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Library management
231901062
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231901017
import java.util.ArrayList;
import java.util.Scanner;
// Book class to represent a book
class Book {
  private int id;
  private String title;
  private String author;
  private boolean isAvailable;
  // Constructor
  public Book(int id, String title, String author) {
     this.id = id;
     this.title = title;
     this.author = author;
     this.isAvailable = true; // Book is available by default
  }
  // Getters
  public int getId() {
     return id;
  }
  public String getTitle() {
     return title;
  }
  public String getAuthor() {
     return author;
  }
  public boolean isAvailable() {
     return isAvailable;
  }
  // Setters
  public void setAvailable(boolean available) {
     isAvailable = available;
  }
```

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// Method to display book information
  public void displayInfo() {
     System.out.println("ID: " + id + " | Title: " + title + " | Author: " + author +
       " | Available: " + (isAvailable ? "Yes" : "No"));
  }
}
// Library class to manage the books
public class LibraryManagementSystem {
  private ArrayList<Book> books;
  private Scanner scanner;
  // Constructor
  public LibraryManagementSystem() {
     books = new ArrayList<>();
     scanner = new Scanner(System.in);
  }
  // Add new book to the library
  public void addBook() {
     System.out.print("Enter book ID: ");
     int id = scanner.nextInt();
     scanner.nextLine(); // Consume newline
     System.out.print("Enter book title: ");
     String title = scanner.nextLine();
     System.out.print("Enter book author: ");
     String author = scanner.nextLine();
     Book newBook = new Book(id, title, author);
     books.add(newBook);
     System.out.println("Book added successfully!");
  }
  // View all books in the library
  public void viewAllBooks() {
     if (books.isEmpty()) {
       System.out.println("No books available in the library.");
       System.out.println("\nBooks in the Library:");
       for (Book book : books) {
          book.displayInfo();
       }
```

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}
}
// Borrow a book
public void borrowBook() {
  System.out.print("Enter the ID of the book you want to borrow: ");
  int id = scanner.nextInt();
  Book book = findBookByld(id);
  if (book != null) {
     if (book.isAvailable()) {
        book.setAvailable(false);
        System.out.println("You have successfully borrowed the book: " + book.getTitle());
     } else {
        System.out.println("Sorry, the book is currently unavailable.");
  } else {
     System.out.println("Book not found.");
  }
}
// Return a borrowed book
public void returnBook() {
  System.out.print("Enter the ID of the book you want to return: ");
  int id = scanner.nextInt();
  Book book = findBookById(id);
  if (book != null) {
     if (!book.isAvailable()) {
        book.setAvailable(true);
        System.out.println("You have successfully returned the book: " + book.getTitle());
     } else {
        System.out.println("This book was not borrowed.");
  } else {
     System.out.println("Book not found.");
}
// Search for a book by title
public void searchBookByTitle() {
  scanner.nextLine(); // Consume newline
  System.out.print("Enter book title to search: ");
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String title = scanner.nextLine();
  boolean found = false;
  for (Book book : books) {
     if (book.getTitle().toLowerCase().contains(title.toLowerCase())) {
       book.displayInfo();
       found = true;
     }
  if (!found) {
     System.out.println("No books found with that title.");
  }
}
// Find a book by ID
private Book findBookByld(int id) {
  for (Book book : books) {
     if (book.getId() == id) {
       return book;
     }
  return null;
}
// Display the menu
public void displayMenu() {
  System.out.println("\n*** Library Management System ***");
  System.out.println("1. Add Book");
  System.out.println("2. View All Books");
  System.out.println("3. Borrow Book");
  System.out.println("4. Return Book");
  System.out.println("5. Search Book by Title");
  System.out.println("6. Exit");
}
// Main method
public static void main(String[] args) {
  LibraryManagementSystem library = new LibraryManagementSystem();
  int choice;
  // Main loop to keep the system running until exit
     library.displayMenu();
```

```
System.out.print("Enter your choice: ");
        choice = library.scanner.nextInt();
        switch (choice) {
          case 1:
             library.addBook();
             break;
          case 2:
             library.viewAllBooks();
             break;
          case 3:
             library.borrowBook();
             break;
          case 4:
             library.returnBook();
             break;
          case 5:
             library.searchBookByTitle();
             break;
          case 6:
             System.out.println("Exiting the system...");
             break;
          default:
             System.out.println("Invalid choice. Please try again.");
     } while (choice != 6);
}
```