Scenario:

You are developing a **Library Management System** where books can be **borrowed and returned** multiple times. The system automatically runs **predefined transactions** inside a loop instead of taking user input.

Task 1: Implement the `Book` Class (BLC - Business Logic Class)

- Create a **Java class** named `Book` with the following **private attributes**:
  - `bookId` (int) → Unique ID for the book.
  - `title` (String) → Book title.
  - `availableCopies` (int) → Number of copies available.
- Implement:
  1. **Parameterized constructor** to initialize attributes.
  2. **Getter methods** to retrieve book details.
  3. **`borrowBook()` method** to reduce available copies by 1 (only if copies are available).
  4. **`returnBook()` method** to increase available copies by 1.

Task 2: Implement the `LibrarySystem` Class (ELC - Executable Logic Class)

- Inside the `main` method:
  1. **Create a `Book` object** with predefined values.
  2. **Use a loop** to simulate borrowing and returning books.
  3. **Perform automatic transactions** without user input.
  4. **Print book details after each transaction.**

Conditions:

1. A book **cannot be borrowed if no copies are available**.
2. A book **can always be returned**, increasing the number of available copies.
3. The **loop automatically performs transactions and stops after a fixed number of operations**.

Example Run (Expected Output):

```
Book Details:
Book ID: 101
Title: Harry Potter
Available Copies: 2

Attempting to borrow a book...
Book borrowed successfully! Updated Available Copies: 1

Attempting to borrow a book...
Book borrowed successfully! Updated Available Copies: 0

Attempting to borrow a book...
Book is not available for borrowing.

Attempting to return a book...
```

```
Book returned successfully! Updated Available Copies: 1

Attempting to return a book...
Book returned successfully! Updated Available Copies: 2

Library system transactions completed.
```