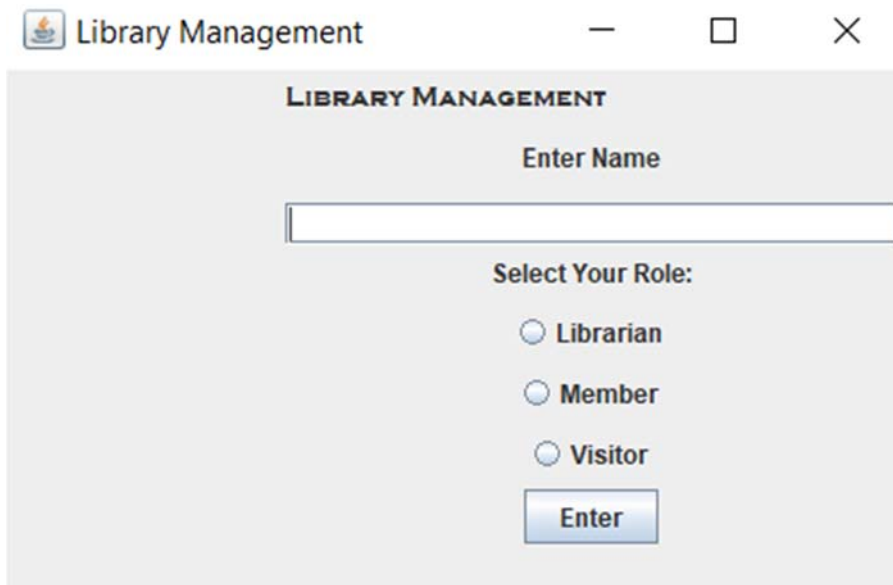


Running Instructions

Just import the project directory to the workspace and run the project. The **main function** is present in **LoginFrame.java for GUI version** and in **LibraryManagement.java** for console version.

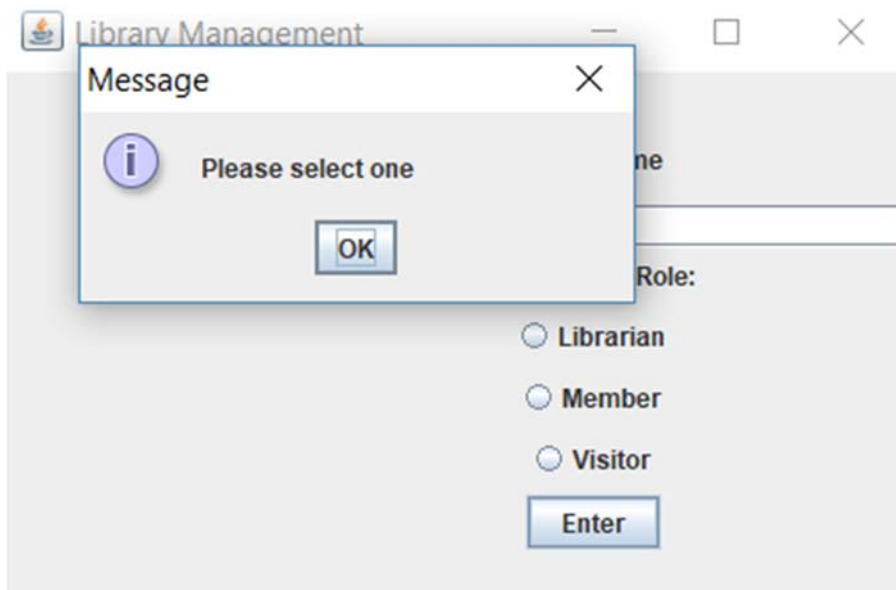
Some amount of data is populated in Library.java

Once you run it will show a pop up as below:



