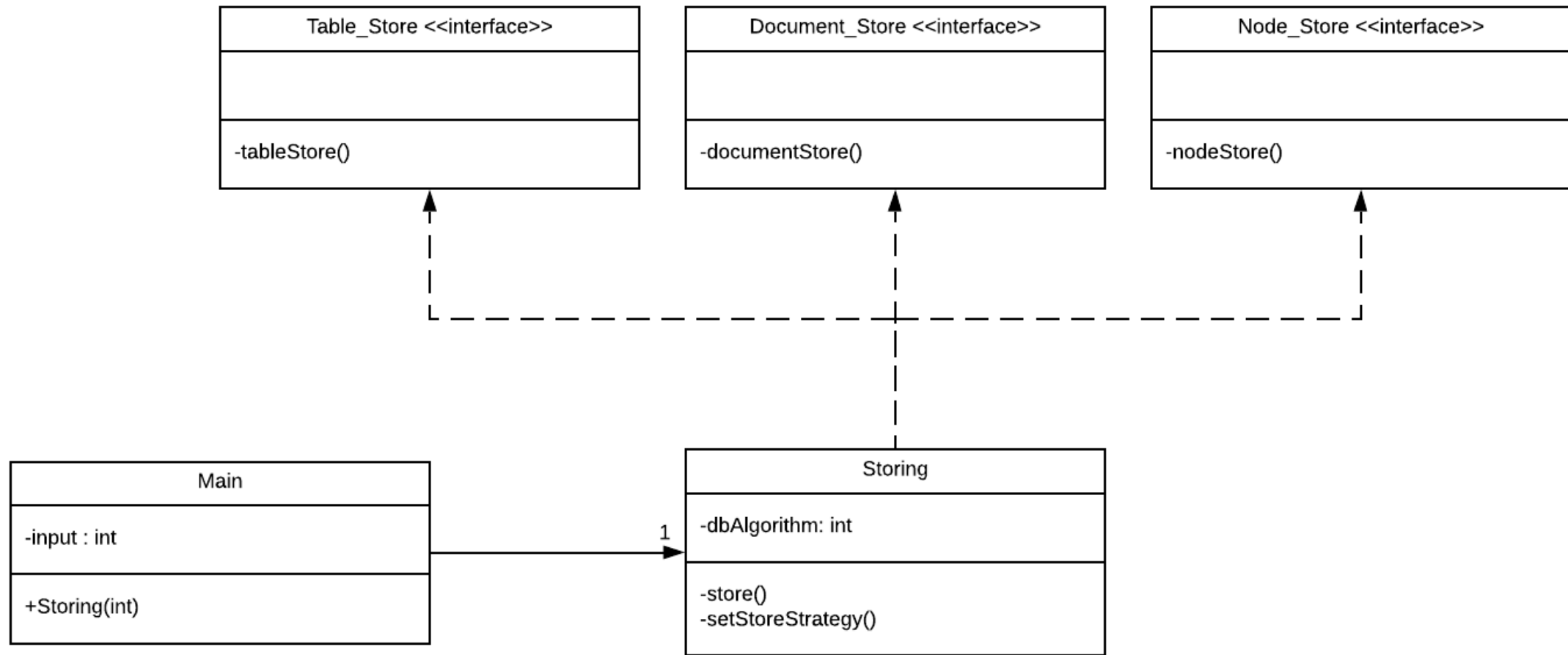


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 Homework Two 



```

1
2 public class Storing implements Table_Store, Document_Store, Node_Store {
3
4     private int dbAlgorithm = 0; //selection int
5     public Storing(int inAlgorithm){
6         dbAlgorithm = inAlgorithm;
7         store(); //Our default chosen store algorithm
8         setStoreStrategy(); // A randomly chosen other strategy.
9         store();
10    }
11
12    private void store(){ // Our default store method.
13        //A switch could be used here but meh.
14        if(dbAlgorithm == 1){
15            tableStore();
16        }
17        if(dbAlgorithm == 2){
18            documentStore();
19        }
20        if(dbAlgorithm == 3){
21            nodeStore();
22        }
23    }
24
25    private void setStoreStrategy(){ //A simple change of strategy by incrementing by one.
26        System.out.println("New store strategy being used.");
27        dbAlgorithm++;
28        if(dbAlgorithm >= 4){
29            dbAlgorithm = 1;
30        }
31    }
32 }
33

```

```

1
2 public interface Table_Store {
3
4     public default void tableStore(){
5         System.out.println("Table Stored");
6     }
7 }
8

```

```

1
2 public interface Document_Store {
3
4     public default void documentStore(){
5         System.out.println("A Document store was done.");
6     }
7 }
8

```

```

1 import java.util.Scanner;
2
3 public class Main {
4
5     public static void main(String[] args) {
6         //Below is an inefficient menu system.
7         System.out.println("Please select an algorithm:");
8         System.out.println("1 for table store");
9         System.out.println("2 for document store");
10        System.out.println("3 for node store.");
11        System.out.println("4 to exit.");
12        Scanner in = new Scanner(System.in);
13        int input = in.nextInt();
14        if(input <= 0 || input >=5){
15            System.out.println("Please select a valid option.");
16            input = 4;
17        }
18
19        if(input == 4){
20            System.exit(0);
21        }
22        Storing store = new Storing(input); //Begins utilizing the stores.
23    }
24 }
25

```

```

1
2 public interface Node_Store {
3
4     public default void nodeStore(){
5         System.out.println("A Node store is done.");
6     }
7 }
8

```

