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.

The following are the various classes that are to be implemented.

1. **Video**

   Member variables
   - String videoName
   - boolean checkout
   - int rating

   Member functions
   - String getName();
   - void doCheckout();
   - void doReturn();
   - void receiveRating(int rating);
   - int getRating();
   - boolean getCheckout();

   Constructor
   - Video(String name)

2. **VideoStore**

   Member variables
   - Video[] store;

   Member functions
   - void addVideo(String name);
   - void doCheckout(String name);
   - void doReturn(String name);
   - void receiveRating(String name, int rating);
   - void listInventory();

3. **VideoLaucher**
   Contains the main method to test the program

Sample Output:

D:\Batches\Milestone1> java VideoLauncher

MAIN MENU
=========
1.Add Videos:
2. Check Out Video :
3. Return Video :
4. Receive Rating :
5. List Inventory :
6. Exit :
Enter your choice (1..6): 1

Enter the name of the video you want to add: Matrix
Video "Matrix" added successfully.

MAIN MENU
=========
1.Add Videos:
2. Check Out Video :
3. Return Video :
4. Receive Rating :
5. List Inventory :
6. Exit :
Enter your choice (1..6): 4

 Enter the name of the video you want to Rate: Matrix
 Enter the rating for this video: 9
 Rating "9" has been mapped to the Video "Matrix".

 MAIN MENU
 =========
 1.Add Videos:
 2. Check Out Video :
 3. Return Video :
 4. Receive Rating :
 5. List Inventory :
 6. Exit :
 Enter your choice (1..6): 2
 Enter the name of the video you want to check out: Matrix
 Video "Matrix" checked out successfully.

```
MAIN MENU
=========
1.Add Videos:
2.Check Out Video :
3.Return Video :
4.Receive Rating :
5.List Inventory :
6.Exit :
Enter your choice (1..6): 5
----------------------------------------------------------
Video Name      |      Checkout Status |      Rating
Matrix          |      true            |      9
----------------------------------------------------------

MAIN MENU
=========
1.Add Videos:
2.Check Out Video :
3.Return Video :
4.Receive Rating :
5.List Inventory :
6.Exit :
Enter your choice (1..6): 3
Enter the name of the video you want to Return: Matrix
Video "Matrix" returned successfully.


MAIN MENU
=========
1.Add Videos:
2.Check Out Video :
3.Return Video :
4.Receive Rating :
5.List Inventory :
6.Exit :
Enter your choice (1..6): 5
----------------------------------------------------------
Video Name      |      Checkout Status |      Rating
Matrix          |      false           |      9
----------------------------------------------------------
```

```
MAIN MENU
=========
1.Add Videos:
2. Check Out Video :
3. Return Video :
4. Receive Rating :
5. List Inventory :
6. Exit :
Enter your choice (1..6): 6
Exiting...!! Thanks for using the application.
```

Discussion:
- Would a member variable named "VideoID" been useful in this class design?
- If yes, what ideas could be used for auto-generating the "VideoID"?
- What other changes in the above features could have made the user-experience better?