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Menu Application

Requirements

Menus are a good mechanism for allowing input to a software program as they reduce the chances of a user entering an erroneous value, of course mistakes can still happen hence the need for a recovery mechanism.

Design and implement a Java application class that allows the user to select from five different menu options on a continuous loop, including an option to quit the program. Choose your own menu options. Include an error handling mechanism for the situation where an unrecognised menu option is input by the user.

The best way of implementing this in Java is using a switch case statement embedded into a loop:

```java
while (true) {
    // Output menu
    <PRINT_STATEMENTS>
    int selector = input.nextInt();
    // Case statement
    switch (selector) {
        case (1):
            <STATEMENTS_1>
        case (2):
            <STATEMENTS_2>

        …

        default :
            System.out.println("ERROR 1: " +
                    "Unrecognised menu option");
    }
}
```

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