

Assignment 3 – CIMP Library System

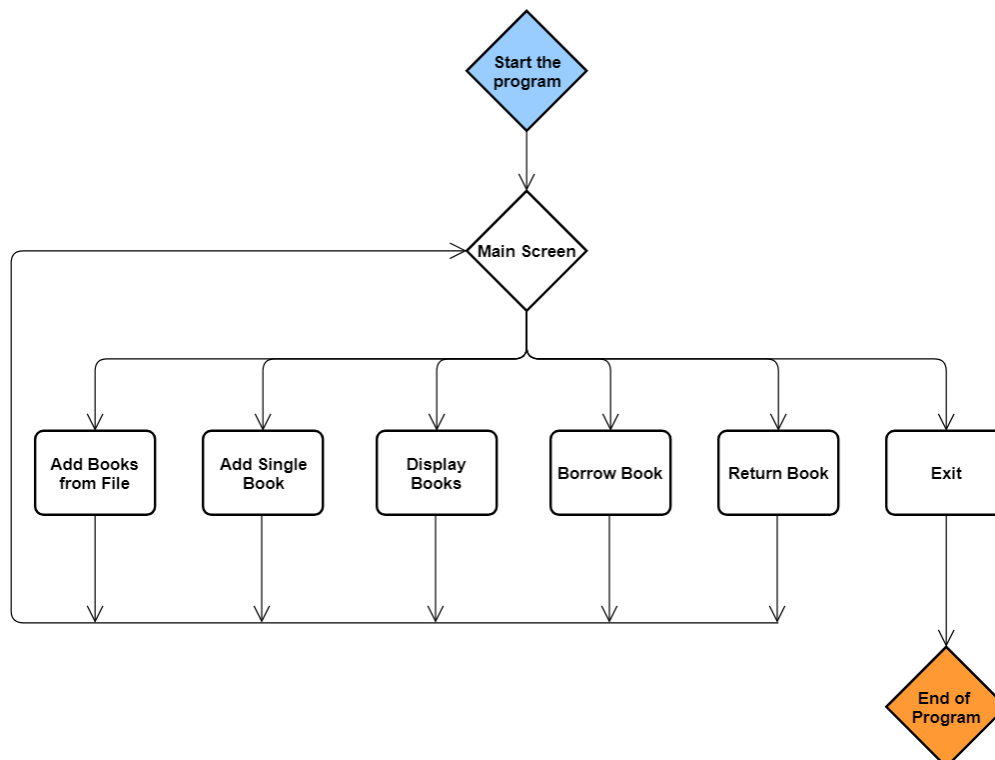
1. General Info

CIMP wants to have its own library and would need a library system to help manage the books. CIMP will only have history, novel and non-fiction books. Each student may borrow the books and the program would know who currently has it. The system is main used by the CIMP librarian. So assume students will not be able to use the system and randomly return books when in fact they didn't.

