

Quiz -1

Basic OOP & Collection

Question 1

Write a Java programme that simulates shop tasks and can keep data of all the transactions. The shop have the following options for customer,

1. Buy : shows the inventory of the shop.
2. Sell : shows the inventory of the customer.
3. Show log : Shows the log of all the transactions.
4. Exit : terminates the programme.

Customer info needs to be stored [Name , inventory[items]] . Use basic OOP features to modularize the problem and prevent repetitions .Also, use necessary Collections to complete the task.

Question 2

Write a Java programme that implements a graph structure where the graph contains nodes and connections. Each node contains its name & cost. Each connection requires two nodes and first one indicates where it started and second one indicates where it ends. Use necessary Collection so that we can store the following graph;

