**User Documentation:**

What the Application is about

Application is about adding, editing and deleting library, author and patron items and then borrowing a certain number of copies of library items from the library system.

Explanation of all the classes and their workings

LibraryItem.java

We start off with creating a values for our Library and then we create a contructor so that we can make a new LibraryItem in the Demo.java. We then create getters and setters for each of the values so that they can be recdoginzed when we create a new LibraryItem in the Demo.java. Then we create a statement to add to the Library system where we will borrow the library items. We create methods to add, edit and delete a library item to our list of library items. Then we have a method that will print out the details of the library items. We then have our method to borrow a library item.

Author.java

We start off again with creating values for our Author and then we create a constructor so that we can make a new Author in the Demo.java. We then create getters and setters for each of the values so that they can be reconizged when we create a new Author in the Demo.java. We create methods then to add, edit and delete a author to our list of authors. Then we have a method that will print out the details of the author from our authors list.

Patron.java

We start off once again by creating values for our Patron and then we create a constructor so that we can make a new Patron in the demo class. We then create getters and setters for each of the values so that they can be reconigzed when we create a new Patron in the Demo.java. We then again create methods to add, edit and delete a patron to our list of patrons. There is a method then that will print out the details of the patron from our patrons list.

Library.java

We start off by creating values for our Library and then create a constructor so that we can make a new Library in the demo class. We then create getters and setters for each of the values so that they can be recognized when we create a new Library in the Demo.java. We then create methods to add and delete a library item to our library borrowing list. There is then a method to print out the details of the library item form our library borrowing list.

Demo.java

We have a 3 new Library Items created. Then we have 3 new Authors created. We also have 3 new Patrons created as well. Finally we have our a new Library created to borrow a library item from our library system. We then have our Library Item Management section created. We first off start adding the first library item to our library items list. Then we add the second library item to our libray items list and then we edit that second library item to have different attributes for the values. We add the third library item to our library items list and then we delete the third library item from the libray items list. We then print out the library items list that has all the library items that we added, edited and deleted. We now then have our Author Management section. We first off start adding the first author to our authors list. Then we add the second author to our authors list and then we edit that second author to have different attributes for the values. We add the third author to our authors list and then we delete the author from the authors list. We then print out the authors list that has all the authors that we added, edited and deleted. We now then have our Patron Management section. We first off start adding the first patron to our patrons list. Then we add the second patron to our patrons list and then we edit that second patron to have different attributes for the values. We add the third patron to our authors list and then we delete the patron from the patrons list. We then print out the patrons list that has all the patron that we added, edited and deleted. Finally we our Library Item Borrowing section. We pass in the person who wants to borrow a library item and we also pass the library item they want to borrow. We then print out the items that the person borrowed.

**Deployment Documentation**

Step #1:

Go to the GitHub repostitoy(https://github.com/nsharpe1/Mid-Term-Sprint-Java.git)

Step #2:

Click on the arrow next to the Code option

Step #3:

Click on Download ZIP to download the code to your computer

Step #4:

Go into your computer file explorer and double click on the zip file you just downloaded to create a folder copy for the zip file

Step #5:

Open Visual Studio Code on your computer

Step #6:

On the Welcome screen click on Open

Step #7:

Look for the folder you just created from the zip file and select it. Then press on the Open button to open the folder.

Step #8:

Once you have found the correct folder click the Open button to open the folder in Visual Studio Code

Step #9:

Look to see if you have the require extensions download for make your Java actually run. To find your Extensions click on the 4 suqures icon in the left side bar to the right. If you don’t have all the require extensions downloaded please download them before proceeding to the next step. If you have all the require extensions are downloaded, you can move on to the next step.

Step #10:

In the left side bar you will see all the java classes. Click on the java class that says Demo.java to open it

Step #11:

To run the Demo.java class click on the word Run that is above the “public static void” statement

Step #12:

A terminal nows open up at the bottom and shows you all of the print methods that are in the Demo.java class