The program was designed to separate concerns so that it can be managed and tested easily. Code for new options can be added without changing any code that was written. Here’s the guide for creating a new sub menu. There are 4 steps

1. Create a class that inherits menu base class (StaffSubMenuBase or MemberSubMenuBase)
2. Add UI in menuOptions in Menuhelper.cs class
3. Make GetNextMenu method in Menuhelper.cs return the new created class
4. Override the DoWork() method in the new created class, code exactly the same as in normal console application.

For example I want to create a “Staff Test” option in Staff menu that print “Hello Staff”

1. Browse to StaffMenu folder, create new class StaffTestSubMenu.cs and make it inherit StaffSubMenuBase
2. Add {7, "Staff Test" }, after {6, "Display all members who are currently renting a particular movie" },
3. Add case 7: return new StaffTestSubMenu();
4. In DoWork() Console.WriteLine(“Hello Staff”);

That’s it. Have fun coding