

Project Report

This report presents the methods used by the students for completing the assignment.

1. Book.java:

This file defines a `Book` class with attributes like title, author, genre, ISBN, type (PrintedBook or Ebook), pages, file format, availability, and due date. It includes methods for getting and setting these attributes, as well as methods for converting the book's information to a string or CSV format.

2. LibrarySystem.java:

This is the main class for the library management system. It handles user login, book borrowing and returning, and administrative tasks like adding and removing users and books. It also includes methods for loading and saving data to files.

3. Transaction.java:

This file defines a `Transaction` class that represents a book borrowing transaction. It includes attributes like transaction ID, username, book ISBN, borrow date, due date, and return date, along with methods for getting and setting these attributes and converting the transaction to a string or CSV format.

4. User.java:

This file defines a `User` class with attributes like username, password, name, and role. It includes methods for getting these attributes and converting the user's information to a string or CSV format.