

1. Create a Camera class with properties such as ID, brand, model, price, and availability.
2. Create a CameraRentalApp class to manage the application.
3. Initialize a list of cameras and wallet balance in the constructor of the CameraRentalApp class.
4. Implement a login method to authenticate the user.
5. Implement a showMainMenu method to display the main menu options and handle user input.
6. Within the showMainMenu method, implement switch cases for each menu option:
 - a. MY CAMERA - Implement showMyCameraMenu method to display the sub-menu for managing user's cameras.
 - AddCamera
 - RemoveCamera
 - ViewMyCameras
 - b. RENT A CAMERA - User to rent a camera from the available cameras.
 - c. VIEW ALL CAMERAS - To display all available cameras.
 - d. MY WALLET - Implement showWalletMenu method to display the sub-menu for managing users wallet.
 - ViewWalletBalance
 - DepositMoney
7. Implement displayCameraList and displayAvailableCameras methods to display camera information.
8. Implement the main method to create an instance of the CameraRentalApp class and start the application by calling the login method.