**Create a Book class with appropriate getters, setters, constructors, and methods.**  
Hints:

* Think about what properties a Book should have based on the requirements provided (id, isbn, title, isCheckedOut, checkedOutTo).
* Remember to create getters and setters for each property so they can be accessed and modified outside the class.
* Create a constructor that takes in the required properties as parameters and sets them when a new instance of Book is created.
* Create methods for checkOut and checkIn, which will modify the isCheckedOut and checkedOutTo properties based on whether the book is being checked out or checked in.

**Use an array to hold an inventory of at least 5 books of your choice.**  
Hints:

* Create an array of Book objects.
* Add at least 5 Book objects to the array, each with unique properties.

**The Store Home Screen - The home screen should display a list of options that a user can choose from.**

* Show Available Books
* Show Checked Out Books
* Exit - closes out of the application

Hints:

* Use a while loop to continuously display the home screen until the user chooses to exit.
* Use a switch statement to handle the different options the user can choose.
* For each option, display a message to the user indicating what will happen if they choose that option.

**Show Available Books - Displays a list of all books that are not currently checked out. Display the Id, ISBN and Title of the book.**

* Prompt the user to either select a book to check out, or exit to go back to the home screen
* If the user wants to check out a book, prompt them for their name
* Then check out the book

Hints:

* Loop through the array of books and display the properties of each book that is not currently checked out.
* Prompt the user to either select a book to check out or exit back to the home screen.
* If the user chooses to check out a book, prompt them for their name and use the checkOut method to update the Book object's properties.

**Show Checked Out books - This displays a list of all the books that are currently checked out. Display the Id, ISBN, Title, and Name of the person who has the book checked out. Prompt the user to**

* C - to Check In a book
* X - to go back to the home screen

Hints:

* Loop through the array of books and display the properties of each book that is currently checked out.
* Prompt the user to either check in a book or go back to the home screen.
* If the user chooses to check in a book, prompt them for the ID of the book they want to check in and use the checkIn method to update the Book object's properties.

**Check In a book - Prompt the user for the ID of the book they want to check in.**

* Check in the book with the specified id
* Go back to the home screen

Hints:

* Prompt the user for the ID of the book they want to check in.
* Loop through the array of books and find the Book object with the specified ID.
* Use the checkIn method to update the Book object's properties.
* Return to the home screen.