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Class Library

java.lang.Object
    Library

```
public class Library
extends Object
```

A class to represent a library and all the available resources.

Version:

1.0

Author:

Ailidh

Constructor Summary

Constructors

Constructor	Description
Library(**String** name)	Constructor for objects of class Library.

Method Summary

All Methods   Instance Methods   Concrete Methods

Modifier and Type	Method	Description
void	**addNewResource** (**Resource** resourceToAdd)	Add a resource to the library catalogue.
void	**availableBooks**()	Print a list of all available resources.
void	**editTitle**(**String** oldTitle, **String** newTitle)	Edit the title of a resource in the library.
void	**findAuthor**(**String** authorToFind)	Search the library for resources matching the given author.
void	**findIsbn**(**String** isbnToFind)	Search the library for resources matching the given ISBN.

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	~~ArrayList getResources()~~	
void	**lendingBook(Resource** bookToLend, **LibraryMember** memberTakingBook)	A method to simulate a library member borrowing a book.
int	**libraryCatalogueSize()**	Get the size of the library catalogue.
void	**listElectronicResources()**	List the electronic resources held in the library.
void	**listPhysicalResources()**	List the physical resources held in the library.
void	**messageToMembersHoldingBooks (String** message)	A method to simulate sending a message to all members who currently hold resources.
void	**printDetails()**	Print the details of the library.
void	**removeResource (Resource** resourceToRemove)	Remove a resource from the library.
void	**removeResourceByIndex**(int index)	Remove a resource from the library using its index position.
boolean	**resourceAvailableInLibrary (Resource** resourceToCheck)	Check if the library contains a resource.
void	**returningBook(Resource** bookToReturn, boolean newDamageToAdd, **String** damageDescription)	A method to simulate a library member returning a resource.
void	**setLibraryName(String** newName)	Set the name of the library.

Methods inherited from class java.lang.Object

clone, equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

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Constructor Detail

Library

public Library(String name)

Constructor for objects of class Library.

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Method Detail

setLibraryName

public void setLibraryName(String newName)

Set the name of the library.

Parameters:

newName - The name of the library.

getLibraryname

public String getLibraryname()

Get the name of the library.

Returns:

The library name.

getResources

public ArrayList getResources()

printDetails

public void printDetails()

Print the details of the library.

resourceAvailableInLibrary

public boolean resourceAvailableInLibrary(Resource resourceToCheck)

Check if the library contains a resource.

Parameters:

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editTitle

```
public void editTitle(String oldTitle, String newTitle)
```

Edit the title of a resource in the library.

Parameters:

`oldTitle` - The existing title of the resource.

`newTitle` - The new title of the resource.

---

findResource

```
public Resource findResource(Resource resourceToFind)
```

Find a resource within the library.

Parameters:

`resourceToFind` - The resource to find.

---

findIsbn

```
public void findIsbn(String isbnToFind)
```

Search the library for resources matching the given ISBN.

Parameters:

`isbnToFind` - The ISBN to search for.

---

findAuthor

```
public void findAuthor(String authorToFind)
```

Search the library for resources matching the given author.

Parameters:

`authorToFind` - The author to search for.

---

removeResource

```
public void removeResource(Resource resourceToRemove)
```

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removeResourceByIndex

```
public void removeResourceByIndex(int index)
```

Remove a resource from the library using its index position.

Parameters:

`index` - The index position to remove from the library.

---

availableBooks

```
public void availableBooks()
```

Print a list of all available resources.

---

libraryCatalogueSize

```
public int libraryCatalogueSize()
```

Get the size of the library catalogue.

Returns:

The size of the catalogue, being all resources currently contained within it.

---

addNewResource

```
public void addNewResource(Resource resourceToAdd)
```

Add a resource to the library catalogue.

Parameters:

`resourceToAdd` - The resource to add to the catalogue.

---

lendingBook

```
public void lendingBook(Resource bookToLend, LibraryMember memberTakingBook)
```

A method to simulate a library member borrowing a book.

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returningBook

```
public void returningBook(Resource bookToReturn, boolean newDamageToAdd,
String damageDescription)
```

A method to simulate a library member returning a resource.

Parameters:

bookToReturn - The resource the library member wants to return.

newDamageToAdd - True if the resource is physical and is damaged, otherwise false.

damageDescription - The damage to record, if relevant.

---

messageToMembersHoldingBooks

```
public void messageToMembersHoldingBooks(String message)
```

A method to simulate sending a message to all members who currently hold resources.

Parameters:

message - The message to send to the relevant members.

---

listPhysicalResources

```
public void listPhysicalResources()
```

List the physical resources held in the library.

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listElectronicResources

```
public void listElectronicResources()
```

List the electronic resources held in the library.

SUMMARY: NESTED | FIELD | CONSTR | METHOD   DETAIL: FIELD | CONSTR | METHOD