PROJECT – 2

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SUBJECT: JAVA PROJECT

# Video Rental Inventory System

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 the video and class **VideoStore** to model the actual store.

Assume that an object of class video has the following attributes:

1. A title
2. A flag to say whaether it is out or not
3. An average user rating

The VideoStore class will contain at least an instance variable that references an array of video(say length 10). The VideoStore will contain the following methods

1. addVideo(String): add a new video(by title) to the inventory.
2. checkOut(String): checks out a video(by title).
3. returnVideo(String): returns a video to store.
4. receiveRating(String,int): take a users rating for the video.
5. listInventory(): list the whole inventory of videos in the store.

Finally create a VideoStoreLauncher class with a main() method which will test the functionality of your other two classes

# CODE-

import java.util.\*; class Video

{

String title; Boolean flag=false; static int rating=0;

}

class VideoStore

{

Video[] v=new Video[10]; void addVideo()

{

Scanner sc=new Scanner(System.in); System.out.println("Enter 10 videos to store"); for(int i=0;i<10;i++)

{

v[i]=new Video(); v[i].title=sc.nextLine();

}

}

void checkOut(String s)

{

int c=0;

for(int i=0;i<10;i++)

{

if(v[i].title.equals(s) && v[i].flag==false) v[i].flag=true;

else c++;

}

if(c==10)

System.out.println("Video not available or been checked out");

}

void returnVideo(String s)

{

int c=0,r;

Scanner sc=new Scanner(System.in); for(int i=0;i<10;i++)

{

if(v[i].title.equals(s) && v[i].flag==true)

{

v[i].flag=false;

System.out.println("Give rating 5 or less"); r=sc.nextInt();

if(r<=5) receiveRating(s,r); else

System.out.println("Please rate under 5");

}

else

{ c++;

}

}

if(c==10)

System.out.println("Video was never checked out");

}

void receiveRating(String s,int r)

{

System.out.println("Thanks for rating the video");

}

void listInventory()

{

System.out.println("Current Inventory"); for(int i=0;i<10;i++)

{

if(v[i].flag==false) System.out.println(v[i].title);

}

}

}

class VideoStoreLauncher

{

public static void main(String args[])

{

String s;

Scanner sc=new Scanner(System.in); VideoStore vs=new VideoStore(); vs.addVideo();

System.out.println("Enter a video for checkout"); s=sc.nextLine();

vs.checkOut(s);

System.out.println("Enter a video for checkin"); s=sc.nextLine();

vs.returnVideo(s); vs.listInventory();

}

}

# OUTPUT:-