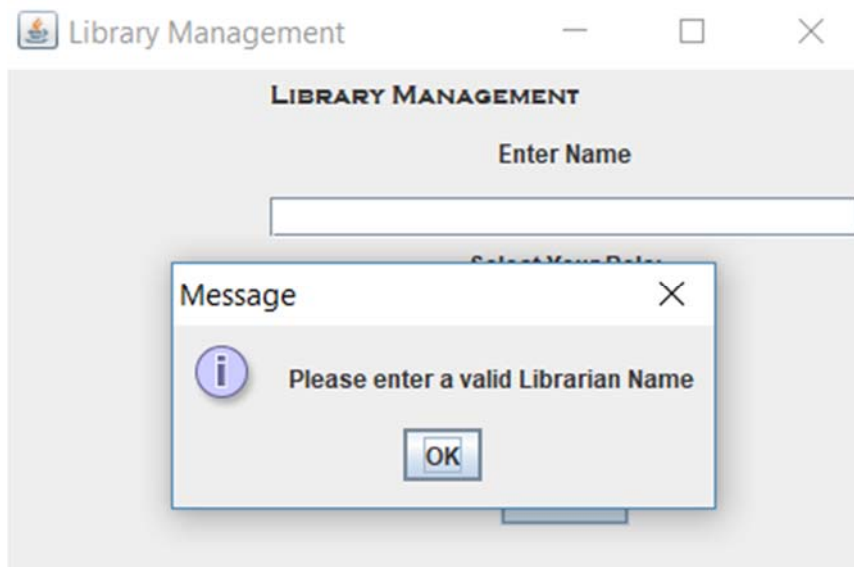
The screenshot shows a window titled "Library Management" with standard Windows window controls (minimize, maximize, close). The window content includes a title bar "LIBRARY MANAGEMENT", a label "Enter Name" above a text input field, a label "Select Your Role:" above three radio button options: "Librarian", "Member", and "Visitor", and an "Enter" button at the bottom.

If we do not select any role and press enter it will throw an error pop up as below:



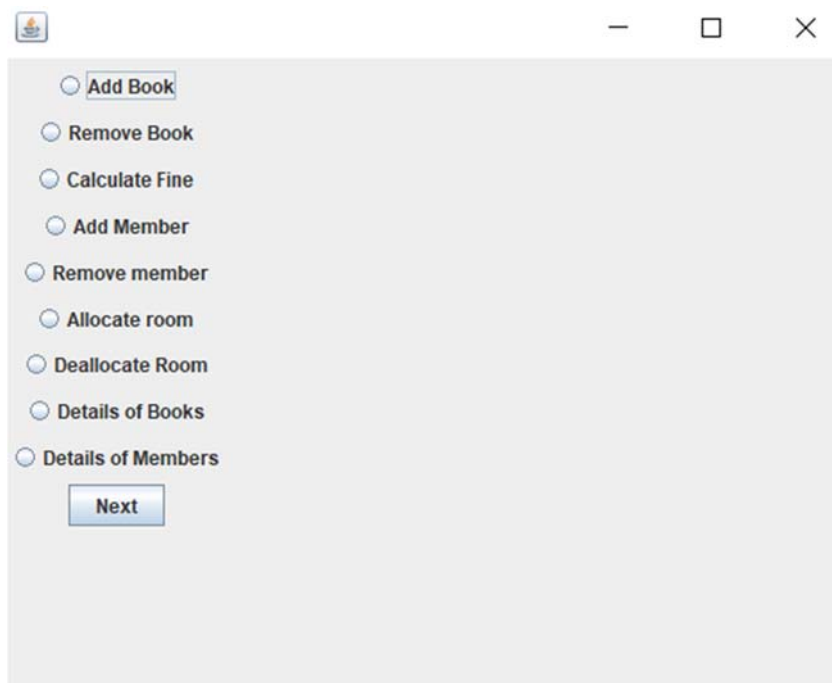
The screenshot shows the same "Library Management" window as before, but with a "Message" dialog box overlaid. The dialog box has a title bar "Message" and a close button. It contains an information icon (i) and the text "Please select one". There is an "OK" button at the bottom of the dialog box. The background window is partially obscured by the dialog box.

