**EXPERIMENT -2**

**AIM:** The goal of this project is to design and implement a simple inventory control system for a small video rental store. Define least two classes: a class Video to model a video and a class VideoStore to model theactual store.

**SOURCE CODE:**

packagedemopg;

class Video{

String title;

boolean flag =true;

intaverageuserrating;

Video(String name){

title = name;

}

voidbeingcheckedout(){

flag = false;

}

voidbeingreturned(){

flag = true;

}

voidreceivingarating(intnum){

averageuserrating = num;

}

public String toString() {

return "Video [title=" + title + ", flag=" + flag + ", averageuserrating="

+ averageuserrating + "]";

}

}

classVideoStore{

Video vobj [] = new Video[10];

int count = 0;

voidaddVideo(String title){

vobj[count] = new Video(title);

count++;

}

voidcheckOut(String title){

for(inti = 0; i<count; i++){

if(vobj[i].title.equals(title)){

vobj[i].beingcheckedout();

break;

}

}

}

voidreturnVideo(String title ){

for(inti = 0; i<count; i++){

if(vobj[i].title.equals(title)){

vobj[i].beingreturned();

break;

}

}

}

voidreceiveRating(String title , intnum){

for(inti = 0; i<count; i++){

if(vobj[i].title.equals(title)){

vobj[i].receivingarating(num);

break;

}

}

}

void listInventory(){

for(inti = 0; i<count; i++){

if(vobj[i].flag == true){

System.out.println(vobj[i]);

}

}

}

}

public class VideoStoreLauncher {

public static void main(String[] args) {

VideoStorevsobj = new VideoStore();

vsobj.addVideo("The Matrix");

vsobj.addVideo("Godfather II");

vsobj.addVideo("Star Wars Episode IV: A New Hope");

vsobj.receiveRating("The Matrix", 4);

vsobj.receiveRating("Godfather II", 3);

vsobj.receiveRating("Star Wars Episode IV: A New Hope", 5);

vsobj.listInventory();

vsobj.checkOut("Godfather II");

System.out.println("============");

vsobj.listInventory();

vsobj.checkOut("Star Wars Episode IV: A New Hope");

System.out.println("============");

vsobj.listInventory();

vsobj.returnVideo("Godfather II");

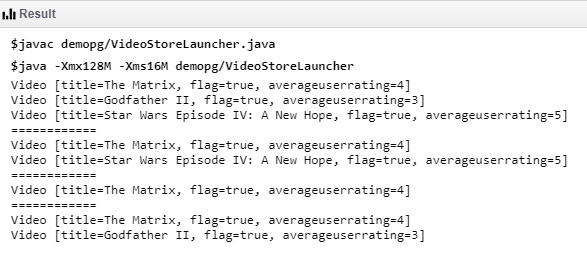
System.out.println("============");

vsobj.listInventory();

}

}

**OUTPUT**

****