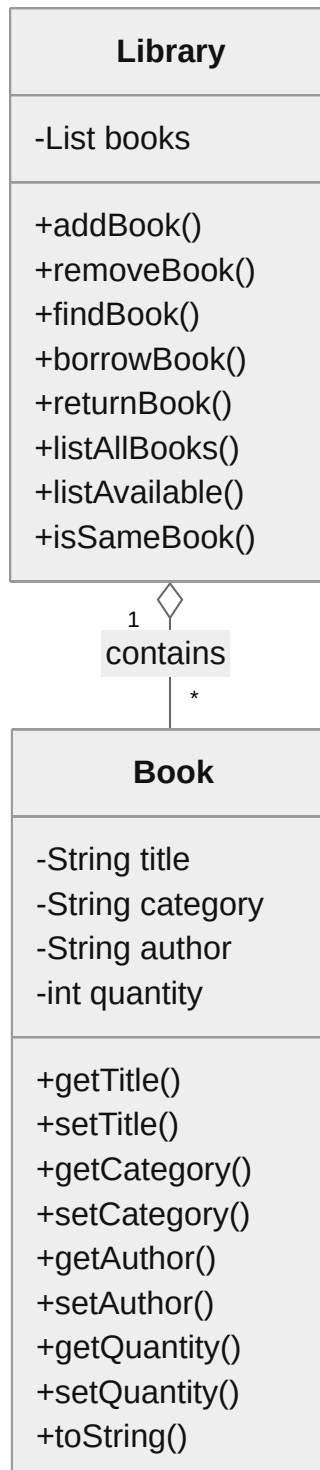


# Library Management System

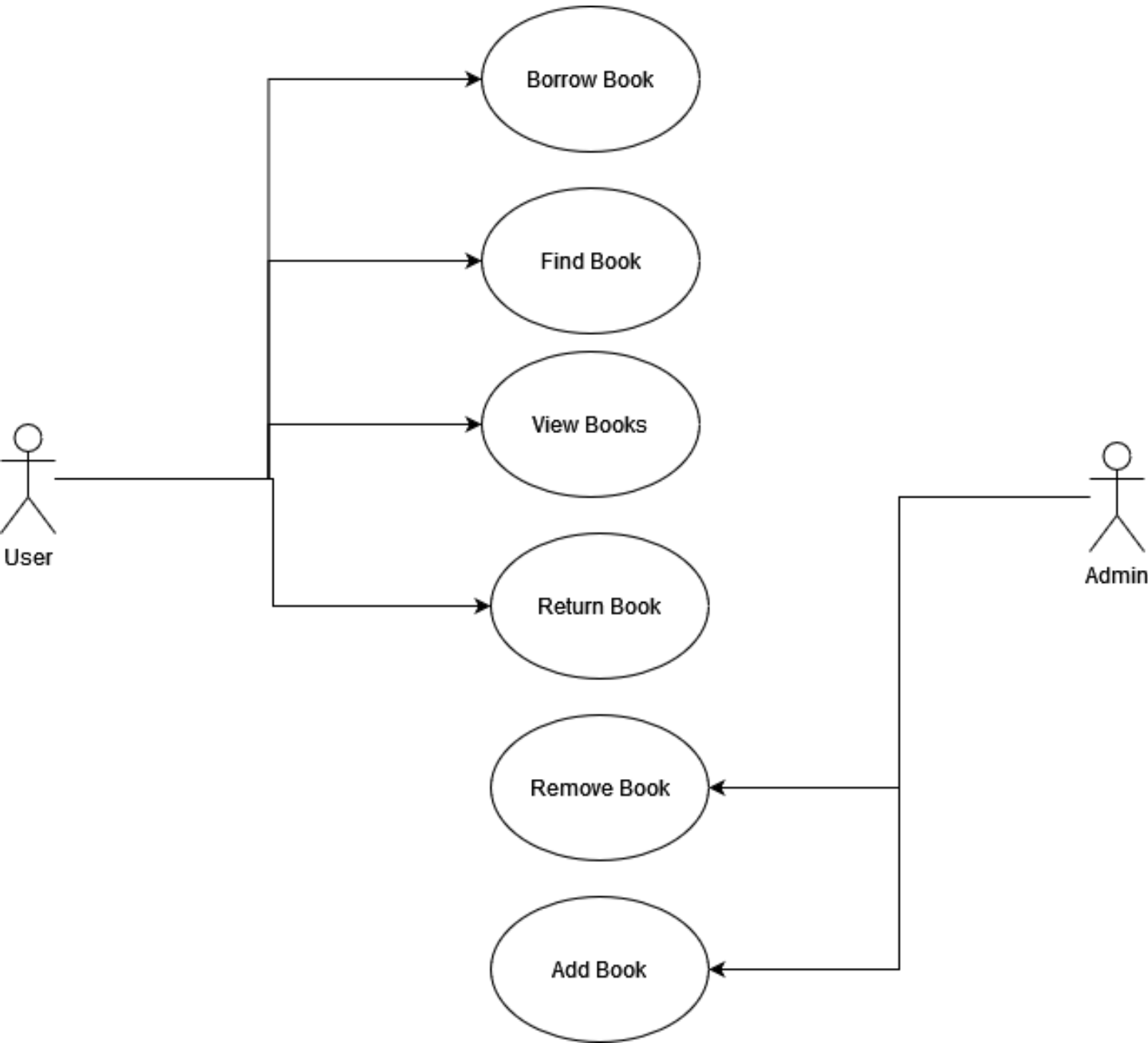
The Library Management System is a simple Java-based application designed to manage basic library operations. It provides a command-line interface for both library administrators and users to interact with

the library's book inventory. The system allows for basic operations such as adding books, removing books, borrowing, returning, and searching for books.

**Class Diagram:**



Use case diagram:



Available Commands:

help

Shows all available commands and their usage.

> help

You can also get detailed help for a specific command:

> help add

**add**

Adds a new book to the library. If the book already exists, increases its quantity.

> add <title> <category> <author> <quantity>

Example: add HarryPotter Fantasy JKRowling 5

**remove**

Removes a book from the library completely.

> remove <title> <author>

Example: remove HarryPotter JKRowling

**find**

**Searches for a book by title and displays its information.**

**> find <title>**

**Example: find HarryPotter**

**borrow**

**Borrows a book (decreases quantity by 1).**

**> borrow <title>**

**Example: borrow HarryPotter**

**return**

**Returns a borrowed book (increases quantity by 1).**

**> return <title>**

**Example: return HarryPotter**

**list**

**Lists books in the library. Has two options:**

**> list all      // Shows all books, including those with 0 quantity**

**> list available   // Shows only books with quantity > 0**

**exit**

**Exits the program.**

**> exit**

**> quit**