Day 3: Naming convention and making code more user friendly

1. Added more readable naming convention for different variables and object in code. For better understanding of code and better understanding of what data is stored in a particular object or variable.
2. Making code more user friendly:
   1. By adding options for user to perform a particular task instead of forcing the user to perform all the task in the previous code.
   2. Options like:
      1. Borrow Book
      2. Return Book
      3. Display Borrowed Books
      4. Exit