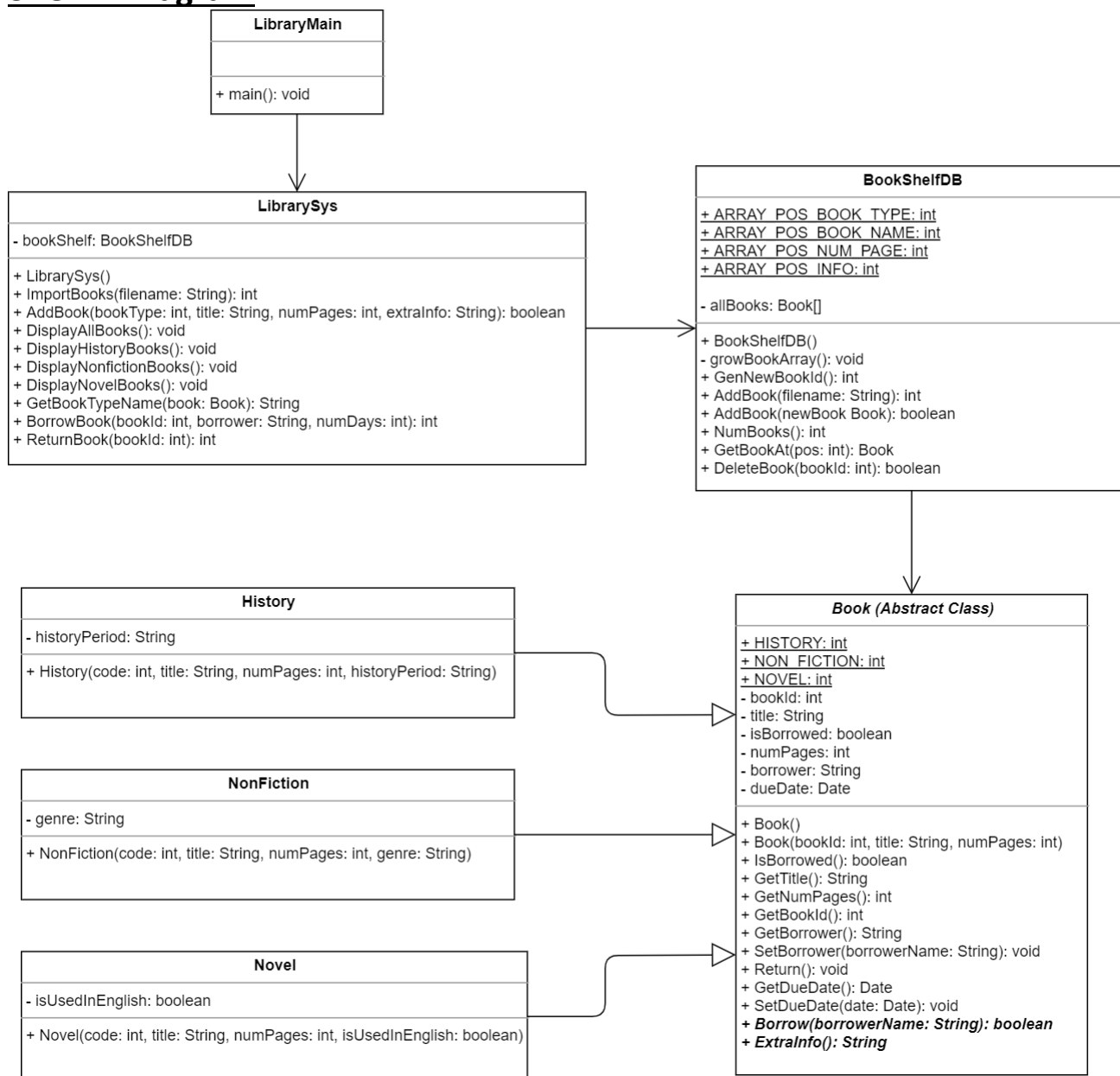
Here are the basic functions of the program:

- Allows user to import books information from a **textfile**.
- Allows user to add a single book into the system manually.
- Display books in the system. There are only 3 types of books in the system. It may filter the display:
 - Display all books
 - Display history only
 - Display non-fiction only
 - Display novel only
- Allows user to borrow a book
- Allows user to return a book.
- Exit (leave the program)

2. Program Flow



3. UML Diagram



4. The interface

a) The main screen

```

=====
|          CIMP LIBRARY SYSTEM          |
=====
1. Add Books from File
2. Add Single Book
3. Display Books
4. Borrow Book
5. Return Book
6. Exit
Choose an option:
  
```

b) Add book from a textfile

```
=====
|           CIMP LIBRARY SYSTEM           |
=====
1. Add Books from File
2. Add Single Book
3. Display Books
4. Borrow Book
5. Return Book
6. Exit
Choose an option: 1
Added 7 to the system from BookList.txt
```

c) Add a single book. It will ask for the **book type** (History, Non-Fiction or Novel), **Title**, **Page Number**, and **Extra Info** specific to the book type. There's more information on the extra info for each book type at the book of this document.

```
=====
|           CIMP LIBRARY SYSTEM           |
=====
1. Add Books from File
2. Add Single Book
3. Display Books
4. Borrow Book
5. Return Book
6. Exit
Choose an option: 2

=====
|           Add Single Books             |
=====
Book Type
1. History
2. Non Fiction
3. Novel
Enter Book Type: 1
Enter Book Title: Malaysia History
Enter Book Number of Pages: 123
Enter Book History Period: Modern
Successfully added the book 'Malaysia History'
```

d) Display all the books in the system. The book that we just added previously (Malaysia History) is also here.

```
=====
|           CIMP LIBRARY SYSTEM           |
=====
1. Add Books from File
2. Add Single Book
3. Display Books
4. Borrow Book
5. Return Book
6. Exit
Choose an option: 3

=====
|           Display Book                 |
=====
Books to display
1. All
2. History only
3. Non Fiction Only
4. Novel Only
Enter Display Option: 1
```

