The project is a Library Application implemented using Java and Swing. It provides a graphical user interface (GUI) for managing a library's book collection. The application allows users to perform various operations, such as adding books, removing books, borrowing books, returning books, and viewing the library's status.

The application starts with a capacity input screen where the user can enter the desired capacity for the library. Once the capacity is submitted, the main application screen is displayed, showing the library's current capacity.

The main screen includes several buttons for different actions. The "Add Book" button allows users to add new books to the library. When clicked, it prompts the user to enter the book's name and category. The book is then added to the library with a unique ID.

The "Remove Book" button enables users to remove books from the library. They are prompted to enter the ID of the book they want to remove. If the book is not found or is currently borrowed, an appropriate message is displayed. Otherwise, the book is removed from the library.

The "Borrowing Book" button allows users to borrow books from the library. They need to enter the ID of the book they want to borrow and the desired borrowing period in days. If the book is not found or is already borrowed, a message is displayed. Otherwise, the book is marked as borrowed for the specified period.

The "Returning Book" button facilitates returning borrowed books to the library. Users are prompted to enter the ID of the book they want to return. If the book is not found or is not currently borrowed, an appropriate message is shown. Otherwise, the book is marked as returned.

The "View the library status" button provides an overview of the library's current status. It displays information about each book in the library, including its ID, name, category, and borrowing status. Additionally, it shows statistics on book categories and the total number of borrowed books.

The application uses a Library class to manage the book collection. It utilizes a HashMap to store books, with each book having a unique ID as the key. The Library class includes methods for adding books, removing books, borrowing books, returning books, and viewing the library status.

Overall, the Library Application provides a user-friendly interface for managing a library's book collection, allowing users to perform common library operations efficiently.