Lab₀₈

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✓ Lab08.1

```
import java.util.Scanner;
interface GridLayout{
    void insertAtRow(int rowNumber,int[] values);
    void insertAtColumn(int columnNumber,int[] values);
    void clearAtRow(int rowNumber);
    void clearAtColumn(int columnNumber);
    void updateCell(int rowNumber,int columnNumber,int values);
    void displayGrid();
    void clear();
}
class Grid implements GridLayout{
    public int[][] table;
    public Grid(int x){
        table = new int[x][x];
    }
    @Override
    public void insertAtRow(int rowNumber, int[] values) {
        for(int i=0;i<table.length;i++){</pre>
            table[rowNumber][i] = values[i];
    }
    @Override
    public void insertAtColumn(int columnNumber, int[] values) {
        for(int i = 0; i < table.length; i++) {</pre>
            table[i][columnNumber] = values[i];
    }
    @Override
    public void clearAtRow(int rowNumber) {
        insertAtRow(rowNumber, new int[table.length]);
    }
    @Override
    public void clearAtColumn(int columnNumber) {
        insertAtColumn(columnNumber, new int[table.length]);
    }
    @Override
    public void updateCell(int rowNumber, int columnNumber, int values) {
        table[rowNumber][columnNumber] = values;
    }
    @Override
    public void displayGrid() {
                            ");
        System.out.print("
        for(int i = 0;i<table.length;i++){</pre>
            System.out.print(i+" ");
        System.out.println();
```

```
System.out.print(" ");
        for(int i = 0;i<table.length;i++){</pre>
            System.out.print("- ");
        System.out.println();
        for(int i=0;i<table.length;i++) {</pre>
            System.out.print(i+" - ");
            for(int j=0;j<table.length;j++) {</pre>
                System.out.print(table[i][j]+" ");
            System.out.println();
        }
    }
    @Override
    public void clear() {
        table = new int[table.length][table.length];
}
public class Lab08_1 {
    private static Scanner sc = new Scanner(System.in);
    private static Grid grid= new Grid(7);
    private static void menu(){
        System.out.print("1. Insert At Row\n" +
                "2. Insert At Column\n" +
                "3. Clear At Row\n" +
                "4. Clear At Column\n" +
                 "5. Update Cell\n" +
                "6. Display Grid\n" +
                "7. Clear Grid\n" +
                "Enter Option: ");
        int opt;
        try {
            opt = sc.nextInt();
            switch (opt) {
                case 1 -> {
                    insertAtRow();
                    menu();
                case 2 -> {
                    insertAtColumn();
                    menu();
                }
                case 3 -> {
                    clearAtRow();
                    menu();
                }
                case 4 -> {
                    clearAtColumn();
                    menu();
                }
                case 5 -> {
                    updateCell();
                    menu();
                }
                case 6 -> {
                     displayGrid();
                     menu();
```

```
case 7 -> {
                    clear();
                    menu();
                default -> {
                    System.out.println("Please input option value from 1 to 7");
                    menu();
                }
            }
        }catch (Exception e) {
            System.out.println("Please enter number");
        }
    private static void insertAtRow(){
        System.out.println("=== Insert At Row===");
        int row=0;
        do{
            System.out.print("Input Row: ");
            try {
                row = sc.nextInt();
                if(row<0){</pre>
                    System.out.println("Please enter value a range from 0 to
"+(grid.table.length-1));
                }
            }catch (Exception e) {
                System.out.print("Please enter number");
                row = 0;
        }while (row>grid.table.length||row<=0);</pre>
        int[] values = new int[grid.table.length];
        for(int i=0;i<values.length;i++) {</pre>
            System.out.print("Input Value["+row+"]["+i+"]: ");
            values[i] = sc.nextInt();
            if(values[i]>9){
                i=i-1;
                System.out.println("Please input value a range from 0 to 9");
        }
        grid.insertAtRow(row, values);
    }
    private static void insertAtColumn(){
        System.out.println("=== Insert At Column===");
        int column=0;
        do{
            System.out.print("Input Column: ");
            try {
                column = sc.nextInt();
                if(column<=0){</pre>
                    System.out.println("Please enter value a range from 0 to
"+(grid.table.length-1));
                }
            }catch (Exception e) {
                System.out.print("Please enter number");
                column =0;
```

```
}while (column>grid.table.length||column<=0);</pre>
        int[] values = new int[grid.table.length];
        for(int i=0;i<values.length;i++) {</pre>
            System.out.print("Input Value["+i+"]["+column+"]: ");
            values[i] = sc.nextInt();
            if(values[i]>9){
                i=i-1;
                System.out.println("Please input value a range from 0 to 9");
            }
        }
        grid.insertAtColumn(column, values);
    private static void clearAtRow(){
        System.out.println("=== Clear At Row===");
        int row=0;
        do{
            System.out.print("Input Row: ");
            try {
                row = sc.nextInt();
                if(row<=0){</pre>
                     System.out.println("Please enter value a range from 0 to
"+(grid.table.length-1));
            }catch (Exception e) {
                System.out.print("Please enter number");
                row = 0;
            }
        }while (row>grid.table.length||row<=0);</pre>
        grid.clearAtRow(row);
        menu();
