



EXPERIMENT-1.2

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Branch: CSE Section/Group: 806/B

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Subject Name: PBLJ Lab Subject Code: 20CSP-321

1. Aim/Overview of the practical:

Design and implement a simple inventory control system for a small video rental store.

2. Task to be done/ Which logistics used:

Eclipse IDE (Java)

3. Programming:-

```
package pblj_lab;
import java.util.*;
class Video
String title; boolean
Flag = false;
int avg = 0;
class VideoStore
private static final Scanner input = new Scanner(System.in);
String chek2;
Video beat[] = new Video[10];
int num video;
void addVideo() {
System.out.println("Enter " + num_video + " Video Title:- ");
for (int i =0; i < num_video; i++) {</pre>
beat[i] = new Video(); beat[i].title =input.nextLine();
System.out.println("Enter " + num_video + " Video rating between 1 to 5:- ");
for(int i = 0; i <num video; i++) {</pre>
beat[i].avg= input.nextInt();
}
int chekOut(int k) {
String chek1; System.out.println("chekout " +(k + 1)); chek1 = input.next();
for (int i = 0; i < num video; i++) {</pre>
```







```
if (beat[i].title.equals(chek1) && (beat[i].Flag == false))
    { beat[i].Flag = true;
   return -1;
 else if (beat[i].title.equals(chek1) && (beat[i].Flag == true))
    System.out.println("Failed to chekout: ");
    return -1;
 }
}
return 1;
int returnvideo(int k) {
System.out.println("Returning Video name: " + (k + 1));
chek2 =input.next();
for (int i = 0; i < num video; i++){</pre>
if (beat[i].title.equals(chek2) && beat[i].Flag == true) {
      System.out.println("Video" + chek2 + " is returned");
    this.reciveRating();
    beat[i].Flag = false;
    return -1;
 else if (beat[i].title.equals(chek2) && beat[i].Flag == false) {
   System.out.println("U cannot return this!");
    return -1;
 }
}
return 1;
void reciveRating() {
System.out.println("Enter the rating between 1 to 5: ");
for (int i =0; i < num_video; i++) {</pre>
 if (beat[i].title.equals(chek2) && beat[i].Flag == true) {
  beat[i].avg = input.nextInt();
 }
}
void listInventory()
      System.out.println("List of all Videos: ");
      int total = 0;
for (int i = 0; i < num_video; i++) {</pre>
      if(beat[i].Flag == false) {
     System.out.println(beat[i].title + " Not chekout");
      else {
     System.out.println(beat[i].title + " Chekout!"); total += 1;
    if (beat[i].avg != 0) {
     System.out.println("Rating:- " + beat[i].avg + " Star ");
```





```
System.out.println("Total number of chekout video: " + total);
public class VideoStoreLauncher {
      public static void main(String[] args) {
VideoStore box = new VideoStore();
int chekout;
int ret;
Scanner <u>in</u> = new Scanner(System.in);
System.out.println("SANSKAR AGRAWAL UID-20BCS5914");
System.out.println("Number of video: ");
box.num_video = in.nextInt(); box.addVideo();
System.out.println("How Many video u wants to checkout: 0 if u don't");
chekout = in.nextInt();
int chek = 1;
int chek1 = 1;
if (chekout != 0) {
for (int i = 0; i < chekout; i++) {</pre>
      chek= box.chekOut(i);
        if (chek == 1) {
        System.out.println("Video Not Present");
 }
System.out.println("How Many video u wants to Return: 0 if u don't");
ret =in.nextInt();
if (ret != 0) {
for (int i = 0; i < ret; i++) {</pre>
chek1 = box.returnvideo(i);
if (chek1 == 1) {
System.out.println("Worng input!");
  }
}
}
box.listInventory();
}
}
```





5. Output:-

```
🔐 Problems @ Javadoc 🚇 Declaration 📮 Console 🖂
<terminated > VideoStoreLauncher [Java Application] C:\Program Files\Java\jre1.8.0_301\bin\javaw.exe
SANSKAR AGRAWAL UID-20BCS5914
Number of video:
Enter 3 Video Title:-
The Matrix
Godfather
Starwars
Enter 3 Video rating between 1 to 5:-
How Many video u wants to checkout: 0 if u don't
chekout 1
Godfather
chekout 2
How Many video u wants to Return: 0 if u don't
Returning Video name: 1
VideoStarwars is returned
Enter the rating between 1 to 5:
List of all Videos:
The Matrix Not chekout
Rating:- 4 Star
Godfather Chekout!
Rating: - 3 Star
Starwars Not chekout
Rating:- 1 Star
Total number of chekout video: 1
```

Learning Outcomes(What I have learnt):-

- 1. To create a inventory control system in Java.
- 2. To generate analytical and conceptual ability related to fundaments of Java.

Evaluation Grid (To be created as per the SOP and Assessment guidelines by the faculty):

Sr.	Parameters	Marks Obtained	Maximum Marks
Sr. No.			
1.			
2.			
3.			

