ADF-I Assignment 8: Abstract

Write a Java application - Inventory System - to manage the list of computers with the specification as follows:

Creates an abstract class named Computer in package Goods. Fields ID, name, price Default constructor to initialize the above fields. Method - void accept(): allow user input data into data fields. Made validation for : ID, name is not null. Price must be greater than zero. - void **printInfo()**: this is an **abstract method** used to print details of an product. 2 Create class Laptop derives from Computer, in package Goods, consists of: Field webcam (y/n), QoH (số lượng tồn kho) Constructors to initialize the all fields. Override methods: accept(): allow user to input details for a laptop: Recall method accept() of super class. printInfo(): display details of an laptop. - toString(): return a string presenting all the details of a product as follows: id, name, webcam, price, QoH, amount (= price*QoH) 4 Create class LaptopCatalog in package Goods for managing a collection of Computers Fields: max, cnt, cList - array of laptops No-arg constructor to initialize the all the fields. Methods: - addLaptop() - add a new laptop into array - search (String laptopName) - search laptops by the name accepted by user. displayAll() - display all computers. - remove(String laptopID): remove laptop by id 5 Create main class Inventory in package Application that allows user to manage the laptops accepted into system through the menu system as follows: 1. Add a new laptop 2. Search laptop by name 3. Display all laptops 4. Remove a laptop by id 5. Exit