    private static void clearAtColumn(){
        System.out.println("=== Clear At Column===");
        int column=0;
        do-{
            System.out.print("Input Column: ");
            try {
                column = sc.nextInt();
                if(column<=0){</pre>
                     System.out.println("Please enter value a range from 0 to
"+(grid.table.length-1));
            }catch (Exception e) {
                System.out.print("Please enter number");
                column =0;
        }while (column>=grid.table.length||column<0);</pre>
        grid.clearAtColumn(column);
    }
    private static void updateCell(){
        System.out.println("=== Update Cell===");
        int row=0;
        do-{
            System.out.print("Input Row: ");
            try {
                row = sc.nextInt();
                if(row<=0){
                    System.out.println("Please enter value a range from 1 to
```

```
"+grid.table.length);
            }catch (Exception e) {
                System.out.print("Please enter number");
                row = 0:
        }while (row>grid.table.length||row<=0);</pre>
        int column=0;
        do{
            System.out.print("Input Column: ");
            try {
                column = sc.nextInt();
                if(column<=0){</pre>
                     System.out.println("Please enter value a range from 1 to
"+grid.table.length);
            }catch (Exception e) {
                System.out.print("Please enter number");
                column =0;
        }while (column>grid.table.length||column<=0);</pre>
        int value=0;
        do{
            System.out.print("Input Value: ");
            try {
                value = sc.nextInt();
                if(value>9||value<=0){</pre>
                     System.out.println("Please enter value a range from 0 to 9");
                }
            }catch (Exception e) {
                System.out.print("Please enter number");
                value =0;
        }while (value>9||value<=0);</pre>
        grid.updateCell(row,column,value);
    private static void displayGrid(){
        System.out.println("===Display Grid===");
        grid.displayGrid();
    private static void clear(){
        System.out.println("===Clear Grid===");
        grid.clear();
        System.out.println("Grid is cleared successfully");
    public static void main(String[] args){
        menu();
}
```

```
Enter Option: 6
                                                                                        Enter Option: 2
                                  Enter Option: 1
1. Insert At Row
                                                              ■Display Grid■
                                                                                        ≡ Insert At Column≡
                                  ≡ Insert At Row≡
2. Insert At Column
                                                                 0 1 2 3 4 5 6
                                                                                        Input Column: 3
                                  Input Row: 2
3. Clear At Row
                                                                                         Input Value[0][3]: 1
                                  Input Value[2][0]: 1
                                                              0 - 0 0 0 0 0 0 0
4. Clear At Column
                                                                                        Input Value[1][3]: 2
                                  Input Value[2][1]: 2
                                                              1 - 0 0 0 0 0 0 0
                                                                                        Input Value[2][3]: 3
5. Update Cell
                                  Input Value[2][2]: 3
                                                              2 - 1 2 3 4 5 6 7
                                                                                        Input Value[3][3]: 4
                                  Input Value[2][3]: 4
6. Display Grid
                                                              3 - 0 0 0 0 0 0 0
                                                                                        Input Value[4][3]: 5
                                  Input Value[2][4]: 5
                                                              4 - 0 0 0 0 0 0 0
7. Clear Grid
                                                                                        Input Value[5][3]: 6
                                  Input Value[2][5]: 6
                                                              5 - 0 0 0 0 0 0 0
Enter Option: 1
                                                                                        Input Value[6][3]: 7
                                                              6 - 0 0 0 0 0 0 0
                                  Input Value[2][6]: 7
```

```
Enter Option:
                                                           Enter Option: 4
                                                                                                                     Enter Option: 7
Enter Option: 6
                                                                                            Enter Option: 5
                             Clear At Row
                                                           == Clear At Column==

		■Clear Grid
		■
                                                                                            ■ Update Cell
≕Display Grid≕
                             Input Row:
                                                           Input Column: 3
                                                                                                                     Grid is cleared successfully
                                                                                            Input Row: 3
                             1. Insert At Row
     0 1 2 3 4 5 6
                                                                                                                     1. Insert At Row
