

1-) Create a C++ project first.

2-) Create a header file (.h) named **Book**. Book has;

- integer **id** (private)
- string **name** (private)
- string **author** (private)
- integer **pageNum** (private)
- integer or bool **status** (private)

Also you will have the functions;

- constructor
- **printBookInfo** function to show account info
- **You can write set and get methods if you need.**
- Default values of variables must be ;

Id=0 , name="noName", author="noAuthor", pageNum=0, status=true

3-) After you have the header file, you will create a C++ file (.cpp) named **Book** and implement the methods.

4-) Create a C++ file(.cpp) named **Library**. Create a Book array inside of the Library then write the functions below;

- **AddBook**
- **DisplayBook**
- **BorrowBook**
- **ReturnBook**

```
-----
1 - ADD a Book
2 - BORROW a Book
3 - RETURN a Book
4 - DISPLAY Books
5 - EXIT
-----
1
-----
ADD BOOK TO LIBRARY
-----
Enter the name of Book: Book1
Enter the author of Book: Author1
Enter the Page Number of Book: 123
-----
1 - ADD a Book
2 - BORROW a Book
3 - RETURN a Book
4 - DISPLAY Books
5 - EXIT
-----
1
-----
ADD BOOK TO LIBRARY
-----
Enter the name of Book: Book2
Enter the author of Book: Author2
Enter the Page Number of Book: -50
Invalid Page Number
-----
-----
DISPLAY BOOKS IN THE LIBRARY
-----
ID: 1
Name: Book1
Page Num: 123
Author: Author1
Status: Available
-----
ID: 2
Name: Book2
Page Num: 0
Author: Author2
Status: Available
-----
```

```

-----
BORROW BOOK
-----
Enter the Name of the Book that you want to borrow: Book3
No such book is found!!!
-----
1 - ADD a Book
2 - BORROW a Book
3 - RETURN a Book
4 - DISPLAY Books
5 - EXIT
-----
2
-----
BORROW BOOK
-----
Enter the Name of the Book that you want to borrow: Book2
Book Borrowed Succesfully
ID: 2
Name: Book2
Page Num: 0
Author: Author2
Status: Borrowed

```

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-----
RETURN BOOK
-----
Enter the Name of the Book that you want to return: Book1
Book is already AVAILABLE
-----
1 - ADD a Book
2 - BORROW a Book
3 - RETURN a Book
4 - DISPLAY Books
5 - EXIT
-----
3
-----
RETURN BOOK
-----
Enter the Name of the Book that you want to return: Book2
Book Returned Succesfully
ID: 2
Name: Book2
Page Num: 0
Author: Author2
Status: Available

```

**Bonus: DeleteBook** function can be bonus.

If you have not much time, ignore the menu and just make functions to run.