```
EXPLORER
                                                     J Main.java X J Accessory.java
∨ PT5
                                 import java.io.*;
import java.util.ArrayList;
  > lib
                                private String jenis;
private String ukuran;
private String kategori;
  J Clothing.class
                                            public ThriftItem(String jenis, String ukuran, String kategori) {
   J Clothing.java
                                             this.jenis = jenis;
this.ukuran = ukuran;
this.kategori = kategori;
   return jenis;

}
                                            public String getJenis() {
                                            return ukuran;
                                            public String getUkuran() {
                                             public String getKategori() {
                                               return kategori;
                                            // Abstract method to be implemented by all subclasses
public abstract void displayDetails();
                                        } ;
                                        public class Main {
   private static final BufferedReader input = new BufferedReader(new InputStreamReader(System.in));
   private static ArrayList<ThriftItem> DataThrift = new ArrayList<>();
> TIMELINE
                                             Run|Debug
public static void main(String[] args) throws Exception {
> JAVA PROJECTS
```

```
J Main.java X J Accessory.java
 EXPLORER
                          src > J Main.java > ᢡ ThriftItem > 貸 getUkuran()
∨ PT5
 > bin
                                      public static void main(String[] args) throws Exception {
 > lib
                                               System.out.println(x:"\nMenu Utama");
System.out.println(x:"1. Tambah Data");
 ∨ src
  J Accessory.class
                                                System.out.println(x:"2. Tampilkan Data");
                                               System.out.println(x:"3. Update Data");
  J Clothing.class
                                               System.out.println(x:"4. Hapus Data");
System.out.println(x:"5. Keluar");
  J Clothing.java
                                                System.out.print(s:"Masukkan pilihan >>> ");
                                               int pilihan = Integer.parseInt(input.readLine());
 J ThriftItem.class
                                                switch (pilihan) {

J ThriftItem.java

① README.md
                                                         tambahData();
                                                    case 2:
                                                        displayData();
                                                        updateData();
                                                    case 4:
                                                         deleteData();
                                                        System.out.println(x:"Keluar program...");
                                                         System.out.println(x:"Pilihan tidak ada. Silakan coba lagi.");
                                                         break;
> TIMELINE
> JAVA PROJECTS
```

```
J Main.java X J Accessory.java
 EXPLORER
                         src > J Main.java > ♣ ThriftItem > ♠ getUkuran()
∕ PT5
                                public class Main {
 > .vscode
 > bin
                                     static void tambahData() throws IOException {
 > lib
                                         String lanjut;
 ∨ src
                                              System.out.println(x:"\nTambah Data");
  J Accessory.class
                                              System.out.println(x:"Pilih jenis item:");
  J Accessory.java
                                              System.out.println(x:"1. Pakaian");
  J Clothing.class
                                              System.out.println(x:"2. Aksesoris");
System.out.print(s:"Pilihan Anda >>> ");
  J Clothing.java
                                              int jenisItem = Integer.parseInt(input.readLine());
                                              String jenis = "", ukuran = "", kategori = "", material = "", color = "";
  J ThriftItem.class

J ThriftItem.java

                                              while (jenis.trim().isEmpty()) {
 ① README.md
                                                  System.out.print(s:"Masukkan jenis >>> ");
                                                  jenis = input.readLine();
                                                  if (jenis.trim().isEmpty()) {
                                                       System.out.println(x:"Jenis tidak boleh kosong.");
                                              while (ukuran.trim().isEmpty()) {
                                                  System.out.print(s:"Masukkan ukuran >>> ");
                                                  ukuran = input.readLine();
                                                  if (ukuran.trim().isEmpty()) {
    System.out.println(x:"Ukuran tidak boleh kosong.");
                                              while (kategori.trim().isEmpty()) {
                                                  System.out.print(s:"Masukkan kategori >>> ");
                                                  kategori = input.readLine();
                                                  if (kategori.trim().isEmpty()) {
                                                       System.out.println(x:"Kategori tidak boleh kosong.");
> TIMELINE
```

```
EXPLORER
                                                      J Main.java X J Accessory.java
∨ PT5
                               src > J Main.java > ⁴ ThriftItem > ۞ getUkuran()
