# Library Information System

You have been tasked with developing a library information system using object-oriented programming concepts. The system should be able to store and manage information about books, authors, publishers, borrowers, and librarians. The system has several JFrames.

# Requirements

#### Book

This class should represent a book in the library. It should have the following properties:

- Title (String)
- Author (Author)
- ISBN (String)
- Publication Date (Date)
- Publisher (Publisher)
- Available Copies (int)

It should also have methods for:

- Borrowing a copy of the book (decrementing the available copies)
- Returning a copy of the book (incrementing the available copies)

### Author

This class should represent an author of a book. It should have the following properties:

- Name (String)
- Email (String)
- Biography (String)

#### Publisher

This class should represent a publisher of a book. It should have the following properties:

- Name (String)
- Address (String)
- Email (String)

### Borrower

This class should represent a borrower of a book. It should have the following properties:

- Name (String)
- Email (String)
- Borrowed Books (List<Book>)

#### It should also have methods for:

- Borrowing a book (adding the book to the borrower's list of borrowed books)
- Returning a book (removing the book from the borrower's list of borrowed books)

#### Librarian

This class should represent a librarian in the library. It should have the following properties:

- Name (String)
- Email (String)

#### It should also have methods for:

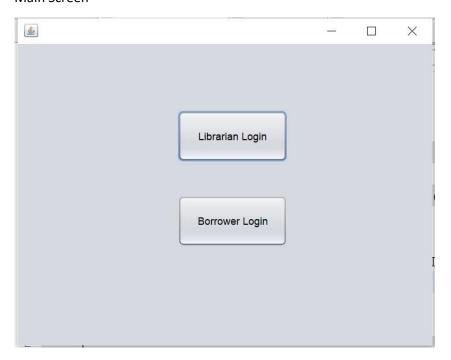
- Adding a book to the library
- Removing a book from the library
- Adding an author to the library
- Removing an author from the library
- Adding a publisher to the library
- Removing a publisher from the library
- Adding a borrower to the library
- Removing a borrower from the library
- Finding a book by title or author
- Finding a borrower by name or email

Do not forget to add the necessary methods (getter/setter, toString, etc.) for each class.

Create your GUI.

Draw your diagram.

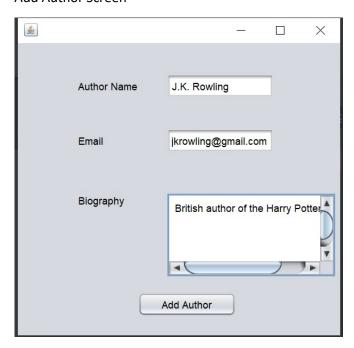
### Main Screen



# Librarian Screen

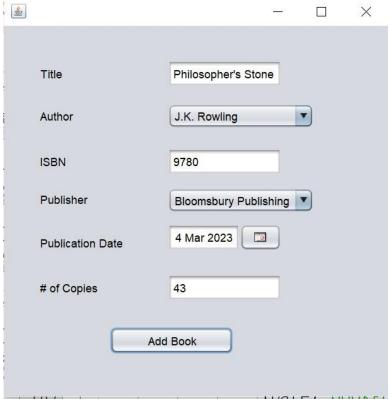


# Add Author Screen

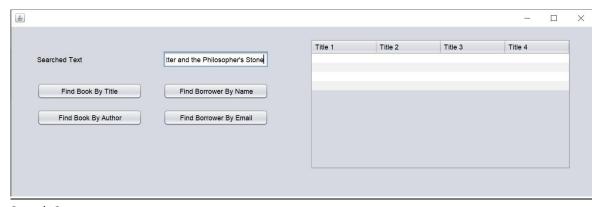


# Add Publisher Screen

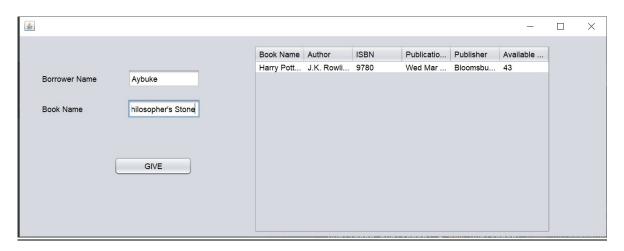




Add Book Screen



Search Screen



**Borrower Screen**