Stream : **JAVA**   Tech Module : **2**   Project : **2**

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.