INVENTORY CLASS

/\*

\* To change this license header, choose License Headers in Project Properties.

\* To change this template file, choose Tools | Templates

\* and open the template in the editor.

\*/

/\*\*

\*

\* @author VINAY Kumar Sharma

\* @version 1.0

\*/

public class Inventory {

private String id;

private String name;

private int qoh;

private int rop;

private double sellPrice;

//---------------------------------------------------------------------------------------

/\*

constructors

\*/

/\*\*

\* this act as default constructor

\*/

public Inventory (){

id="abc-1234";

name="New Item";

qoh=0;

rop=25;

sellPrice=0;

}

/\*\*

\* my constructor with 3 arguments

\* @param id

\* @param name

\* @param sellPrice

\*/

public Inventory(String id,String name,double sellPrice){

this.id=id;

this.name=name;

this.sellPrice=sellPrice;

}

/\*\*

\* my constructor with 5 arguments

\* @param id

\* @param name

\* @param qoh

\* @param rop

\* @param sellPrice

\*/

public Inventory(String id,String name,int qoh,int rop,double sellPrice){

this.id=id;

this.name=name;

this.qoh=qoh;

this.rop=rop;

this.sellPrice=sellPrice;

}

//-----------------------------------------------------------------------------------------------

/\*

setter or mutator methods

\*/

/\*\*

\* for id set

\* @param id

\*/

public void setId(String id){

this.id=id;

}

/\*\*

\* for name set

\* @param name

\*/

public void setName(String name){

this.name=name;

}

/\*\*

\* to set qoh

\* @param qoh

\*/

public void setQoh(int qoh){

this.qoh=qoh;

}

/\*\*

\* to set rop

\* @param rop

\*/

public void setRop(int rop){

this.rop=rop;

}

/\*\*

\* to set price

\* @param price

\*/

public void setSellPrice(double price){

sellPrice=price;

}

//------------------------------------------------------------------------------------------

/\*

accessor or getter methods

\*/

/\*\*

\* getting id

\* @return id

\*/

public String getId(){

return id;

}

/\*\*

\* getting name

\* @return name

\*/

public String getName(){

return name;

}

/\*\*

\* getting qoh

\* @return qoh

\*/

public int getQoh(){

return qoh;

}

/\*\*

\* getting rop

\* @return rop

\*/

public int getRop(){

return rop;

}

/\*\*

\* getting sp

\* @return sp

\*/

public double getSellPrice(){

return sellPrice;

}

//------------------------------------------------------------------------------------------

/\*\*

\* the to string method to return custom string

\* @return

\*/

@Override

public String toString(){

return(id+"("+name+"),"+qoh+", Price: $"+sellPrice);

}

}

Main/Tester CLASS

/\*

\* To change this license header, choose License Headers in Project Properties.

\* To change this template file, choose Tools | Templates

\* and open the template in the editor.

\*/

import java.util.\*;

/\*\*

\*

\* @author VINAY Kumar Sharma

\* @version 1.0

\*/

public class Main {

/\*\*

\* This is the main method which check outs inventory class

\* @param args

\*/

public static void main(String[] args){

Scanner v = new Scanner(System.in);

String a="";

//---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

/\*

this piece of code is of id input and validation of id

\*/

for(int i=0;i<1;){

try{

System.out.print("Enter Inventory Item Id(8 digits including '-': ");

a = v.nextLine();

if(!Character.isAlphabetic(a.charAt(0)) || !Character.isAlphabetic(a.charAt(1)) || !Character.isAlphabetic(a.charAt(2)) || !Character.isDigit(a.charAt(4))|| !Character.isDigit(a.charAt(5))||

!Character.isDigit(a.charAt(6))||!Character.isDigit(a.charAt(7)) || a.charAt(3)!='-') //very long condition

{

System.out.println("invalid input, the input should be in form of abc-1234");

i=0;

a="";

}

else

{

System.out.println("valid");

i=1;

}

} catch(Exception w){

System.out.println("invalid input, the input should be in form of abc-1234");

}

}

//--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

/\*

this piece of code deal with item name and its validation

\*/

String a1="";

while(a1.length()<=0){

try{

System.out.print("Enter item name: ");

a1= v.nextLine();

if(a1.length()<=0){

System.out.println("you can not leave the name empty");

a1="";

}

else

{

System.out.println("valid");

}

}catch(Exception o){

System.out.println("you can not leave the name empty or fill with numbers");

a1="";

}

}

System.out.println();

//-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

/\*

this piece of code deal with qoh and its validation

\*/

int b=0;

while(b<=0){

try{

System.out.print("Qty on hand: ");

b= v.nextInt();

if(b<=0){

System.out.println("Error: QOH must be greater than 0.");

}

else{

System.out.println("ok");

}

}catch(Exception z){

System.out.println("Error: QOH must be greater than 0. and no strings allowed");

}

}

System.out.println();

//----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

/\*

this piece of code deal with rop and its validation

\*/

int b1=0;

while(b1<=0){

try{

System.out.print("Reorder point: ");

b1= v.nextInt();

if(b1<=0)

System.out.println("Error: QOH must be 0 or more.");

else{

System.out.println("ok");

}

}catch(Exception x){

System.out.println("Error: ROP must be greater than 0. and no strings allowed");

}

}

System.out.println();

//--------------------------------------------------------------------------------------------------------------------------------------------------------------

/\*

this code is for inputing selling price

\*/

double c=0;

while(c<=0){

try{

System.out.print("Selling Price:$");

c= v.nextDouble();

if(c<=0)

System.out.println("Selling price need to be greater than 0");

else{

System.out.println("ok");

}

}catch(Exception y){

System.out.println("Error: SP must be greater than 0. and no strings allowed");

}

}

//----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

// thiis code deaalt with total unit to buy aand its price and stuff

System.out.println();

System.out.println();

Inventory abc= new Inventory(a,a1,b,b1,c);

System.out.println(abc);

System.out.println();

System.out.println();

System.out.print("enter # of unit to buy: ");

int c1= v.nextInt();

System.out.println("Total cost;$"+c1\*c);

System.out.println();

} // end of main method

} // end of class