                                                           1. Insert At Row
                             2. Insert At Column
                                                                                            Input Column: 4
                                                                                                                     2. Insert At Column
                             3. Clear At Row
                                                           2. Insert At Column
                                                                                            Input Value: 7
                             4. Clear At Column
                                                                                                                     3. Clear At Row
                                                           3. Clear At Row
0 - 0 0 0 1 0 0 0
                                                                                           1. Insert At Row
                             5. Update Cell
                                                                                                                     4. Clear At Column
                                                           4. Clear At Column
                             6. Display Grid
                                                                                           2. Insert At Column
                                                                                                                     5. Update Cell
1 - 0 0 0 2 0 0 0
                                                           5. Update Cell
                                                                                           3. Clear At Row
                                                                                                                     6. Display Grid
                                                           6. Display Grid
2 - 1 2 3 3 5 6 7
                             Enter Option: 6
                                                                                                                      7. Clear Grid
                              ≕Display Grid≕
                                                                                           4. Clear At Column
                                                           7. Clear Grid
3 - 0 0 0 4 0 0 0
                                                                                                                     Enter Option:
                                0 1 2 3 4 5 6
                                                           Enter Option: 6
                                                                                           5. Update Cell
                                                                                                                      ≡Display Grid≡
4 - 0 0 0 5 0 0 0
                                                           ■Display Grid■
                                                                                           6. Display Grid
                             0 - 0 0 0 1 0 0 0
                                                                                                                         0 1 2 3 4 5 6
                                                              0 1 2 3 4 5 6
                                                                                           7. Clear Grid
5 - 0 0 0 6 0 0 0
                             2 - 0 0 0 0 0 0 0
                                                                                           Enter Option: 6
                                                                                                                     0 - 0 0 0 0 0 0 0
6 - 0 0 0 7 0 0 0
                                0004000
                                                           0 - 0 0 0 0 0 0 0
                                                                                           ■Display Grid■
                                                                                                                     1 - 0 0 0 0 0 0 0
                             4 - 0 0 0 5 0 0 0
                                                           1 - 0 0 0 0 0 0 0
                                                                                                0 1 2 3 4 5 6
                                                                                                                     2 - 0 0 0 0 0 0 0
                             5 - 0 0 0 6 0 0 0
                                                           2 - 0 0 0 0 0 0 0
                                                                                                                      3 - 0 0 0 0 0 0 0
                                                           3 - 0 0 0 0 0 0 0
                                                                                                                      4 - 0 0 0 0 0 0 0
                                                                                           0 - 0 0 0 0 0 0 0
                                                           4 - 0 0 0 0 0 0 0
                                                                                                                      5 - 0 0 0 0 0 0 0
                                                                                            1 - 0 0 0 0 0 0 0
                                                           5 - 0 0 0 0 0 0 0
                                                                                                                      6 - 0 0 0 0 0 0 0
                                                                                           2 - 0 0 0 0 0 0 0
                                                           6 - 0 0 0 0 0 0 0
                                                                                            3 - 0 0 0 0 7 0 0
                                                                                            4 - 0 0 0 0 0 0 0
```

