

```
Main [Java Application] /Users/suleyman/p2/pool/plugins/org.eclipse.justi.openjdk.hotspot.jre.full.macosx.aarch64_17.0.4.v20221004-1257/jre/bin/java (Feb 2, 2023, 12:23:28 PM) [pid: 3394]
```

```
./...
$!help
ADD <title> <subject> <publication> <pages> <rating>
LIST
SORT_BY_TITLE
SORT_BY_PAGE
SORT_BY_PUBLICATION
SORT_BY_RATING
SEARCH <search_text>
SEARCH_CATEGORY <search_text>
EXIT
HELP
$:
```

```
Unrecognized command. See command file help.
```

```
$:LIST
Algorithm Design Techniques | Subject: Algorithms | Page: 523 | Publish: 1995 | 9.0
Advanced Data Structures | Subject: Data Structures | Page: 700 | Publish: 1999 | 9.4
Algorithm Design and Analysis | Subject: Algorithms | Page: 500 | Publish: 1982 | 8.9
Data Structures and Algorithms for Beginners | Subject: Data Structures | Page: 300 | Publish: 1985 | 8.1
Data Mining Algorithms | Subject: Algorithms | Page: 800 | Publish: 2016 | 9.2
Data Structures for Competitive Programming | Subject: Data Structures | Page: 650 | Publish: 1981 | 9.1
Functional Programming Concepts | Subject: Programming | Page: 400 | Publish: 2014 | 8.5
Gaming Engine Architecture | Subject: Gaming | Page: 384 | Publish: 2010 | 9.3
Game Design Patterns | Subject: Gaming | Page: 600 | Publish: 2012 | 9.1
Game Physics Engine Development | Subject: Gaming | Page: 700 | Publish: 2019 | 9.5
Game AI Techniques | Subject: Gaming | Page: 800 | Publish: 1984 | 9.2
Object-Oriented Programming Fundamentals | Subject: Programming | Page: 550 | Publish: 2002 | 8.8
Optimization Algorithms | Subject: Algorithms | Page: 450 | Publish: 2005 | 8.9
Operating System Internals | Subject: Operating Systems | Page: 800 | Publish: 2008 | 8.7
Object-Oriented Design Patterns | Subject: Programming | Page: 550 | Publish: 1980 | 8.7
Operating Systems Theory | Subject: Operating Systems | Page: 700 | Publish: 1983 | 9.0
Programming Mastery | Subject: Programming | Page: 678 | Publish: 1990 | 9.2
Parallel Computing Techniques | Subject: Programming | Page: 800 | Publish: 2018 | 9.1
Real-Time Operating Systems | Subject: Operating Systems | Page: 500 | Publish: 2018 | 8.8
The Art of Operating Systems | Subject: Operating Systems | Page: 789 | Publish: 2000 | 8.5
$:
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Game Physics Engine Development | Subject: Gaming | Page: 700 | Publish: 2019 | 9.5
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```

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Data Structures and Algorithms for Beginners | Subject: Data Structures | Page: 300 | Publish: 1985 | 8.1
The Art of Operating Systems | Subject: Operating Systems | Page: 789 | Publish: 2000 | 8.5
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Game Physics Engine Development | Subject: Gaming | Page: 700 | Publish: 2019 | 9.5
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```
$:SEARCH Programming
Functional Programming Concepts | Subject: Programming | Page: 400 | Publish: 2014 | 8.5
Object-Oriented Programming Fundamentals | Subject: Programming | Page: 550 | Publish: 2002 | 8.8
Data Structures for Competitive Programming | Subject: Data Structures | Page: 650 | Publish: 1981 | 9.1
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```
$:SEARCH_CATEGORY Algorithms
Data Structures and Algorithms for Beginners | Subject: Data Structures | Page: 300 | Publish: 1985 | 8.1
Optimization Algorithms | Subject: Algorithms | Page: 450 | Publish: 2005 | 8.9
Data Mining Algorithms | Subject: Algorithms | Page: 800 | Publish: 2016 | 9.2
$:
```

```
Unrecognized command. See commands for help.  
$:ADD MyBook AI 2023 154 9.8  
OK  
$:
```

```
$:aaaaa  
Unrecognized command. See commands for help.  
$:
```

```
$:ADD sdkfljdskfj  
Invalid input for add. See commands for help.  
$:
```

```
$:exit
```