CREATE A JAVA APPLICATION FOR A

LIBRARY CONSOLE APPLICATION

- A. the user should have a **menu** which would allow them to:
 - 1. Add a book
 - 2. Display a book report (this feature is not available yet, it should display "COMING SOON")
 - 3. Quit
- B. The user should **enter the following values**:
 - 1. the book name
 - 2. the ISBN number
 - 3. a description of the book
 - 4. the details(full name) of the author
 - 5. the reading time(how long it takes to complete 1 book)
 - 6. the book status (is it on their bookshelf(to read), reading, or is it completed)
- C. The Book report should be **displayed** on the screen after the user has entered the information
- D. add the following **methods**:
 - Boolean: CheckBookDescription() > ensures that the description of the book is no longer than 100 characters
 - String: CreateBookID() > creates and returns the BookID
 - (book name(first 2 letters), a #, the ISBN, a #, and the last 2 letters of the authors first name)
 - String: PrintBookDetails() > returns the full details about the book
 - int: returnTotalHours() > returns the combined hours of all tasks entered