

# **Simple Library Management System (Java )**

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## 1.0 Introduction

This report explains the implementation of a simple Library Management System using Java. The program enables users to manage a collection of books by adding, borrowing, returning, and viewing available and borrowed books through a console-based menu system.

## 2.0 features

The Java program offers the following functionalities:

- **Add a New Book:** Users can add books by providing the title, author, and ISBN.
- **Borrow a Book:** Books can be borrowed if available.
- **View Available Books:** Displays a list of available books.
- **View Borrowed Books:** Displays the borrowed books along with the borrowing timestamp.
- **Return a Book:** Users can return borrowed books using their ISBN.
- **Exit:** Quits the program.

## 3.0 Main structure

```
C > Users > HP > Desktop > J LibraryManagementSystem.java
21 static ArrayList<Book> bookList = new ArrayList<>();
22
23 public static void main(String[] args) {
24     Scanner scanner = new Scanner(System.in);
25
26     // Adding an initial book to the Library
27     bookList.add(new Book("Sherlock Holmes", "Sir Arthur Conan Doyle", "001", "available", null));
28
29     while (true) {
30         System.out.println("\n----- Library Management System -----");
31         System.out.println("1. Add new book");
32         System.out.println("2. Borrow book");
33         System.out.println("3. View available books");
34         System.out.println("4. View borrowed books");
35         System.out.println("5. Return book");
36         System.out.println("6. Quit the system");
37         System.out.println("-----");
38
39         System.out.print("Enter your command: ");
40         String command = scanner.nextLine();
41
42         switch (command) {
43             case "1":
44                 addBook(scanner);
45                 break;
46             case "2":
47                 borrowBook(scanner);
48                 break;
49             case "3":
50                 viewAvailableBooks();
51                 break;
52             case "4":
53                 viewBorrowedBooks();
54                 break;
55             case "5":
56                 returnBook(scanner);
57                 break;
58             case "6":
59                 System.out.println("Leaving the system. Have a great day!");
60                 scanner.close();
61                 return;
62             default:
63                 System.out.println("Invalid command! Please try again.");
64         }
65     }
66 }
```

## 4.0 Adding Books

```
67
68 public static void addBook(Scanner scanner) {
69     System.out.print("Enter book name: ");
70     String title = scanner.nextLine();
71     System.out.print("Enter author name: ");
72     String author = scanner.nextLine();
73     System.out.print("Enter book ISBN: ");
74     String isbn = scanner.nextLine();
75
76     bookList.add(new Book(title, author, isbn, "available", null));
77     System.out.println "\"" + title + "\" has been added to the library.");
78 }
79
```

```
----- Library Management System -----
1. Add new book
2. Borrow book
3. View available books
4. View borrowed books
5. Return book
6. Quit the system
-----
Enter your command: 1
Enter book name: Treasure Island
Enter author name: Robert Louis
Enter book ISBN: B346
"Treasure Island" has been added to the library.
```

## 4.1 Borrow Books

```
79
80 public static void borrowBook(Scanner scanner) {
81     System.out.print("Enter book ISBN No: ");
82     String isbn = scanner.nextLine();
83
84     for (Book book : bookList) {
85         if (book.isbn.equals(isbn)) {
86             if (book.status.equals("available")) {
87                 book.status = "borrowed";
88                 book.time = java.time.LocalDateTime.now().toString();
89                 System.out.println("'" + book.title + "' has been successfully borrowed. Enjoy your reading!");
90                 return;
91             }
92             System.out.println("The book is already borrowed.");
93             return;
94         }
95     }
96     System.out.println("Book not found.");
97 }
98
```

```

----- Library Management System -----
1. Add new book
2. Borrow book
3. View available books
4. View borrowed books
5. Return book
6. Quit the system
-----
Enter your command: 2
Enter book ISBN No: B0001
'Sherlock Holmes' has been successfully borrowed. Enjoy your reading!

```

## 4.2 View available books

```

98
99  public static void viewAvailableBooks() {
100  System.out.println("\nAvailable Books:");
101  boolean found = false;
102  for (Book book : bookList) {
103  if (book.status.equals("available")) {
104  found = true;
105  System.out.println("Title - " + book.title);
106  System.out.println("Author - " + book.author);
107  System.out.println("ISBN - " + book.isbn);
108  System.out.println("-----");
109  }
110  }
111  if (!found) {
112  System.out.println("No books available.");
113  }
114  }
115

```

```

----- Library Management System -----
1. Add new book
2. Borrow book
3. View available books
4. View borrowed books
5. Return book
6. Quit the system
-----
Enter your command: 3

Available Books:
Title - Sherlock Holmes
Author - Sir Arthur Conan Doyle
ISBN - 001
-----
Title - Treasure Island
Author - Robert Louis
ISBN - B346
-----

```

## 4.3 View borrowed books

```
115
116 public static void viewBorrowedBooks() {
117     System.out.println("\nBorrowed Books:");
118     boolean found = false;
119     for (Book book : bookList) {
120         if (book.status.equals("borrowed")) {
121             found = true;
122             System.out.println("Title - " + book.title);
123             System.out.println("Author - " + book.author);
124             System.out.println("ISBN - " + book.isbn);
125             System.out.println("Borrowed at: " + book.time);
126             System.out.println("-----");
127         }
128     }
129     if (!found) {
130         System.out.println("No books are currently borrowed.");
131     }
132 }
133
```

```
----- Library Management System -----
1. Add new book
2. Borrow book
3. View available books
4. View borrowed books
5. Return book
6. Quit the system
-----
Enter your command: 4

Borrowed Books:
Title - Sherlock Holmes
Author - author conen doyle
ISBN - B0001
Borrowed at: 2025-01-13T02:26:40.733583100
```

## 4.4 Return books

```
public static void returnBook(Scanner scanner) {
    System.out.print("Enter book ISBN No: ");
    String isbn = scanner.nextLine();

    for (Book book : bookList) {
        if (book.isbn.equals(isbn)) {
            if (book.status.equals("borrowed")) {
                book.status = "available";
                book.time = java.time.LocalDateTime.now().toString();
                System.out.println("'" + book.title + "' has been successfully returned. Thank you!");
                return;
            }
            System.out.println("This book is not borrowed.");
            return;
        }
    }
    System.out.println("Book not found.");
}
```

```
----- Library Management System -----
1. Add new book
2. Borrow book
3. View available books
4. View borrowed books
5. Return book
6. Quit the system
-----
Enter your command: 5
Enter book ISBN No: B0001
'Sherlock Holmes' has been successfully returned. Thank you!

----- Library Management System -----
1. Add new book
2. Borrow book
3. View available books
4. View borrowed books
5. Return book
6. Quit the system
-----
Enter your command: 6
Leaving the system. Have a great day!

C:\Users\HP\Desktop>
```

## 5.0 conclusion

The Java Library Management System effectively demonstrates how to create a basic console-based application using Java. It covers fundamental programming concepts such as classes, objects, collections, loops, and user input handling. The program provides a functional menu-driven system for managing a small library, allowing users to add, borrow, return, and view books