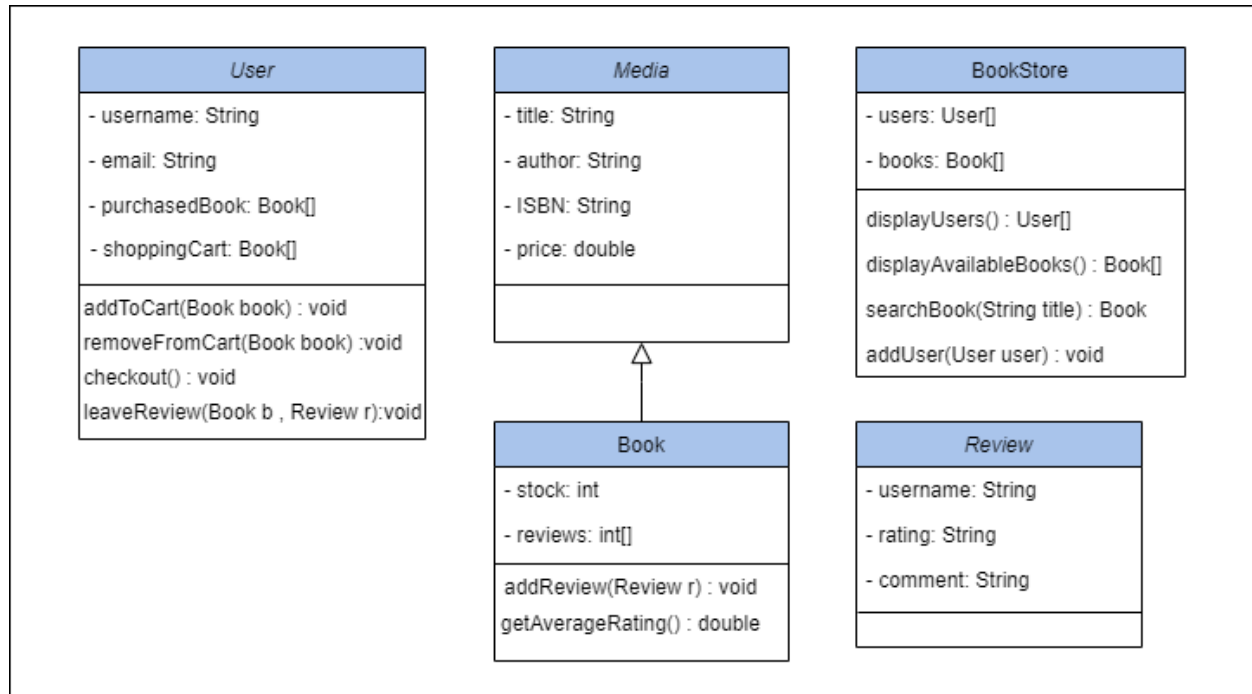


Lab 3

1. Build an Online Bookstore with the following class structure:



1. Media Class:

- Properties: title, author, ISBN, and price.
- Methods: getters and setters for all properties.

2. Book Class:

- Inherits from **Media**.
- Additional properties: quantity in stock and a list of reviews.
- Methods:
 - **addReview(Review review)**: Adds a review to the book's list of reviews.
 - **getAverageRating()**: Calculates and returns the average rating based on reviews.

3. User Class:

- Properties: username, email, a list to keep track of books they've purchased, and a shopping cart.
- Methods:
 - **addToCart(Book book)**: Adds a book to the user's shopping cart.
 - **removeFromCart(Book book)**: Removes a book from the user's shopping cart.
 - **checkout()**: Completes the purchase of the books in the user's cart, updating the user's purchased books and reducing book quantities in stock.
 - **leaveReview(Book book, Review review)**: Allows a user to leave a review for a book.

4. Review Class:

- Properties: username, rating, and comments.

5. Bookstore Class:

- Properties: a list of available books and a list of users.
- Methods:
 - **addUser(User user)**: Adds a user to the list of users.
 - **searchBook(String title)**: Searches for a book by title and returns it if found.
 - **displayAvailableBooks()**: Displays a list of available books in the store.
 - **displayUsers()**: Displays a list of registered users.

Instructions:

1. Implement the above class structure with proper properties, constructors, getters, and setters.
2. Create instances of several books and users, utilizing inheritance where appropriate.
3. Add books to the bookstore's available books list and register users.
4. Allow users to add books to their shopping cart, remove books, and complete purchases.
5. Allow users to leave reviews for books and calculate the average rating for each book.
6. Display the list of available books and registered users after each operation.