*# -------------------------- Library Management System ----------------- #  
"""  
Create a library class -  
------------------ methods ---------------  
display\_book = for displaying all books in library  
lend\_book = for lend book - Lend means give something to someone for a short time, expecting that you will get it back  
lend\_book (if book is not available print who have the book currently )  
add\_book = if someone donate a book add that book in library  
return\_book = to returning a book to some one  
  
------------- Constructor -----------------  
sherry\_library = Library([list\_of\_books], library name)  
  
dictionary = {book\_name:person name who have this book}  
  
Create a main func and run an infinite loop asking the user for their input  
"""*list\_of\_books = [**'Python Crash Course'**, **'Learn Version Control With Git'**, **'Smarter Way to Learn Python'**, **'Manning DL'**]  
  
  
**class** Library:  
  
 **def** \_\_init\_\_(self, books\_list, library\_name):  
 self.Books = books\_list  
 self.Library\_name = library\_name  
 self.lendDict = {}  
  
 **def** display\_books(self):  
 **return f'Welcome to {**self.Library\_name**}, The Books available in our library are {**self.Books**}\n'  
  
 def** lend\_books(self, book, user):  
 **if** book **not in** self.lendDict.keys():  
 self.lendDict.update({book: user})  
 print(**f"Dictionary has been Updated You can take your Book {**book**} now."**)  
 **else**:  
 print(**f"Sorry Sir book is already in use of {**self.lendDict[book]**}"**)  
  
 @staticmethod  
 **def** add\_book(user, book):  
 print(**f"{**user**} sir we appreciate your effort for our library."**)  
 list\_of\_books.append(book)  
 print(**f'Thank you {**user**} have a nice day :)'**)  
  
 **def** returning\_book(self, book\_name):  
 **if** book\_name **in** list\_of\_books:  
 self.Books.remove(book\_name)  
 print(**f"{**book\_name**} has been removed."**)  
 **else**:  
 print(**f"{**book\_name**} is not in our Library."**)  
  
  
**def** main():  
 **while True**:  
 lib\_name = input(**"Enter name for library -"**)  
 user = Library(list\_of\_books, lib\_name)  
  
 **def** user\_inp\_for\_library():  
 ask\_inp = input(**f'What do you want to do in {**lib\_name**} ? For list of books press "books", for lend a book '  
 f'press "lend" for donating a book press "donate" & for accessing a book press'  
 f' "return". \n'**).upper()  
 **if** ask\_inp == **'BOOKS'**:  
 print(user.display\_books())  
 **elif** ask\_inp == **'LEND'**:  
 name = input(**"Enter your name: "**)  
 book\_name = input(**'Enter the name of book which you want to lend: '**)  
 print(user.lend\_books(book\_name, name))  
 **elif** ask\_inp == **'DONATE'**:  
 name = input(**"Enter your name: "**)  
 book = input(**"Enter book name: "**)  
 print(user.add\_book(name, book))  
 **elif** ask\_inp == **'RETURN'**:  
 ret\_book = input(**f"Enter the book name which you want."**)  
 print(user.returning\_book(ret\_book))  
 **else**:  
 print(**'Invalid Input'**)  
  
 user\_inp\_for\_library()  
  
 **def** again():  
 ask = input(**'Do you want to continue with your Library ? press Y/N - \n'**).upper()  
 **if** ask == **'Y'**:  
 user\_inp\_for\_library()  
 **else**:  
 **pass** again()  
  
  
main()