

A Video Rental Inventory System

The goal of this project is to design and implement a simple inventory control system for a small video rental store. Define least two classes: a class **Video** to model a video and a class **VideoStore** to model the actual store.

Assume that an object of class **Video** has the following attributes:

1. A title;
2. a flag to say whether it is checked out or not;
- and 3. An average user rating.

Add instance variables for each of these attributes to the **Video** class.

In addition, you will need to add methods corresponding to the following:

1. being checked out;
2. being returned;
- and 3. receiving a rating.

The **VideoStore** class will contain at least an instance variable that references an array of videos (say of length 10). The **VideoStore** will contain the following methods:

1. `addVideo(String)`: add a new video (by title) to the inventory;
2. `checkOut(String)`: check out a video (by title);
3. `returnVideo(String)`: return a video to the store;
4. `receiveRating(String, int)`: take a user's rating for a video; and 5.
- `listInventory()`: list the whole inventory of videos in the store.

Finally, create a **VideoStoreLauncher** class with a `main()` method which will test the functionality of your other two classes. It should allow the following.

1. Add 3 videos: "The Matrix", "Godfather II", "Star Wars Episode IV: A New Hope".
2. Give several ratings to each video.
3. Rent each video out once and return it.

List the inventory after "Godfather II" has been rented out.