5 - 0 0 0 0 0 0 0 0 6 - 0 0 0 0 0 0 0

✓ Lab08.2

```
import java.util.Scanner;
interface Borrowable{
    void borrow(String borrower);
    void returnItem();
    boolean isBorrowed();
}
class BorrowableItem{
    private String borrower;
    private boolean borrowed;
    public String getBorrower() {
        return borrower;
    }
    public void setBorrower(String borrower) {
        this.borrower = borrower;
    public boolean isBorrowed() {
        return borrowed;
    }
```

```
public void setBorrowed(boolean borrowed) {
       this.borrowed = borrowed;
}
class Book extends BorrowableItem implements Borrowable{
    private String title;
    private String edition;
    private String author;
    public String getTitle() {
      return title;
    public void setTitle(String title) {
      this.title = title;
    }
    public String getEdition() {
       return edition;
    }
    public void setEdition(String edition) {
       this.edition = edition;
    }
    public String getAuthor() {
      return author;
    public void setAuthor(String author) {
      this.author = author;
    @Override
    public void borrow(String borrower) {
       setBorrower(borrower);
    }
    @Override
    public void returnItem() {
      setBorrowed(false);
    }
class DVD extends BorrowableItem implements Borrowable{
    private String price;
    private String category;
    private String title;
    public String getPrice() {
       return price;
```

```
}
    public void setPrice(String price) {
       this.price = price;
   }
    public String getCategory() {
      return category;
    public void setCategory(String category) {
       this.category = category;
   public String getTitle() {
      return title;
   public void setTitle(String title) {
      this.title = title;
   }
   @Override
    public void borrow(String borrower) {
       setBorrower(borrower);
    }
   @Override
    public void returnItem() {
      setBorrowed(false);
class CD extends BorrowableItem implements Borrowable{
   private String price;
   private String singer;
   private String category;
   public String getPrice() {
       return price;
   }
    public void setPrice(String price) {
      this.price = price;
    public String getSinger() {
      return singer;
    public void setSinger(String singer) {
       this.singer = singer;
```

```
public String getCategory() {
        return category;
    public void setCategory(String category) {
        this.category = category;
    }
    @Override
    public void borrow(String borrower) {
        setBorrower(borrower);
    @Override
    public void returnItem() {
        setBorrowed(false);
    }
}
public class Lab08_2 {
   private static String[][] book = {{"Advanced C++","Nu haj","edition
1"},{"Basic Java","Nhouk Thoem","edition 3"},{ "Advanced C","Bill Gate","edition
2"}};
    private static String[][] dvd ={{"Avatar 1", "Holy wood", "21.99$"}, {"Avatar
2", "Holy wood", "34.99$"}, {"IRon Man", "Holy wood", "12.99$"}};
    private static String[][] cd ={{"KPOP","Plack
Pink", "9.99$"}, {"KPOP", "BTS", "4.99$"}, {"Traditional Music", "Koev
Sarat", "19.99$"}};
    private static Book[] objBook = new Book[book.length];
    private static DVD[] objDVD = new DVD[dvd.length];
    private static CD[] objCD = new CD[cd.length];
    private static Scanner sc= new Scanner(System.in);
    private static void initValues() {
        for(int i=0;i<3;i++){</pre>
            objBook[i] = new Book();
            objDVD[i] = new DVD();
            objCD[i] = new CD();
            //book
            objBook[i].setTitle(book[i][0]);
            objBook[i].setAuthor(book[i][1]);
            objBook[i].setEdition(book[i][2]);
            objBook[i].returnItem();
            //dvd
            objDVD[i].setTitle(dvd[i][0]);
            objDVD[i].setCategory(dvd[i][1]);
            objDVD[i].setPrice(dvd[i][2]);
            objDVD[i].returnItem();
            //cd
            objCD[i].setCategory(cd[i][0]);
            objCD[i].setSinger(cd[i][1]);
            objCD[i].setPrice(cd[i][2]);
            objCD[i].returnItem();
```

```
}
   }
    private static void menu(){
        System.out.print("=== The Library ===\n" +
                "1. Display Book list\n" +
                "2. Display DVD list\n" +
                "3. Display CD list\n" +
                "4. Borrow an item\n" +
                "5. Return an item\n" +
                "6. Quit\n" +
                "Choose an opt:");
        int opt = sc.nextInt();
        switch (opt) {
            case 1 -> {
                System.out.println("=== The List of Book ===");
                listBook();
                menu();
            }
            case 2 -> {
                System.out.println("=== The List of DVD ===");
                listDVD();
                menu();
            }
            case 3 -> {
                System.out.println("=== The List of CD ===");
                listCD();
                menu();
            }
            case 4 -> {
                System.out.println("=== To Borrow ===");
                borrowItem();
                menu();
            }
            case 5 -> {
