

JAVA DEVELOPER INTERNSHIP



Task 3: Library Management System (Using OOP)

- Objective: Develop a mini system to manage books and users.
- Tools: Java, VS Code, Terminal.
- Deliverables: Multi-class Java project.

Hints/Mini Guide:

- 1. Create classes: Book, User, Library.
- 2. Implement book issue and return features.

Outcome: Solid understanding of OOP

Interview Questions:

- 1. What is abstraction?
- 2. Difference between interface and abstract class?
- 3. Explain polymorphism with example.
- 4. What is method overriding?
- 5. Explain "IS-A" vs "HAS-A" relationships.
- 6. Why use inheritance?
- 7. What is dynamic binding?
- 8. What is constructor chaining?
- 9. How to implement encapsulation?
- 10. Explain super keyword.

Key Concepts: OOP (Abstraction, Inheritance, Polymorphism).

Submit Here:

After completing the task, paste your GitHub repo link and submit it using the link below:

• **F** Submission Link

★ Task Submission Guidelines

• Time Window:

You can complete the task anytime between 10:00 AM to 10:00 PM on the given day. Submission link closes at 10:00 PM

• Self-Research Allowed:

You are free to explore, Google, or refer to tutorials to understand concepts and complete the task effectively.

• X Debug Yourself:

Try to resolve all errors by yourself. This helps you learn problem-solving and ensures you don't face the same issues in future tasks.

• No Paid Tools:

If the task involves any paid software/tools, do not purchase anything. Just learn the process or find free alternatives.

• CitHub Submission:

Create a new GitHub repository for each task.

Add everything you used for the task — code, datasets, screenshots (if any), and a **short README.md** explaining what you did.

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