**Online Store Example**

This example will demonstrate how to use a **Scanner** to get user input and then use an **if-else** statement to process that input within an object. We will create an Order class for an online store.

**The Order Class**

First, create a class named Order. This class will have properties for the product name, the product's price, and the quantity ordered. It will also have a method calculateTotal() that uses an if-else statement to apply a discount.

Java

// Order.java

public class Order {

// Properties

String productName;

double price;

int quantity;

// Method with if-else

public double calculateTotal() {

double subtotal = price \* quantity;

// Check if the order qualifies for a discount

if (subtotal > 100.0) {

System.out.println("Congratulations! You've received a 10% discount on your order.");

return subtotal \* 0.90; // Apply 10% discount

} else {

return subtotal; // No discount

}

}

}

In this code, the calculateTotal() method first calculates the subtotal. It then uses an if-else statement to check if the subtotal is greater than $100. If it is, a 10% discount is applied before returning the total. Otherwise, the method returns the subtotal without any changes.

**Getting Input and Processing with if-else**

Next, create a new class, OnlineStore, with a main method. We'll use the Scanner to get the product details from the user and then create an Order object with that information.

Java

// OnlineStore.java

import java.util.Scanner;

public class OnlineStore {

public static void main(String[] args) {

// Create a Scanner object for user input

Scanner scanner = new Scanner(System.in);

// Prompt user for product details

System.out.print("Enter product name: ");

String nameInput = scanner.nextLine();

System.out.print("Enter product price: $");

double priceInput = scanner.nextDouble();

System.out.print("Enter quantity: ");

int quantityInput = scanner.nextInt();

// Create a new Order object

Order myOrder = new Order();

// Set the object's properties with user input

myOrder.productName = nameInput;

myOrder.price = priceInput;

myOrder.quantity = quantityInput;

// Calculate and display the final total using the object's method

double finalTotal = myOrder.calculateTotal();

System.out.println("Your total for " + myOrder.quantity + "x " + myOrder.productName + " is: $" + String.format("%.2f", finalTotal));

// Close the scanner

scanner.close();

}

}

**Demonstration**

When you run OnlineStore.java, the program will:

1. Ask for the product name, price, and quantity.
2. Create a new Order object and assign the user's input to its properties.
3. Call the calculateTotal() method on the myOrder object.
4. The if-else inside calculateTotal() will check if the subtotal is over $100 and apply the discount if the condition is met.
5. Finally, it will print the final, calculated total.

This example clearly shows how a **Scanner** can be used to gather data to **instantiate** an object and how an **if-else** statement within that object's method can use that data to perform a conditional action.