                System.out.println("=== To Return Item ===");
                returnItem();
                menu();
            }
            case 6 -> {
                System.out.println("Quited");
            default -> menu();
        }
   }
    private static void listBook(){
        for(int i=0;i< objBook.length;i++){</pre>
            if(objBook[i].isBorrowed()){
                System.out.println((i+1)+". "+ objBook[i].getTitle()+"\t"+
objBook[i].getAuthor()+"\t"+ objBook[i].getEdition()+"\t(borrowed by
"+objBook[i].getBorrower()+")");
            }else {
                System.out.println((i+1)+". "+ objBook[i].getTitle()+"\t"+
```

```
objBook[i].getAuthor()+"\t"+ objBook[i].getEdition()+"\t(available)");
        }
    private static void listDVD(){
        for(int i=0;i< objDVD.length;i++){</pre>
            if(objDVD[i].isBorrowed()){
                System.out.println((i+1)+". "+ objDVD[i].getTitle()+"\t"+
objDVD[i].getCategory()+"\t"+ objDVD[i].getPrice()+"\t(borrowed by
"+objDVD[i].getBorrower()+")");
            }else {
                System.out.println((i+1)+". "+ objDVD[i].getTitle()+"\t"+
objDVD[i].getCategory()+"\t"+ objDVD[i].getPrice()+"\t(available)");
        }
    }
    private static void listCD(){
        for(int i=0;i< objCD.length;i++){</pre>
            if(objCD[i].isBorrowed()){
                System.out.println((i+1)+". "+ objCD[i].getCategory()+"\t"+
objCD[i].qetSinger()+"\t"+ objCD[i].qetPrice()+"\t(borrowed by
"+objCD[i].getBorrower()+")");
            }else {
                System.out.println((i+1)+". "+ objCD[i].getCategory()+"\t"+
objCD[i].getSinger()+"\t"+ objCD[i].getPrice()+"\t(available)");
        }
    }
    private static void borrowItem(){
        System.out.print("1. Book\n" +
                "2. DVD n" +
                "3. CD \setminus n \setminus n" +
                "Choose an item:");
        int opt = sc.nextInt();
        int index:
        String name;
        switch (opt) {
            case 1->{
                System.out.print("Input index of item : ");
                index = sc.nextInt();
                if(!objBook[index-1].isBorrowed()){
                    System.out.print("Input name of borrower :" );
                    name = sc.next();
                    objBook[index-1].setBorrower(name);
                    objBook[index-1].setBorrowed(true);
                }else{
                    System.out.println("not allow");
            }
            case 2->{
                System.out.print("Input index of item : ");
```

```
index = sc.nextInt();
            if(!objDVD[index-1].isBorrowed()){
                System.out.print("Input name of borrower :" );
                name = sc.next();
                objDVD[index-1].setBorrower(name);
                objDVD[index-1].setBorrowed(true);
            }else{
                System.out.println("not allow");
            }
        }
        case 3->{
            System.out.print("Input index of item : ");
            index = sc.nextInt();
            if(!objCD[index-1].isBorrowed()){
                System.out.print("Input name of borrower :" );
                name = sc.next();
                objCD[index-1].setBorrower(name);
                objCD[index-1].setBorrowed(true);
            }else{
                System.out.println("not allow");
            }
        }
        default -> borrowItem();
   }
}
private static void returnItem(){
    System.out.print("1. Book\n" +
            "2. DVD n" +
            "3. CD\n\n" +
            "Choose an item:");
    int opt = sc.nextInt();
    int index;
    System.out.print("Input index of item : ");
    index = sc.nextInt();
    switch (opt) {
        case 1->{
            if(objBook[index-1].isBorrowed()){
                objBook[index-1].returnItem();
            }else{
                System.out.println("not allow");
        }
        case 2->{
            if(objDVD[index-1].isBorrowed()){
                objDVD[index-1].returnItem();
            }else{
                System.out.println("not allow");
        }
        case 3->{
            if(objCD[index-1].isBorrowed()){
                objCD[index-1].returnItem();
            }else{
                System.out.println("not allow");
```

```
default -> returnItem();
      }
      public static void main(String[] args){
             initValues();
             menu();
      }
}
                                                                        Choose an opt:4
 Choose an opt:4

■ To Borrow ■

■ To Borrow ■
                                                                        1. Book
 1. Book
                                                                        2. DVD
 2. DVD
                                                                        3. CD
 3. CD
                                                                        Choose an item:2
 Choose an item:1
                                                                        Input index of item : 1
  Input index of item : 2
                                                                        Input name of borrower : Eno
  Input name of borrower : Davann
