

Library Management System Documentation

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<u>Overview</u>

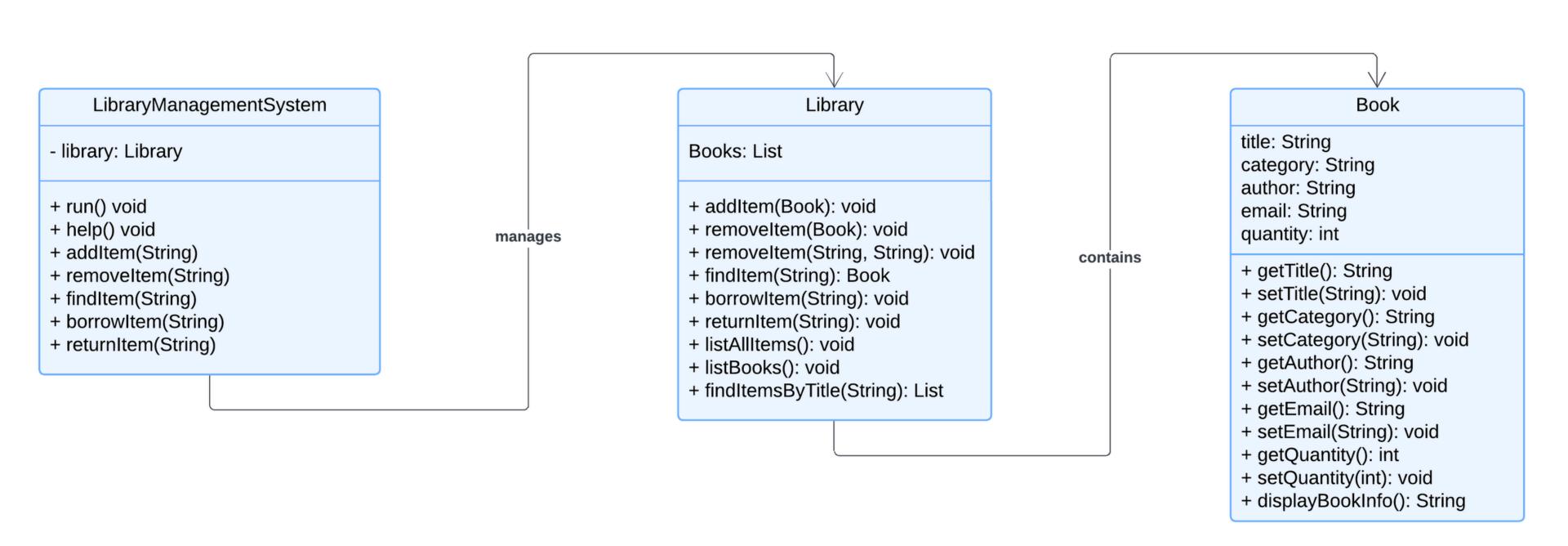
The Library Management System is a Java-based application designed to manage books and their availability in a library. Users can add, remove, find, borrow, and return books using various commands. The system also provides a way to list all available books.

