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```
Order
- SIZE: int=5
  -itemArray:int[SIZE]
  itemCounter:int=0

+main(args: String[])
+Order()
+addItem(item: Item): void
+displayOrder(): void

Item
- itemId: int
- name: String
- quantity: int

+Item(id: int, name: String, quantity: int)
+setName(name: String): void
+getName(): String
+setItemId(id: int): void
+getItemId(): int
+getQuantity(): int
+setQuantity(val: int): void
+displayItemInfo(): void
```

Write a java program that will deal with order processing of different daily items. Each order will contain 5 items. You can use Pepsi, Coca Cola, and Bread etc for items or can choose items of your choice. The java program will consists of two classes given in the above UML diagram. The program will display following Menu to execute different member functions of these classes.
For Adding Item , Enter 1

To View the Order, Enter 2

To Exit, Enter 0

Enter Your Option: 

**Option 1:**

Entering Option 1 will display following output. Output is given with sample data.

Enter Item Id: 101

Enter Item Name: pepsi

Enter Quantity: 10

**Option 2:**

Entering Option 3 will display information about all items in the order.

**Option 0:**

Entering 0 will terminate the program by displaying “Have a Nice Day”. 