  = The Library =

	≡ The Library 
	≡

 1. Display Book list
                                                                        1. Display Book list
 2. Display DVD list
                                                                        2. Display DVD list
 3. Display CD list
                                                                        3. Display CD list
 4. Borrow an item
                                                                        4. Borrow an item
 5. Return an item
                                                                        5. Return an item
  6. Quit
                                                                        6. Quit
 Choose an opt:1
                                                                        Choose an opt:2
                                                                        1. Advanced C++ Nu haj edition 1 (available)
                                                                        1. Avatar 1 Holy wood 21.99$ (borrowed by Eno)
 2. Basic Java Nhouk Thoem edition 3 (borrowed by Davann)
                                                                        2. Avatar 2 Holy wood 34.99$ (available)
 3. Advanced C Bill Gate edition 2 (available)
                                                                        3. IRon Man Holy wood 12.99$ (available)
  Choose an opt:4
                                                                       Choose an opt:5
  = To Borrow =

	≡ To Return Item ≡

  1. Book
  2. DVD
                                                                       2. DVD
  3. CD
                                                                       3. CD
  Choose an item:3
                                                                       Choose an item:1
  Input index of item : 3
                                                                       Input index of item : 2
  Input name of borrower : Vanda
                                                                       \equiv The Library \equiv
                                                                       1. Display Book list
  1. Display Book list
                                                                       2. Display DVD list
  2. Display DVD list
                                                                       3. Display CD list
  3. Display CD list
                                                                       4. Borrow an item
  4. Borrow an item
                                                                       5. Return an item
  5. Return an item
  6. Ouit
                                                                       6. Ouit
  Choose an opt:3
                                                                       Choose an opt:1

	≡ The List of Book ≡

  1. KPOP Plack Pink 9.99$ (available)

    Advanced C++ Nu haj edition 1 (available)

  2. KPOP BTS 4.99$ (available)
                                                                       2. Basic Java Nhouk Thoem edition 3 (available)
  3. Traditional Music Koev Sarat 19.99$ (borrowed by Vanda)
                                                                       3. Advanced C Bill Gate edition 2 (available)
                                                            Choose an opt:5
 Choose an opt:5

	≡ To Return Item 

≡
                                                            1. Book
 1. Book
                                                            2. DVD
 2. DVD
                                                            3. CD
 3. CD
 Choose an item:2
                                                            Choose an item:3
                                                            Input index of item : 3
 Input index of item : 1
                                                            ■ The Library ■

	≡ The Library 
	≡

                                                            1. Display Book list
 1. Display Book list
 2. Display DVD list
                                                            2. Display DVD list
 3. Display CD list
                                                            3. Display CD list
                                                            4. Borrow an item
 4. Borrow an item
 5. Return an item
                                                            5. Return an item
 6. Quit
                                                            6. Quit
 Choose an opt:2
                                                            Choose an opt:3
  \equiv The List of DVD \equiv
                                                            \equiv The List of CD \equiv
 1. Avatar 1 Holy wood 21.99$ (available)
                                                            1. KPOP Plack Pink 9.99$ (available)
 2. Avatar 2 Holy wood
                        34.99$ (available)
                                                            2. KPOP BTS 4.99$ (available)
 3. IRon Man Holy wood
                        12.99$ (available)
                                                            3. Traditional Music Koev Sarat 19.99$ (available)
```

