1. Create a method that adds strings entered from the keyboard to the list.

2. Create a User class with fields id, name, login, password.

2.1. Create a map. Use id of users as keys, as values ​​of the users themselves.

2.2. Add a couple of users to the map, store passwords in hashed form.

2.3. When starting the application, it should be offered to Login or Register.

2.4. If the choice is Login, then offer to enter the login and password.

2.5. Check if such a user already exists in the map by login and password (hash).

2.6. If it exists, then output all data about the user and terminate the program.

2.7. If the choice is Register, then offer to enter a name, login, password.

2.8. Check if there is already a user with this login.

2.8.1. If there is already, display a message about it and offer to try again or exit.

2.8.2. If you select Try again, then start registration again.

2.9. If there is no user with such a login, save it to the map, display it on the screen and terminate the program.

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Create a generic boolean method that takes a generic collection and a generic variable as parameters.

If the variable is contained in the collection return true, otherwise false.

Useful links:

<https://www.javatpoint.com/collections-in-java>

<https://www.javatpoint.com/difference-between-arraylist-and-linkedlist>

<https://www.javatpoint.com/difference-between-hashmap-and-hashtable>

<https://www.javatpoint.com/difference-between-comparable-and-comparator>

**Book: Herbert Schildt: page: 497 Chapter 18**