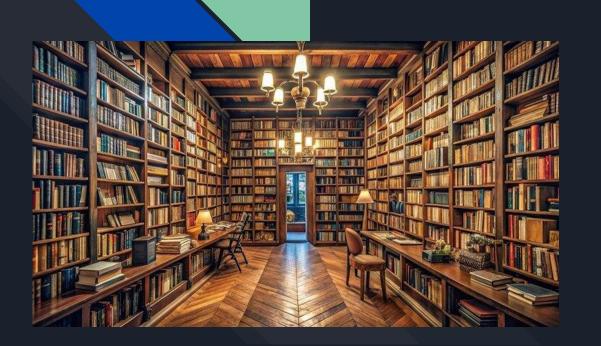
Book Store Management system



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Introduction to the Project

- **Objective**: Manage books in a bookstore through a console-based application.
- Features: Add books, search for books, list all books, sell books, and exit.

CONTROL PANEL

1. ADD BOOK
2. DISPLAY BOOKS
3. CHECK PARTICULAR BOOK
4. UPDATE BOOK
5. DELETE BOOK
6. EXIT

Enter your choice :

Class Structure

Book Class:

Attributes: title, author, price, quantity

Methods: Constructor, getters, setters, toString()

BookStore Class:

Attributes: books (ArrayList of Book objects)

Methods: addBook(), searchBook(), listBooks(), sellBook()



Book Class Details



- Explanation of the Book class:
- Constructor: Initializes title, author, price, quantity.
- Getters and setters for quantity.
- *toString()* method for string representation.

BookStore Class Details



- Explanation of the BookStore class:
- Constructor: Initializes books ArrayList.
- Methods:
- addBook(Book book): Adds a book to the store.
- searchBook(String title): Searches for a book by title.
- listBooks(): Lists all books in the store.
- sellBook(String title, int quantity): Handles book selling process.

Main Method



Main Method Overview

- ~ Manages user interaction through a menu-driven system.
 - ~ Utilizes Scanner for user input.
- ~ Implements a loop to repeat menu options until the user chooses to exit.

Functionality - Add Book

- Add Book
 - ~ Prompts user for title, author, price, and quantity.
- ~ Creates a new Book object and adds it to the BookStore.
 - ~ Displays success message upon addition.

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ADD BOOKS

Book ID : 1

Book Name : Geek

Author Name : geeks

No. of Books : 5

Want to add another book? (y/n) :
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Functionality - Search Book

Search Book



- ~ Searches the BookStore for matching title.
- ~ Displays found Book details if exists; otherwise, notifies Book not found

Functionality - List All Books

- List All Books
 - ~ Displays all Books currently stored in the BookStore.
 - ~ Handles case where no Books are available.

Functionality - Sell Book

Sell Book

- ~ Prompts user for title and quantity to sell.
- ~ Checks if sufficient quantity of Book is available for sale.
- ~ Updates quantity if sale is successful; otherwise, notifies about insufficient stock or book not found.

Conclusion

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*** SIMPLE BOOK STORE ***

Select one of the following:

1: Add a new book
2: Print all books
3: Edit a book
4. Save to File
7: Exit

Enter your choice:
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- Summary of the Book Store Management System
 - ~ Recap of features: Add, Search, List, Sell.
- ~ Highlights user-friendly interface and functionality.
- ~ Potential for further enhancements and improvements.