Book ID	Book Type	Title	Num Page	Extra Info	Borrower	Due Date
1249	History	History of CIMP	100	Millenium		
1934	Non Fiction	Basketball and Kevin Wong	200	Sports		
1222	Novel	The Great Gatsby	300	true		
1737	Novel	Harry Potter, The ICS Prince	400	false		
1681	Non Fiction	Why Michael Jordan is the best	500	Sports		
1770	Novel	Lord of the Flies	625	true		
1384	History	Guns, Germs, and Steels	700	13000 years		
1208	History	Malaysia History	123	Modern		

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e) You can also display a specific type of book (To filter the display). When you select History only, “Extra Info” column in the table will also change to “Period” because this is specific to History books.

```
=====
|          CIMP LIBRARY SYSTEM          |
=====
1. Add Books from File
2. Add Single Book
3. Display Books
4. Borrow Book
5. Return Book
6. Exit
Choose an option: 3

=====
|          Display Book                  |
=====
Books to display
1. All
2. History only
3. Non Fiction Only
4. Novel Only
Enter Display Option: 2

=====
| Book ID | Book Type | Title | Num Page | Period | Borrower | Due Date |
=====
| 1249 | History | History of CIMP | 100 | Millenium | | |
| 1384 | History | Guns, Germs, and Steels | 700 | 13000 years | | |
| 1208 | History | Malaysia History | 123 | Modern | | |
=====
```

f) You can borrow books by indicating the Book Id

```
=====
| Book ID | Book Type | Title | Num Page | Extra Info | Borrower | Due Date |
=====
| 1541 | History | Malaysia History | 123 | Modern | | |
| 1846 | History | History of CIMP | 100 | Millenium | | |
| 1329 | Non Fiction | Basketball and Kevin Wong | 200 | Sports | | |
| 1546 | Novel | The Great Gatsby | 300 | true | | |
| 1920 | Novel | Harry Potter, The ICS Prince | 400 | false | | |
| 1564 | Non Fiction | Why Michael Jordan is the best | 500 | Sports | | |
| 1189 | Novel | Lord of the Flies | 625 | true | | |
| 1881 | History | Guns, Germs, and Steels | 700 | 13000 years | | |
| 1615 | History | Kevin | 123 | 2020 | | |
=====

=====
|          CIMP LIBRARY SYSTEM          |
=====
1. Add Books from File
2. Add Single Book
3. Display Books
4. Borrow Book
5. Return Book
6. Exit
Choose an option: 4

=====
|          Borrow Books                  |
=====
Enter book ID to borrow: 1541
Enter borrower's name: Kevin Wong
Enter number of days to borrow: 10

Successfully borrow book.
```

After borrowing, the table will show the info

```
=====
|          Display Book                  |
=====
Books to display
1. All
2. History only
3. Non Fiction Only
4. Novel Only
Enter Display Option: 1

=====
| Book ID | Book Type | Title | Num Page | Extra Info | Borrower | Due Date |
=====
| 1541 | History | Malaysia History | 123 | Modern | Kevin Wong | 2021-03-26 |
| 1846 | History | History of CIMP | 100 | Millenium | | |
| 1329 | Non Fiction | Basketball and Kevin Wong | 200 | Sports | | |
| 1546 | Novel | The Great Gatsby | 300 | true | | |
| 1920 | Novel | Harry Potter, The ICS Prince | 400 | false | | |
| 1564 | Non Fiction | Why Michael Jordan is the best | 500 | Sports | | |
| 1189 | Novel | Lord of the Flies | 625 | true | | |
| 1881 | History | Guns, Germs, and Steels | 700 | 13000 years | | |
| 1615 | History | Kevin | 123 | 2020 | | |
=====
```

g) You can also return books and if it is a success the borrower's name will be disappeared in the table.

Book ID	Book Type	Title	Num Page	Extra Info	Borrower	Due Date
1541	History	Malaysia History	123	Modern	Kevin Wong	2021-03-26
1846	History	History of CIMP	100	Millenium		
1329	Non Fiction	Basketball and Kevin Wong	200	Sports		
1546	Novel	The Great Gatsby	300	true		
1920	Novel	Harry Potter, The ICS Prince	400	false		
1564	Non Fiction	Why Michael Jordan is the best	500	Sports		
1189	Novel	Lord of the Flies	625	true		
1881	History	Guns, Germs, and Steels	700	13000 years		
1615	History	Kevin	123	2020		

=====

| CIMP LIBRARY SYSTEM |

=====

1. Add Books from File
 2. Add Single Book
 3. Display Books
 4. Borrow Book
 5. Return Book
 6. Exit
 Choose an option: 5

=====

| Return Books |

=====

Enter book ID to return: 1541

Successfully return book.