✓ Lab08.3

```
import java.util.ArrayList;
import java.util.InputMismatchException;
import java.util.Scanner;
class Account{
    private String id;
    private String fullname;
    private double balance;
    public String getId() {
        return id;
    public void setId(String id) {
       this.id = id;
    public String getFullname() {
       return fullname;
    public void setFullname(String fullname) {
        this.fullname = fullname;
    }
    public double getBalance() {
       return balance;
    public void setBalance(double balance) {
        this.balance = balance;
}
public class Lab08_3 {
    private static Scanner sc = new Scanner(System.in);
    private static ArrayList<Account> accounts = new ArrayList<>();
    private static void menu(){
        System.out.print("\n=== The Bank ===\n" +
                "1. Account List\n" +
                "2. Create an account\n" +
                "3. Deposit to an account\n" +
                "4. Withdraw from an account\n" +
                "5. Transfer to another account\n" +
                "6. Quit\n" +
                "Choose an opt:");
        int opt = sc.nextInt();
        switch (opt) {
            case 1->{
                System.out.println("\n=== Account List ===");
                listAccount();
                menu();
```

```
case 2->{
            System.out.println("\n=== Create an account ===");
            createAccount();
            menu():
        case 3->{
            System.out.println("\n=== Deposit to an account ===");
            deposit();
            menu();
        case 4->{
            System.out.println("\n=== Withdraw from an account ===");
            withdraw();
            menu();
        case 5->{
            System.out.println("\n=== Transfer to another account ===");
            transfer();
            menu();
        }
        case 6->System.out.println("Quited");
        default -> menu();
    }
private static void listAccount(){
   if(accounts.size() == 0){
       System.out.println("Account not available");
   }
   int no=1;
   for(Account account : accounts){
       System.out.println("\nN0 #"+no);
       System.out.println("ID: "+account.getId());
       System.out.println("Holder: "+account.getFullname());
       System.out.println("Balance: "+account.getBalance()+"$");
       no++;
   }
private static void createAccount(){
    System.out.print("\nNew Account ID: ");
    String id = sc.next();
    for(Account account : accounts){
       if(account.getId()==id){
           System.out.println("This id has been already!");
           createAccount();
       }
    }
    System.out.print("Fullname: ");
    sc.nextLine();
    String fullname = sc.nextLine();
    Account account = new Account();
    account.setId(id);
    account.setFullname(fullname);
    account.setBalance(0);
    accounts.add(account);
    System.out.println("New Account is created successfully");
    menu();
```

```
private static void deposit(){
        System.out.print("Account ID: ");
        String id = sc.next();
        boolean verify = false;
        int index =0;
        for(Account account : accounts){
            if(account.getId().equals(id)){
                System.out.println("* "+ account.getFullname());
                verify = true;
                break;
            }
            index++;
        }
        double amount:
        if(verify){
            System.out.print("Deposit amount :");
            try {
                amount = sc.nextDouble();
accounts.get(index).setBalance(accounts.get(index).getBalance()+amount);
                    System.out.println("Deposition is successfully");
            }catch (InputMismatchException e){
                System.out.println("Don't input characters.Please input only
digit");
                deposit();
            }
        }else{
            System.out.println("This account is not available");
            deposit();
