**Inventory Management System**

public class Product {

String productId;

String productName;

int quantity;

double price;

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

this.productId = productId;

this.productName = productName;

this.quantity = quantity;

this.price = price;

}

@Override

public String toString() {

return productId + " | " + productName + " | Qty: " + quantity + " | Price: " + price;

}

}

import java.util.HashMap;

public class InventoryManager {

private HashMap<String, Product> inventory;

public InventoryManager() {

inventory = new HashMap<>();

}

public void addProduct(Product product) {

inventory.put(product.productId, product);

}

public void updateProduct(String productId, int quantity, double price) {

Product p = inventory.get(productId);

if (p != null) {

p.quantity = quantity;

p.price = price;

} else {

System.out.println("Product not found!");

}

}

public void deleteProduct(String productId) {

if (inventory.remove(productId) == null) {

System.out.println("Product not found!");

}

}

public void displayInventory() {

for (Product p : inventory.values()) {

System.out.println(p);

}

}

}

public class Main {

public static void main(String[] args) {

InventoryManager manager = new InventoryManager();

Product p1 = new Product("P101", "Keyboard", 20, 699.0);

Product p2 = new Product("P102", "Mouse", 50, 299.0);

manager.addProduct(p1);

manager.addProduct(p2);

manager.displayInventory();

manager.updateProduct("P101", 25, 749.0);

manager.deleteProduct("P102");

System.out.println("\nAfter update and delete:");

manager.displayInventory();

}

}