**Library Management System User Manual**

**Introduction**

Welcome to the Library Management System, an advanced Java application designed to manage library operations efficiently. This system allows for the handling of library items, patrons, and library staff interactions in a streamlined manner.

**Getting Started**

**System Requirements**

* Java Runtime Environment (JRE) version 8 or above.
* An IDE that supports Java development (e.g., IntelliJ IDEA, Eclipse).

**Installation**

1. Clone the repository or download the source code to your local machine.
2. Open the project in your IDE.
3. Ensure all dependencies are correctly configured.

**Features**

**Library Items Management**

* **Books and Periodicals**: Manage various types of books and periodicals, including audio books, electronic and printed versions.
* **Borrowable Interface**: Handle the borrowing functionality for library items that can be borrowed.

**Patrons Management**

* **Patron Types**: Manage different types of patrons, including students and employees.
* **Patron Interactions**: Record and track patron interactions with the library system.

**Library Operations**

* **Library Menu**: Navigate through the library system's operations using the [LibraryMenu.java](vscode-file://vscode-app/e:/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) class.
* **Status Management**: Keep track of the status of library items.

**Usage**

**Running the Application**

1. Navigate to the [LibraryMenu.java](vscode-file://vscode-app/e:/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) file.
2. Execute the main method to start the application.
3. Follow the on-screen prompts to interact with the system.

**Managing Library Items**

* To add a new library item, navigate to the corresponding class under the [LibraryItems](vscode-file://vscode-app/e:/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html" \o "c:\\Users\\Garrett\\Desktop\\AdvJava2024Sprint1\\LibraryItems) directory and follow the prompts.
* To borrow an item, ensure the item implements the Borrowable interface and follow the borrowing procedure.

**Managing Patrons**

* To add a new patron, navigate to the corresponding class under the [Patrons](vscode-file://vscode-app/e:/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) directory and input the required information.
* To view patron interactions, access the patron's record through the system.

**Troubleshooting**

* Ensure all Java files are correctly compiled.
* Verify that your Java version is compatible with the project requirements.
* For specific errors, refer to the error message for guidance on resolving the issue.

**License**

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This outline provides a starting point for your user manual. Each section should be detailed further based on the specific functionalities and workflows of your library management system.