

ALGORITHM

- Step1. Define the User class with the name, password, and balance fields.
- Step 2. Define the Validate class with an ArrayList of User objects.
- Step 3. Define a method in the Validate class to add a user to the ArrayList.
- Step 4. Define a method in the Validate class to validate user credentials.
- Step 5. Define the Camera class with the Brand, Model, Price, and Status fields.
- Step 6. Define the UserCamera class that extends the Validate class.
- Step 7. Define a method in the UserCamera class to display all available cameras.
- Step 8. Define a method in the UserCamera class to add a camera to the camera rental list.
- Step 9. Define a method in the UserCamera class to display a user's rented cameras.
- Step 10. Define a method in the UserCamera class to remove a camera from the camera rental list.
- Step 11. Define a method in the UserCamera class to rent a camera.
- Step 12. Define a method in the UserCamera class to add money to a user's wallet.
- Step 13. Define the CameraRental class as the main class.
- Step 14. Display a welcome message and prompt the user to enter their username and password to login
- Step 15. Create a UserCamera object and add a user to the ArrayList of User objects.
- Step 16. Display the main menu and prompt the user to choose an option.
- Step 17. If the user selects the "view rented cameras" option, call the displayCmeras() method.
- Step 18. If the user selects the "rent a camera" option, call the displayCameraList() method to display all available cameras, prompt the user to enter the ID of the camera they want to rent, and then call the rentCamera() method to rent the camera.
- Step 19. If the user selects the "view all cameras" option, call the displayCameraList() method to display all available cameras.
- Step 20. If the user selects the "add money to wallet" option, call the wallet() method to display the user's current balance and prompt them to add money to their wallet if they wish.
- Step 21. If the user selects the "exit" option, end the program.
- Step 22. If the user selects the "add camera" or "remove camera" options, prompt the user to enter information about the camera or ID of the camera they want to remove, and then call the addCameras() or removeCameraList() method in the UserCamera class.
- Step 23. If the user selects the "view my cameras" option, call the displayCmeras() method to display the user's rented cameras.
- Step 24. Repeat steps 16-23 until the user selects the "exit" option.

GITHUB LINK

<https://github.com/kothamasunagavaishnavi1/Java-fsd.git>