                                       public class Main {
  > .vscode
                                             static void tambahData() throws IOException {
 > bin
 > lib
                                                        ThriftItem item = null;
                                                        switch (jenisItem) {
   J Accessory.class
                                                            case 1:
                                                                  System.out.print(s:"Masukkan material >>> ");
   J Accessory.java
                                                                  material = input.readLine();
   J Clothing.class
                                                                  item = new Clothing(jenis, ukuran, kategori, material);
   J Clothing.java
                                                                  System.out.print(s:"Masukkan warna >>> ");
  J ThriftItem.class
                                                                  color = input.readLine();
                                                                   item = new Accessory(jenis, ukuran, kategori, color);
   ① README.md
                                                                   System.out.println(x:"Pilihan tidak valid.");
                                                        if (item != null) {
                                                             DataThrift.add(item);
                                                             System.out.println(x:"Data telah ditambahkan!");
                                                        System.out.print(s:"Tambah data lagi? (y/n) >>> ");
                                                        lanjut = input.readLine();
                                                  } while (lanjut.equalsIgnoreCase(anotherString:"y"));
                                             static void displayData() {
                                                  if (DataThrift.isEmpty()) {
                                                       System.out.println(x:"Tidak ada data untuk ditampilkan.");
> TIMELINE
                                         J Main.java X J Accessory.java
 EXPLORER
                                static void displayData() {
                                    System.out.printf(format:"%-3s | %-20s | %-15s | %-20s%n", ...args:"No", "Jenis", "Ukuran", "Kategori");
System.out.println(x:"------");
                                      for (Thrittem trf: DataThrift) {

System.out.printf(format:"%-3d | %-20s | %-15s | %-20s%n", nomor++, trf.getJenis(), trf.getUkuran(), trf.getKategori());

trf.displayDetails();
  J Accessory.java
 J Clothing.class
 J Clothing.java
 J Main.class
 J ThriftItem.class
 J ThriftItem.java
                                     if (DataThrift.isEmpty()) {
    System.out.println(x:"Tidak ada data untuk diperbarui.");
① README.md
                                      displayData();
                                      System.out.print(s:"Masukkan nomor data yang ingin diupdate: ");
int index = Integer.parseInt(input.readLine()) - 1;
                                      if (index >= 0 && index < DataThrift.size()) {
    ThriftItem trf = DataThrift.get(index);</pre>
                                          System.out.print(s:"Masukkan jenis baru >>> ");
String jenis = input.readLine();
                                          String ukuran = input.readLine();
System.out.print(s:"Masukkan kategori baru >>> ");
                                          String kategori = input.readLine();
                                          if (trf instanceof Clothing) {
TIMELINE
                                              Clothing updatedItem = new Clothing(jenis, ukuran, kategori, material);
DataThrift.set(index, updatedItem);
> JAVA PROJECTS
```

```
EXPLORER
                                         J Main.java X J Accessory.java
PT5
                       src > J Main.java > ᢡ ThriftItem > ஞ getUkuran()
                              public class Main {
                                  static void updateData() throws IOException {
> bin
                                           } else if (trf instanceof Accessory) {
> lib
                                               System.out.print(s:"Masukkan warna baru >>> ");

✓ src

                                               String color = input.readLine();
 J Accessory.class
                                               Accessory updatedItem = new Accessory(jenis, ukuran, kategori, color);
 J Accessory.java
                                               DataThrift.set(index, updatedItem);
 J Clothing.class
                                           System.out.println(x:"Data berhasil diupdate.");
 J Clothing.java
 J Main.class
                                           System.out.println(x:"Nomor data tidak valid.");
 J ThriftItem.class
 J ThriftItem.java

 README.md

                                  static void deleteData() throws IOException {
                                       if (DataThrift.isEmpty()) {
                                           System.out.println(x:"Tidak ada data untuk dihapus.");
                                      displayData();
                                       System.out.print(s:"Masukkan nomor data yang ingin dihapus: ");
                                       int index = Integer.parseInt(input.readLine()) - 1;
                                       if (index >= 0 && index < DataThrift.size()) {</pre>
                                          DataThrift.remove(index);
                                           System.out.println(x:"Data berhasil dihapus.");
                                           System.out.println(x:"Nomor data tidak valid.");
```