If we do not enter our name and press it will throw an error pop up as below:

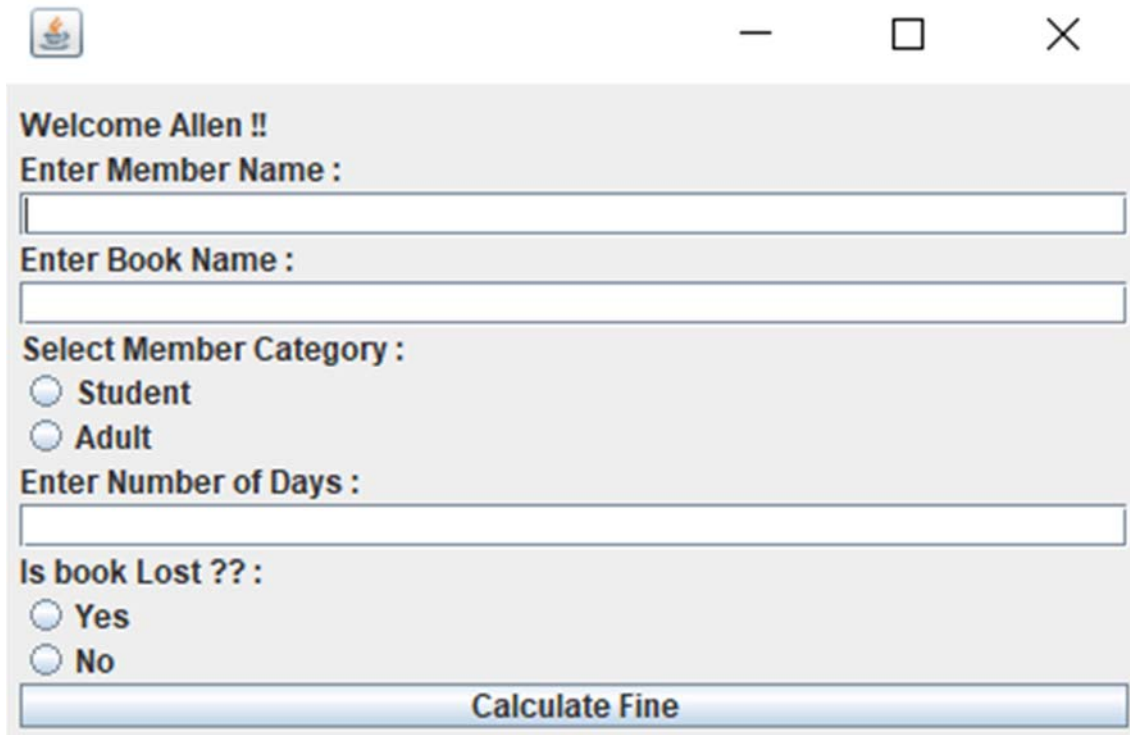


These checks are done for each and every textField and Radio button throughout the application.

Once you enter the proper name and select a proper choice you will be directed to a page listing the operations that a particular actor can perform. Example in this case librarian

