CHANDIGARH UNIVERSITY UNIVERSITY INSTITUTE OF ENGINEERING DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING



Submitted By: Yash Kumar	Submitted To: Ma'am Neeru Sharma
Subject Name	Project based learning in Java lab
Subject Code	20CSP-321
Branch	Computer Science
Semester	5 th Semester





LAB INDEX

Sr. No.	Program	Date	Evaluation				Sign.
	Ç		LW (12)	VV (10)	FW (8)	Total (30)	C
01.	Design and implement a simple inventory control system for a small video rental store.	24/08/ 2022					





Experiment Title - 02

Student Name: Yash Kumar UID: 20BCS9256

Branch: CSE Section/Group: 616 'B'

Semester: 5th Date of Performance: 24/08/2022

Subject Name: Project based learning in Java lab

Subject Code: 20CSP-321

1. Aim

3. Code

Design and implement a simple inventory control system for a small video rental store.

2. Software Requirements: Eclipse IDE

```
package exp.two;
import java.util.Scanner;
public class VideoLaunch {
    public static void main(String[] args) {
```

```
VideoStore obj = new VideoStore();
int choice;
String videoName;
int rating;
boolean status = true;
while (status) {
        System.out.println();
        System.out.println("MAIN MENU");
        System.out.println("********");
        System.out.println("1. Add Videos");
        System.out.println("2. Check Out Videos");
        System.out.println("3. Return Videos");
        System.out.println("4. Receive Rating");
```







```
System.out.println("5. List Inventory");
System.out.println("6. Exit");
System.out.println();
System.out.print("Enter your choice: ");
Scanner sc = new Scanner(System.in);
choice = sc.nextInt();
switch (choice) {
case 1: {
       System.out.print("Enter the name of the video you want to add: ");
       videoName = sc.next();
       obj.addVideo(videoName);
       break;
}
case 2: {
       System.out.print("Enter the name of video to checkout: ");
       videoName = sc.next();
       obj.doCheckOut(videoName);
       break;
case 3: {
       System.out.print("Enter the video name to return: ");
       videoName = sc.next();
       obj.doReturn(videoName);
       break;
}
case 4: {
       System.out.print("Enter the name of video you want to rate: ");
       videoName = sc.next();
       System.out.print("Enter the Ratings for this video: ");
       rating = sc.nextInt();
       obj.receiveRating(videoName, rating);
       break;
case 5: {
       obj.listInventory();
       break;
case 6: {
       System.out.println("Exiting...!! Thanks for using the application!");
       obj.exit();
       break:
default: {
```





```
System.out.println("Wrong input!!");
                        }
        }
class Video {
       String videoName;
       boolean checkOut;
       int rating;
       String getName() {
               return videoName;
       void doCheckOut() {
               checkOut = true;
        }
       void doReturn() {
               checkOut = false;
        }
       void receiveRating(int rating) {
                this.rating = rating;
        }
       int getRating() {
               return rating;
        }
       boolean getCheckOut() {
               return checkOut;
        }
       public Video(String videoName) {
    this.videoName = videoName;
        }
}
```



class VideoStore {





```
Video store[] = new Video[20];
       static int a = 0;
       void addVideo(String name) {
               store[a] = new Video(name);
               store[a].checkOut = false;
               store[a].receiveRating(0);
               System.out.println("Video " + name + " added sucessfully!");
        }
       void doCheckOut(String name) {
               for (int i = 0; i < a; i++) {
                      if (store[i].getName().equals(name)) {
                              store[i].doCheckOut();
                              System.out.println("Video " + name + " removed successfully from " + i + "
location");
                       } else {
                              System.out.println("No such video exists at:" + i + " location");
               }
       }
       void doReturn(String name) {
               for (int i = 0; i < a; i++) {
                      if (store[i].getName().equals(name)) {
                              store[i].doReturn();
                              System.out.println("Video returned: " + name + " from location " + i + ".");
                       } else {
                              System.out.println("No such video exists at locations: " + i);
               }
       void receiveRating(String name, int rating) {
               for (int i = 0; i < a; i++) {
                      if (store[i].getName().equals(name)) {
                              store[i].receiveRating(rating);
               System.out.println("Ratings" + rating + " has been mapped to the video: " + name + ".");
        }
```





```
\label{eq:void listInventory()} $$ for (int i = 0; i < a; i++) $$ if (!store[i].getCheckOut()) $$ System.out.print("Videos (location " + i + "): " + store[i].videoName); $$ System.out.print(" Ratings (location " + i + "): " + store[i].getRating() + "\n"); $$ $$ $$ $$ public void exit() $$ System.exit(0); $$ $$ $$ $$
```

4. Output

```
    × ½ 
    iii 

VideoLaunch [Java Application] C:\Program Files\Eclipse Foundation\jdk-16.0.2.7-hotspot\bin\javaw.exe (31-Aug-2022, 11:37:20 pm)
MAIN MENU
*****
1. Add Videos
2. Check Out Videos
3. Return Videos
   Receive Rating
5. List Inventory
6. Exit
Enter your choice: 1
Enter the name of the video you want to add: Pandas
Video Pandas added sucessfully!
MAIN MENU
1. Add Videos
2. Check Out Videos
3. Return Videos
4. Receive Rating
5. List Inventory
6. Exit
```





















