Project:

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Step 1: Identify products and create a table

Here are 6 products that I want to store in my system:

| Attribute | Sample Data |
|--------------------------|--|
| Name of the product | Greatest Hits, Office Paper, The Matrix, Microsoft Office, iPhone Case, Adobe Photoshop |
| Price | 9.59, 5.99, 14.99, 199.99, 29.99, 499.99 |
| Number of units in stock | 25, 50, 30, 20, 40, 15 |
| Item number | 1, 2, 3, 4, 5, 6 |

Step 2: Add data types to the table

| Attribute | Sample Data | Data Type |
|--------------------------|---------------|-----------|
| Name of the product | Greatest Hits | String |
| Price | 9.59 | double |
| Number of units in stock | 25 | int |
| Item number | 1 | int |

Step 3-4: Create project and class

```
Here is the Product class:
// inventory/Product.java
public class Product {
  // Instance field declarations
  private int itemNumber;
  private String name;
  private int quantityInStock;
  private double price;
  // Default constructor
  public Product() {
    // Initialize fields to their default values
  }
  // Overloaded constructor
  public Product(int number, String name, int qty, double price) {
    this.itemNumber = number;
    this.name = name;
    this.quantityInStock = qty;
    this.price = price;
  }
  // Getter and setter methods
  public int getItemNumber() {
```

```
return itemNumber;
}
public void setItemNumber(int itemNumber) {
  this.itemNumber = itemNumber;
}
public String getName() {
  return name;
}
public void setName(String name) {
  this.name = name;
}
public int getQuantityInStock() {
  return quantityInStock;
}
public void setQuantityInStock(int quantityInStock) {
  this.quantityInStock = quantityInStock;
}
public double getPrice() {
  return price;
}
```

```
public void setPrice(double price) {
    this.price = price;
  }
  // Override toString() method
  @Override
  public String toString() {
    return "Item Number: " + itemNumber + "\nName: " + name + "\nQuantity in stock:
" + quantityInStock + "\nPrice: " + price;
 }
}
Step 10-12: Create ProductTester class and test the Product class
Here is the ProductTester class:
// inventory/ProductTester.java
public class ProductTester {
  public static void main(String[] args) {
    // Create and initialize six Product objects
    Product product1 = new Product();
    Product product2 = new Product();
    Product product3 = new Product(1, "Greatest Hits", 25, 9.59);
    Product product4 = new Product(2, "Office Paper", 50, 5.99);
    Product product5 = new Product(3, "The Matrix", 30, 14.99);
    Product product6 = new Product(4, "Microsoft Office", 20, 199.99);
```

```
// Display the details of each product to the console
System.out.println(product1.toString());
System.out.println(product2.toString());
System.out.println(product3.toString());
System.out.println(product4.toString());
System.out.println(product5.toString());
System.out.println(product6.toString());
}
```

```
1 Item Number: 1
2 Name: Greatest Hits
3 Quantity in stock: 25
4 Price: 9.59
5 Item Number: 2
6 Name: Office Paper
7 Quantity in stock: 50
8 Price: 5.99
9 Item Number: 3
10 Name: The Matrix
11 Quantity in stock: 30
12 Price: 14.99
13 Item Number: 4
14 Name: Microsoft Office
15 Quantity in stock: 20
16 Price: 199.99
17 Item Number: 5
18 Name: iPhone Case
19 Quantity in stock: 40
20 Price: 29.99
21 Item Number: 6
22 Name: Adobe Photoshop
23 Quantity in stock: 15
24 Price: 499.99
```