

# Library Management System Documentation

## User Documentation

### Overview

The Library Management System is a software application designed to automate and manage the operations of a library. It provides functionalities for adding, editing, and removing books, authors, and patrons. Users can search for books by title, author, or ISBN, borrow and return books, and manage patron records.

## Class Descriptions

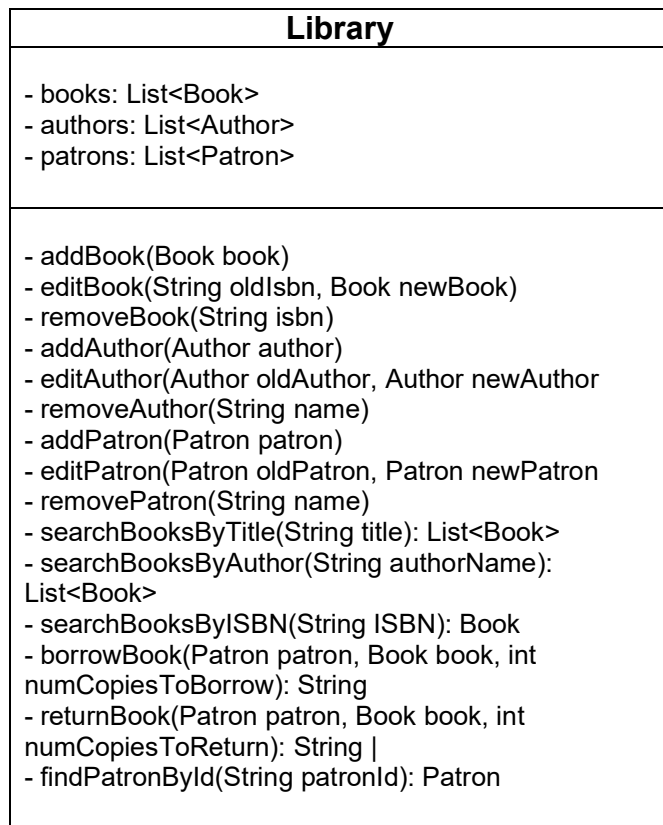
- **LibraryCLI**: This class provides a command-line interface for interacting with the library system.
- **Library**: Represents the library itself and contains methods for managing books, authors, and patrons.
- **Book**: Represents a book in the library system, including its title, author, ISBN, publisher, and number of copies.
- **Author**: Represents an author of a book, including their name and date of birth.
- **Patron**: Represents a library patron, including their name, address, and phone number.

### Getting Started

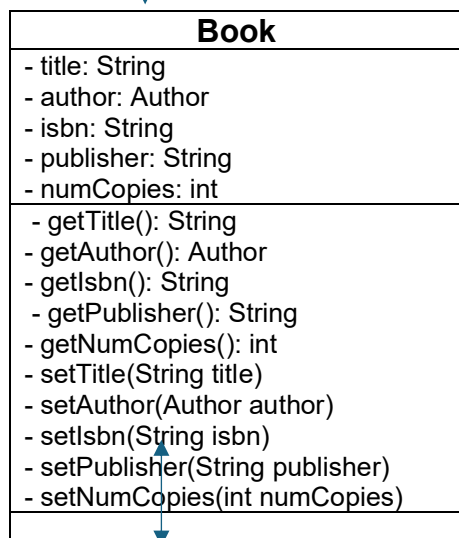
To access the Library Management System:

- Open the command-line interface.
- Compile and run the **Main.java** file – or type `java Main` and hit enter.
- Follow the instructions displayed in the console to interact with the system.

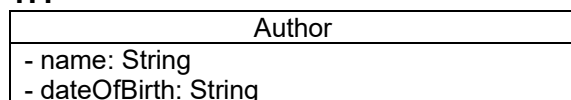
## Class Diagram



1|M



1:1



<ul style="list-style-type: none"> <li>- getName(): String</li> <li>- getDateOfBirth(): String</li> <li>- setName(String name)</li> <li>- setDateOfBirth(String dateOfBirth)</li> </ul>
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1M



Patron
<ul style="list-style-type: none"> <li>- name: String</li> <li>- address: String</li> <li>- phoneNumber: String</li> </ul>
<ul style="list-style-type: none"> <li>- getName(): String</li> <li>- getAddress(): String</li> <li>- getPhoneNumber(): String</li> <li>- setName(String name)</li> <li>- setAddress(String address)  </li> <li>- setPhoneNumber(String phoneNumber)</li> </ul>

## Development Documentation

### Source Code Structure

The source code directory structure is organized as follows:

Library-Management-System/

- |— Author.java
- |— Book.java
- |— Borrowable.java
- |— Library.java
- |— LibraryCLI.java
- |— Library.java
- |— LibraryCLI.java
- |— Main.java
- |— Patron.java

### ### Build Process

- Compile the project using any Java compiler, e.g., `javac`.
- Run the project by executing the compiled `Main.class` file or type java Main in the terminal.

### ### Compiler Time Dependencies

- The project has no external dependencies beyond the Java standard library.

### ### Development Standards

- Followed Java coding standards and best practices.
- Use of meaningful variable and method names.
- Provided comments and documentation for all classes and methods.

### ### Source Code Repository

- The source code repository is hosted on [<https://github.com/janeilchantelle/Library-Management-System.git>].
- You can clone the repository using git clone <https://github.com/janeilchantelle/Library-Management-System.git>.

## ## Deployment Documentation

### ### Installation Manual

To deploy the Library Management System:

1. Download the project source code from the repository.
2. Compile the source code using a Java compiler.
3. Run the compiled `Main.class` file to start the application.

### ### System Requirements

- Java Development Kit (JDK) installed on the system.

### ### Configuration Settings

- No specific configuration settings are required for deployment.

### ### Deployment Checklist

- Ensure the JDK is installed and configured correctly.
- Verify that the project compiles without errors.
- Run the application and test its functionality.

### ### Troubleshooting

- If you encounter any issues during deployment, refer to the development documentation or seek assistance from the project team.