INVENTORY MANAGEMENT SYSTEM

CODE

Product.java

class Product{

    int productId;

    String productName;

    int quantity;

    int price;

    public Product(int productId, String productName, int quantity, int price){

        this.productId = productId;

        this.productName = productName;

        this.quantity = quantity;

        this.price = price;

    }

    @Override

    public String toString() {

        return "ProductID: " + productId + ", Name: " + productName + ", Quantity: " + quantity + ", Price: " + price;

    }

}

Inventory.java

Import java.util.\*;

Public class Inventory{

    private HashMap<Integer, Product> productList = new HashMap<>();

    public void add(Product product){

        productList.put(product.productId, product);

    }

    public boolean update(int productId, String productName, int quantity, int price){

        if(productList.containsKey(productId)){

            Product product = productList.get(productId);

            product.productName = productName;

            product.quantity = quantity;

            product.price = price;

            return true;

        }

        return false;

    }

    public boolean delete(int productId){

        return productList.remove(productId) != null;

    }

    public void display(){

        for(Product product : productList.values()){

            System.out.println(product);

        }

    }

}

InventoryManagement.java

Public class InventoryManagement{

    public static void main(String [] args){

        Inventory inventory = new Inventory();

        inventory.add(new Product(01, "Speakers", 100, 10000));

        inventory.add(new Product(02, "Headset", 10, 5000));

        inventory.add(new Product(03, "Microphone", 500, 1000));

        System.out.println("Inventory after adding products:");

        inventory.display();

        inventory.update(02, "Headset", 20, 5000);

        inventory.delete(03);

        System.out.println("Inventory after updation and deleteton:");

        inventory.display();

    }

}

OUTPUT