Book ID	Book Type	Title	Num Page	Extra Info	Borrower	Due Date
1541	History	Malaysia History	123	Modern		
1846	History	History of CIMP	100	Millenium		
1329	Non Fiction	Basketball and Kevin Wong	200	Sports		
1546	Novel	The Great Gatsby	300	true		
1920	Novel	Harry Potter, The ICS Prince	400	false		
1564	Non Fiction	Why Michael Jordan is the best	500	Sports		
1189	Novel	Lord of the Flies	625	true		
1881	History	Guns, Germs, and Steels	700	13000 years		
1615	History	Kevin	123	2020		

5. Book Information

Each book has the following information

- bookId- The book ID that CIMP uses to keep track of all the books. The Book ID is randomly generated.
- Title of the book
- Number of pages
- Extra Info - Each type of book has their own special info:
 - History contains the time **period** of the book
 - Non Fiction contains the **genre** of the book
 - Novel contains info if the book is being **used by English** classes or not

6. Import Textfile

When the user wants to import a batch of book information from a textfile, the filename must be **BookList.txt**.

Each row represents a book, with each book having 4 piece of information.

- Book Type (0 = History, 1 = Non-Fiction, 2 = Novel)
- Title of the book
- Number of pages
- Extra information (This is specific to the type of books. Each type has their own special info)

Each piece of information on a particular book is separated by a ":" key

```
0:History of CIMP:100:Millenium
1:Basketball and Kevin Wong:200:Sports
2:The Great Gatsby:300:true
```

A dummy **BookList.txt** will be provided for you to test your program. However, you may create your own and perform further testing.

7. Borrow Books & Calculate the Due Date

Users will enter how many days they want to borrow a book, and the system will check and keep track of the due date for the books being borrowed. Each type of book has their own due date calculation:

Book Type	Due Date Rules
History	May borrow only up to 10 days.
Non-Fiction	<p>If the book has less than 500 pages, then it may borrow only up to 5 days.</p> <p>If the book has more than or equals to 500 pages, then it may borrow only up to 15 days</p>
Novel	<p>If the book is for English classes, then it may borrow only up to 30 days.</p> <p>If the book is not for English classes, then it may borrow only up to x days, where: $x = \lceil (\text{Number of Pages} / 20) \times 1.25 \rceil$ </p> <p><i>Note: The $\lceil \rceil$ bracket means rounding up the decimals.</i></p>

Note:	<p>Add days to a specific date.</p> <p>https://www.mkyong.com/java/java-how-to-add-days-to-current-date/</p>
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8. Error Checking

- When booking and returning a book, your program must check if the book exists and warn users appropriately.
- When selecting options, your program must check if they are valid and warn users appropriately
- *Note:* If the program expects a particular data type, assume the user will enter the correct datatype.
 - Example: If the option is expecting an int, the user will always enter an int. Will not enter double or String.

9. Requirements

- Program must follow the program flow chart. Make sure you implement your program by using methods and classes.
- Each class must be in its separate file to improve readability and maintainability.
- Do not create extra classes, public methods or instance variables. However you may create Helper methods, or Global Constant variables.
- May only create public methods to help displaying in LibraryMain class to act as a helper method for the main().
- Do not use anything that's not taught in class. (Eg: ArrayList, LinkedList, 2D-Array, etc.)
- Use the **BookShelfDB** class to help you access the data. Read the documentation to help you understand how to use each method in it. The code is provided, but it is not necessary to understand what is happening in each of the method. Just understand the method header is enough.
- Must complete all the methods in the template use them throughout the program. May create helper methods only.
- Program must follow the UML diagram.
- **Date** class is used, for more information please refer to the following links:
 - <http://tutorials.jenkov.com/java-date-time/parsing-formatting-dates.html>
 - https://www.tutorialspoint.com/java/java_date_time.htm
 - <https://docs.oracle.com/javase/7/docs/api/java/util/Date.html>

