#### **Library System**

#### **Situation:**

In today's modern era of technology, libraries have adapted and changed to meet the needs of our society. And now, we come out an idea of creating a code for library systems. We try to create a code that will assist library users in planning their borrowing and making good use of their time and resources. This code not only allows users to choose books from a list, but it also offers a range of functions such as login and registration, borrowing and returning resources, displaying borrowed items, exploring the library's offerings, and logging out when finished. With the help of this application, users can effortlessly and smoothly pick out books from the library and customize their plan for visiting based on their individual preferences. Users have the option to log in and enjoy a personalized service, or they can create their own user accounts through registration. The application also facilitates borrowing and returning resources. When needed, users can easily manage their borrowing list and return resources.

#### Resource

String:title String:author int:year int:period

getTitle():String getAuthor():String getYear():int getPeriod():int

#### Book

String:genre String:ISBN

getGenre():String getISBN():String

#### Multimedia

String:format String:quality String:length

getFormat():String getQuality():String getLength():String

#### Journal

String:genre int:issueNumber

getGenre():String getIssueNumber():int

#### User

String: username String:passward List < Resource > : borrowing list

getUserName: String login:

borrowResource(Resou rce resource): void returnResource(Resourc e resource): void displayBorrowingList():

getBorrowingList():

List < Resource >

LibrarySystem
String: username
String:passward
List <resource>:</resource>
borrowing list
getUserName: String
login:
borrowResource(Resou
rce resource): void
returnResource(Resourc
e resource): void
displayBorrowingList():
void
getBorrowingList():
List < Resource >

### 1. Create **Resource** class

Resource		
Modifier and type	Method(or Variable) and description	
Instance variable		
String	title	
String	author	
int	year	
Int	period	
Constructor		
Resource(String title, String author, int year, int period) Enable to instantiate a Resource object with given title, author, year and period.		
Instance Methods		
-	4 getter for 4 attributes(getTitle(), getAuthor(), getYear(), getPeriod()).	
void	displayInfo() Return the information of the resource.	

#### 2. Create Journal class

Journal	
Modifier and type	Method(or Variable) and description
Int	issueNumber
String	Genre

#### Constructor

## Journal(String title, String author, int year, int issueNumber, int period, String genre)

Enable to instantiate a Journal object with given genre and issueNumber and use super(...) keyword to instantiate the object of superclass by title, author, year, period.

<b>Instance Methods</b>	
-	2 getter for 2 attributes(getIssueNumber(), getGenre()).
void	displayInfo() Return the information of the journal.

#### 3. Create Book class

Modifier and type Method(or Variable) and description	Book	
G		
String genre		
String ISBN		

#### Constructor

Book(String title, String author, int year, String genre, int period, String ISBN) Enable to instantiate a Book object with given genre and ISBN and use super(...) keyword to instantiate the object of superclass by title, author, year, period.

<b>Instance Methods</b>	
-	2 getter for 2 attributes(getISBN(), getGenre()).
void	displayInfo() Return the information of the book.

#### 4. Create Multimedia class

Multimedia	
Modifier and type	Method(or Variable) and description

String	format
String	quality
String	length

#### Constructor

# Multimedia(String title, String author, int year, String format, int period, String quality, String length)

Enable to instantiate a Multimedia object with given length, format and quality and use super(...) keyword to instantiate the object of superclass by title, author, year, period..

<b>Instance Methods</b>	
-	3 getter for 3 attributes(getFormat(), getQuality(), getLength()).
void	displayInfo() Return the information of the multimedia.

#### 5. Create User Class