```
public static void main(String[] args)
{
  Book theBook = new Book("A Tale of Two Cities", "Dickens", 1);
  Copy theCopy = new Copy(theBook);
  LibMember theLibMember = new LibMember();

  if (theLibMember.borrow(theCopy))
      System.out.println("successfully borrowed");
  else System.out.println("Borrowing failed!");
}


class LibMember
{
   private String memberID;
   private String name;
   private String address;
   private int numberBooksBorrowed = 0; // or, initialized to zero in constructor

   private bool okToBorrow()
   {
     return numberBooksBorrowed < Constants.MAX_BOOKS;
   }


   public bool borrow(Copy aCopy)
   {
      if okToBorrow()
        return aCopy.borrow2();
      else return false;
   }
}


class Copy
{
   private Book book;
   private int copyID;

   Copy(Book b)
   {
     book = b;
     // code for generating copyID
     book.incrementNumberCopiesOnShelf() // other designs are possible: e.g., static
field numberOfCopies
   }

   public bool borrow2()
   {
       return book.borrowed();
   }
}


// The given design has navigability from Copy to Book (not the other way): Copy
maintains info about Book.
// No way for a given Book to find all of its own copies. To find how many copies a
given book has, we will
// have to loop over all copies of all books, checking whether a copy belongs to the
given book.
```

```
class Book
{
   private int numberCopiesOnShelf = 0; // it's possible that all copies are lost or
out on loan
   private String Title;
   private String Author;
   private int edition;

   Book(String title, String author, int ed)
   {
     Title = title;
     Author = author;
     edition = ed;
     Copy c = new Copy(this); // c unused
   }

   public bool borrowed()
   {
     if (numberCopiesOnShelf > 0)
     {
          numberCopiesOnShelf--;
          return true;
     }
     else return false;
   }


   public void returned()
   {
     incrementNumberCopiesOnShelf();
   }

   public void incrementNumberCopiesOnShelf()
   {
     numberCopiesOnShelf++;
   }

}

public class Constants
{
  public static final int MAX_BOOKS = 6;
}
```