import sys

class Library:

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

self.availablebooks=listofbooks

def displayAvailablebooks(self):

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

print("================================")

for book in self.availablebooks:

print(book)

def lendBook(self,requestedBook):

if requestedBook in self.availablebooks:

print("The book you requested has now been borrowed")

self.availablebooks.remove(requestedBook)

else:

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

def addBook(self,returnedBook):

self.availablebooks.append(returnedBook)

print("Thanks for returning your borrowed book")

class Student:

def requestBook(self):

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

self.book=input()

return self.book

def returnBook(self):

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

self.book=input()

return self.book

def main():

library=Library(["The Last Battle","The Screwtape letters","The Great Divorce"])

student=Student()

done=False

while done==False:

print(""" ======LIBRARY MENU=======

1. Display all available books

2. Request a book

3. Return a book

4. Exit

""")

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

if choice==1:

library.displayAvailablebooks()

elif choice==2:

library.lendBook(student.requestBook())

elif choice==3:

library.addBook(student.returnBook())

elif choice==4:

sys.exit()

main()