10. Provided Templates and Files to Submit

Provided Template Classes	Files to Submit:	Files NOT to Submit:
<ul style="list-style-type: none"> ● BookShelfDB.java - Contains full functionality (DO NOT CHANGE ANYTHING TO THIS FILE) ● LibraryMain.java ● LibrarySys.java ● Book.java ● History.java ● NonFiction.java ● Novel.java ● BookList.txt 	<ul style="list-style-type: none"> ● LibraryMain.java ● LibrarySys.java ● Book.java ● History.java ● NonFiction.java ● Novel.java 	<ul style="list-style-type: none"> ● BookShelfDB.java ● BookList.txt ● Any .class or .java~

Note:

- Aim for the following number of lines in your program. My sample program has:
 - There are **974 lines** of code in all of my files (including **BookShelfDB.java**).
 - There are **438 lines** of code in the templates.
 - So you only have to write **536 lines** of code
 - Do not stress yourself with 536 lines of code. That's just my benchmark.
- Working with friends is highly encouraged, and may share ideas. But no sharing of code. There are programs that can check the program's similarity, and I can see who are copying programs.

11. Rubric**Rubric (Checklist) for Knowledge**

	Mark
KNOWLEDGE	
<input type="checkbox"/> Uses objects correctly <input type="checkbox"/> Program loops correctly <input type="checkbox"/> Program ends the game correctly <input type="checkbox"/> Program prints table/grid correctly <input type="checkbox"/> Program enters different option screen	/5

Rubric for Application, Thinking and Communication

Items	Level 1	Level 2	Level 3	Level 4	Mark
APPLICATION					
Import Books from textfile	Minimal functions work as intended	Some functions work as intended	Most functions work as intended	All functions work as intended	
Add a single Book manually	Minimal functions work as intended	Some functions work as intended	Most functions work as intended	All functions work as intended	
Display all Books	Minimal functions work as intended	Some functions work as intended	Most functions work as intended	All functions work as intended	
Display specific Book	Minimal functions work as intended	Some functions work as intended	Most functions work as intended	All functions work as intended	
Borrow a Book	Minimal functions work as intended	Some functions work as intended	Most functions work as intended	All functions work as intended	
Return a Book	Minimal functions work as intended	Some functions work as intended	Most functions work as intended	All functions work as intended	
Error handling and displaying appropriate messages	Have error checking is in minimal places and displays little appropriate message	Have error checking is in some places and displays some appropriate message	Have error checking is in most places and displays mostly appropriate message	Have error checking is in all places and displays all appropriate message	/28

THINKING					
Classes and Objects implementation	Minimal classes are relevant structures. Constructors and Methods are not relevant.	Some classes are relevant structures. Constructors and Methods are somewhat relevant.	Most classes are relevant structures. Constructors and Methods are mostly relevant.	All classes are relevant structures. Constructors and Methods are all relevant.	
Used static, final, and final static correctly	Minimal variables are used correctly.	Some variables are used correctly.	Most variables are used correctly.	All variables are used correctly.	
Program modularization (Creating helper methods)	Minimum required methods are modularized and efficiently used	Some required methods are modularized and efficiently used	Most required methods are modularized and efficiently used	All required methods are modularized and efficiently used	
Applied Inheritance	Minimum classes are inherited correctly.	Some classes are inherited correctly.	Most classes are inherited correctly.	All classes are inherited correctly.	
Applied Encapsulation	Minimum data are encapsulated correctly.	Some data are encapsulated correctly.	Most data are encapsulated correctly.	All data are encapsulated correctly.	
Polymorphism usage	Used polymorphism incorrectly	Used polymorphism somewhat correctly	Used polymorphism mostly correctly	Used polymorphism correctly	
Followed UML Diagram	Minimum structures follow the UML diagram	Some structures follow the UML diagram	Most structures follow the UML diagram	All structures follow the UML diagram	
					/28

COMMUNICATION					
Variables/Methods Naming	Minimal variable names are clear and easy to understand	Some variable names are clear and easy to understand	Most variable names are clear and easy to understand	All variable names are clear and easy to understand	
Use of comments	Minimal amount of comments was used	Some amount of comments was used	Acceptable amount of comments was used	Extensive amount of comments was used	
User Interface (Prompts & Instructions)	Difficult to understand the program, and minimal user prompts	Somewhat able to understand the program, and some user prompts	Somewhat easy to understand the program, and good user prompts	Easy to understand the program, and excellent user prompts	
Code Indentation	Indentations are minimal and readability is low	Indentations are somewhat correct and readability is average	Indentations are mostly correct and readability is mostly high	Indentations are all correct and readability is high	
					/16
TOTAL					