Task 2

Hockey store manager

Description

A basic Hockey store management system which was inspired by the Library Management System (LMS). This software is called the Hockey Store Management System (HSMS) and it's built in java.

HSMS structure

We require the following software:

HockeyStick – the hockey sticks in the storage

HSMS – the management system

HockeyStoreTester – the tester class. It's used to test the system

Class HockeyStick

There may be a few or a lot of Hockeysticks, which include its type and signature given by a hockey player. These are implemented the following way:

```
public class HockeyStick {
    private String type, signature;

    public String getType(){
        return type;
    }
    public void setType(String type){
        this.type = type;
    }
    public String getSignature(){
        return signature;
    }
    public void setSignature(String signature){
        this.signature = signature;
    }
}
```

Class HSMS

The management system. It must contain code which allows it to store, add and remove hockey sticks. It should also be able to print its content out. The code is as follows:

```
import java.util.ArrayList;
import java.util.List;
public class HSMS {
    private List<HockeyStick> storage = new ArrayList<HockeyStick>();

    public void addHockeyStick(HockeyStick hockeyStick){
        storage.add(hockeyStick);
    }
    public boolean removeHockeyStick(HockeyStick hockeyStick){
        boolean removed = false;
        for (int i = 0; i < storage.size(); i++){
            HockeyStick hs = storage.get(i);
            if (hs.getType().equals(hockeyStick.getType()) &&
hs.getSignature().equals(hockeyStick.getSignature())){

            }
        }
        return removed;
    }
    public void printStorage(){
        if (storage.isEmpty()){
            System.out.println("the items are missing");
        } else {
            for (HockeyStick hs: storage){
                System.out.println(hs.getSignature() + "," + hs.getType());
                System.out.println();
            }
        }
    }
}
```

here we need the use of ArrayList, for loops and Boolean to make sure that the code actually functions normally and allows to manage the hockey sticks

HSMS Tester class

Now it's time to actually run the system. First – make hockey sticks, second – add them, third – remove some. If everything goes well, the code should look like this and work normally:

```
public class HockeyStoreTester {
    public static void main(String[] args) {
        Customer c1 = new Customer();
        c1.setName("Paul");

        Customer c2 = new Customer();
        c2.setName("Ivan");
```

```
        HockeyStick hs1 = new HockeyStick();
        hs1.setType("Striker");
        hs1.setSignature("Polowski");

        HockeyStick hs2 = new HockeyStick();
        hs2.setType("Carier");
        hs2.setSignature("George.L.Smith");

        HSMS HSMS = new HSMS();
        HSMS.addHockeyStick(hs1);
        HSMS.addHockeyStick(hs1);
        HSMS.addHockeyStick(hs1);
        HSMS.addHockeyStick(hs2);
        HSMS.addHockeyStick(hs2);

        HSMS.removeHockeyStick(hs1);

        HSMS.printStorage();

    }
}
```

if everything is okay, then this should print the number of hockey sticks available.