        }
    }
    private static void withdraw() {
        System.out.print("Account ID: ");
        String id = sc.next();
        boolean verify = false;
        int index =0;
        for(Account account : accounts){
            if(account.getId().equals(id)){
                System.out.println("* "+ account.getFullname());
                verify = true;
                break;
            }
            index++;
        double amount;
        if(verify){
            System.out.print("Withdraw amount :");
            try {
                amount = sc.nextDouble();
                if(amount<=accounts.get(index).getBalance()){</pre>
accounts.get(index).setBalance(accounts.get(index).getBalance()-amount);
                    System.out.println("Withdraw is successfully");
                }else{
                    System.out.println("You have insufficient balance in your
source account");
                    withdraw();
```

```
}catch (InputMismatchException e){
                System.out.println("Don't input characters.Please input only
digit");
                withdraw();
            }
        }else{
            System.out.println("This account is not available");
            withdraw();
    }
    private static void transfer(){
        System.out.print("From ID: ");
        String fromID = sc.next();
        boolean verify = false;
        int index =0;
        for(Account account : accounts){
            if(account.getId().equals(fromID)){
                System.out.println("* "+ account.getFullname());
                verify = true;
                break;
            index++;
        }
        if(verify){
            System.out.print("From ID: ");
            String toID = sc.next();
            boolean verify1 = false;
            int index1 =0;
            for(Account account : accounts){
                if(account.getId().equals(toID)){
                    System.out.println("=> "+ account.getFullname());
                    verify1 = true;
                    break;
                index1++;
            double amount;
            if(verify1){
                System.out.print("Amount: ");
                try{
                    amount = sc.nextDouble();
                    if(amount<=accounts.get(index).getBalance()){</pre>
accounts.get(index).setBalance(accounts.get(index).getBalance()-amount);
accounts.get(index1).setBalance(accounts.get(index1).getBalance()+amount);
                            System.out.println("Transfer is successfully");
                    }else{
                        System.out.println("You have insufficient balance in your
source account");
                        transfer();
                    }
                }catch (InputMismatchException e){
                    System.out.println("Don't input characters.Please input only
digit");
```

The Bank == 1. Account List

 Create an account
 Deposit to an account
 Withdraw from an account
 Transfer to another account
 Quit

Choose an opt:2

■ Create an account ■

New Account ID: 2222

Fullname: user-2

New Account is created successfully

Choose an opt:3

■ Deposit to an account ■

Account ID: 1112

This account is not available

Account ID: 1111

* user-1

Deposit amount :100

Deposition is successfully

Choose an opt:2

Create an account

New Account ID: 1111

Fullname: user-1

New Account is created successfully

Choose an opt:1

Account List
NO #1
ID: 1111
Holder: user-1
Balance: 0.0\$

NO #2
ID: 2222
Holder: user-2
Balance: 0.0\$

Choose an opt:4

Withdraw from an account
Account ID: 1113

This account is not available
Account ID: 1111

* user-1

Withdraw amount :20

Withdraw is successfully

Choose an opt:5

Transfer to another account ≡

From ID: 1111

* user-1

From ID: 2222

⇒ user-2

Amount: 30

Transfer is successfully

Choose an opt:1

Account List
NO #1
ID: 1111
Holder: user-1
Balance: 50.0\$

NO #2 ID: 2222

Holder: user-2 Balance: 30.0\$