Menus

The following program, with a primitive menu, may be useful in suggesting code for the final project. A menu is a list of options. Primitive menus used numeric codes for operations. A more sophisticated version of the program below would use a GUI menu and would provide more user feedback. What is below is just a skeleton.

/* menu.java
   Gets user choice of arithmetic operation,
   gets operand values, executes operation.
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import java.util.Scanner;
public class menu
{
   public static void main(String[] args)
   {
      System.out.println("Hello");
      int option;
      do {
         System.out.println("1 Add\n2 Subtract\n3 Multiply\n4 Divide\n5 Quit");
         Scanner in = new Scanner(System.in);
         System.out.print("Enter operation: ");
         option = in.nextInt();
         if (option >= 1 && option <= 4)
         {
            int x1, x2;
            System.out.print("Enter 2 integers: ");
            x1 = in.nextInt();
            x2 = in.nextInt();
            System.out.print("Result is ");
            switch (option)
            {
               case 1: System.out.println(x1 + x2); break;
               case 2: System.out.println(x1 - x2); break;
               case 3: System.out.println(x1 * x2); break;
               case 4: System.out.println(x1 / x2); break;
            }
         }
         System.out.println(" ");
      } while (option != 5);
   }
}

The first box above displays the menu of options and prompts for the user’s choice.

In the switch statement (second box), the responses to the different options are specified. The statements following the case labels could be replaced by method calls, as most menu-driven programs would do. For example, in the semester project, you are to implement several options on a collection of items, and each option is to be implemented by a method.