

Prompt is used as an abstract class for the basic flow for repeating waiting user input -> process user input -> waiting user input until an exit condition is matched (isContinue flag)

Menu is an abstract class extending Prompt where a list of options is listed out for the user to choose, and runs specific flow depending on the option selected. It also allows additional menus to be opened (like ShipMenu and PersonnelMenu) where after exiting those menus the nature of Prompt will automatically bring the user back to the MainMenu.

ItemManagement is an interface for performing the CRUD operations on a list of objects that are implementing HasIdAndName. ShipService and PersonnelService are implementing ItemManagement with their respective data classes.