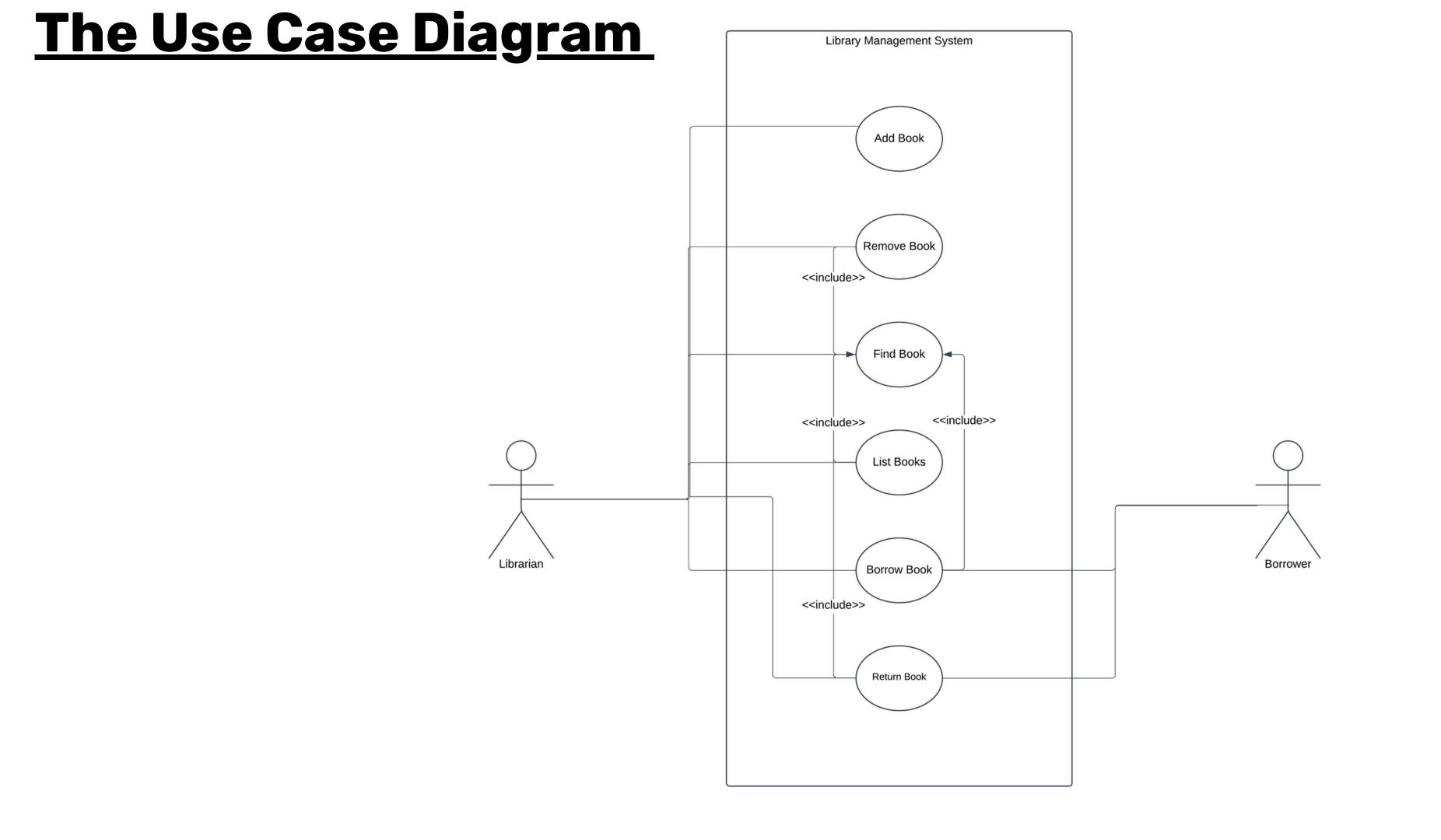


Features

- 1 ADD NEW BOOKS OR UPDATE THE QUANTITY OF EXISTING ONES.
- 2 REMOVE BOOKS FROM THE LIBRARY.
- 3 SEARCH FOR BOOKS BY ALL FIELDS.
- Borrow and return books while maintaining stock levels
- 5 LIST ALL BOOKS WITH DETAILS.
- 6 INTERACTIVE COMMAND-LINE INTERFACE WITH HELP FUNCTIONALITY.

The Class Diagram





General Help

Type help to display a list of available commands.

1. Add a Book

Command: add <title> <category> <author> <email> <quantity> Adds a new book to the library or updates the quantity if the book already exists. Example: add JavaProgramming Technical JohnDoe john.doe@example.com 10

2. Remove a Book

Command: remove <title> <author>

Description: Removes a book from the library.

Example: remove JavaProgramming JohnDoe

General Help

3. Find a Book

Command: find <title>

Description: Searches for a book by title.

Example: find JavaProgramming

4. Borrow a Book

Command: borrow <title> <author>

Description: Decreases the available quantity of a book by 1.

Example: borrow JavaProgramming JohnDoe

General Help

5. Return a Book

Command: return <title> <author>

Description: Increases the available quantity of a book by 1, if it hasn't

exceeded the maximum stock.

Example: return JavaProgramming JohnDoe

6. List All Books

Command: list all

Description: Lists all books in the library with their details.

7. Exit the System

Command: exit

Description: Exits the application.