

classmate
Date _____
Page _____

This program used to control Library Events.

Steps involved in this
Exit Application

Add a new book

Upgrade quantity of a book

Search a book

Show All Books

Register Student

Show All Registered Students

check out Book

check in Book

under Package college

(1) class Book :- Takes input from the books and related information.

(i) Data Members : SNO, bookname, bookQty, bookQty2

(ii) using Method to add book details

Public book()

(2) Class Books :- To do all operations related to books

(1) Method 1 :- To compare Books

compareBOOKObjects (book b1, book b2)

(2) Method 2 :- To add book

addBOOK (book b)

(3) Method 3 :- Search book by serial No

SearchBySNO ()

(4) Method 4 :- To search by author by name

searchByAuthorName ()

(5) Method 5 :- To display all Books
showAllBooks()

(6) Method 6 :- To edit the book
upgradeBookQty()

(7) Method 7 :- To create Menu
dispMenu()

(8) Method 8 :- To search library
isAvailable(int sno)

(9) Method 9 :- To remove book from library
checkoutBook()

(10) Method 10 :- To add book to library
checkinBook(book b)

(3) class Student :- To take input from student
and related information
data Members :- studentName
regnum;

* creating Scanner class

* creating constructor to student to print
student name and registration no.

(4) class Students :- To do all operations related to
Students.

Method 1 :- To add Students
addStudent(student c)

Method 2 :- To display All Students
showAllStudents()

Method 3 :- To check the student
isStudent()

Method 4 :- To Remove book when student
checkoutBook(book book)

Method 5 :- To add book when student returned
checkInBook (books book)

(5) class Library :- Creating Menu for program
* creating menu using do-while
Loop : do { displayMenu();
+ Inbetween using switch case to
only the choice.

for

Press 0 - to exit

Press 1 to add new book

Press 2 to upgrade qty of book

Press 3 to search a book

Press 4 to show all books

Press 5 to registry student

Press 6 to show all reg students

Press 7 to checkout book

Press 8 to check in book.

* checking condition at last where we are
+ checking case entered value is not zero
while (choice != 0)