class Library:

def \_\_init\_\_(self,listofbooks):

self.availablebooks=listofbooks

def displayAvailablebooks(self):

print("The books we have in our library are:")

for book in self.availablebooks:

print(book)

def borrowBook(self,requestedBook):

if requestedBook in self.availablebooks:

print("The book you requested has been issued.")

self.availablebooks.remove(requestedBook)

else:

print("Sorry the book you have requested is currently not in the library")

def returnBook(self,returnedBook):

self.availablebooks.append(returnedBook)

print("Thanks for returning your borrowed book")

class Student:

def requestBook(self):

name = input("Enter your name => ")

print("Enter the name of the book you'd like to borrow =>")

self.book=input()

return self.book

def returnBook(self):

name = input("Enter your name => ")

print("Enter the name of the book you'd like to return =>")

self.book=input()

return self.book

def main():

library=Library(["JAVA","PYTHON","PROGRAMMING MASTER","LEARN TO CODE"])

student=Student()

done=True

while done==True:

print("""

\* \*LIBRARY MENU\* \*

1. Display all available books

2. Request a book

3. Return a book

4. Exit

""")

a = int(input("Enter Choice:"))

if a==1:

library.displayAvailablebooks()

elif a==2:

library.borrowBook(student.requestBook())

elif a==3:

library.returnBook(student.returnBook())

elif a==4:

print("Thanks for choosing our Library.")

break

else:

print("Invalid Choice!")

main()