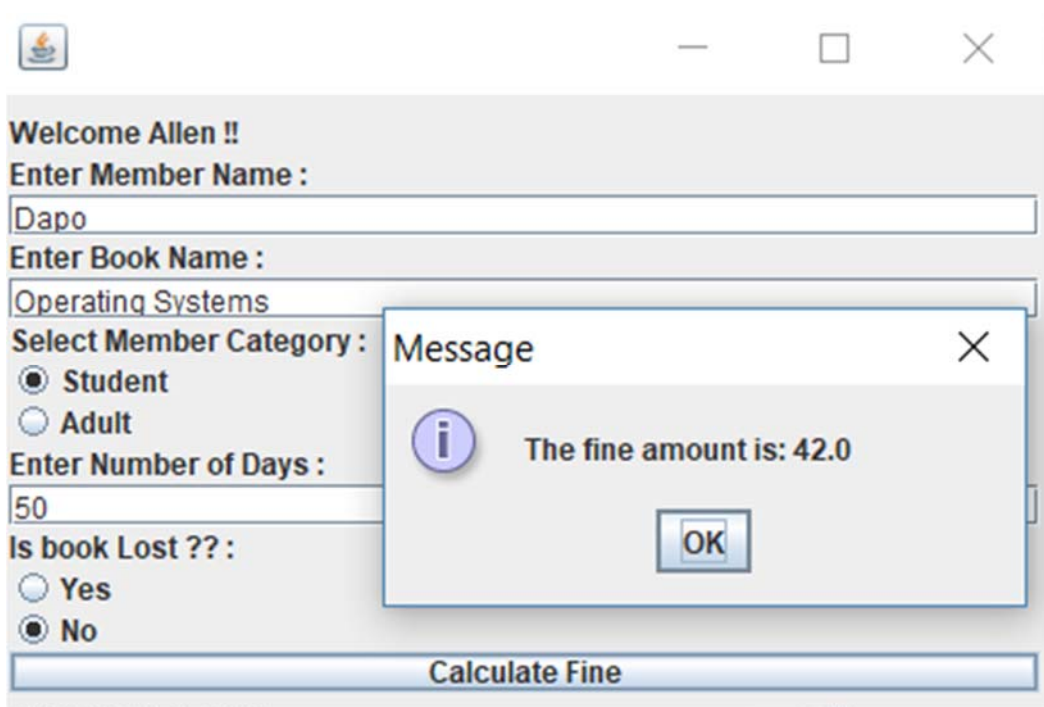


If we select calculate fine and press next, we will get the below screen:



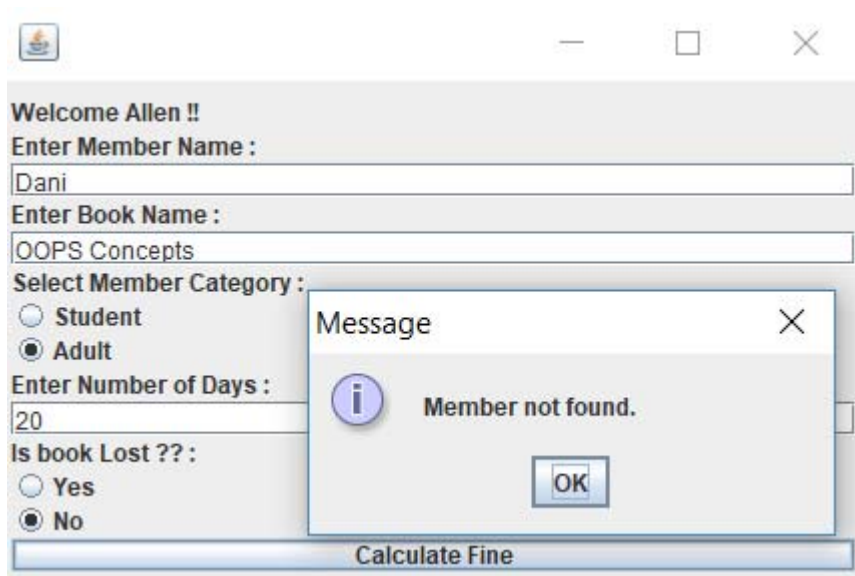
The screenshot shows a Java Swing window titled 'Welcome Allen !!'. It contains several input fields and a button. The fields are: 'Enter Member Name :', 'Enter Book Name :', 'Select Member Category :', 'Enter Number of Days :', and 'Is book Lost ?? :'. The 'Select Member Category' field has two radio buttons, 'Student' and 'Adult'. The 'Is book Lost ?? :' field has two radio buttons, 'Yes' and 'No'. At the bottom, there is a button labeled 'Calculate Fine'.

Once we enter the details and press the calculate fine button the fine will be calculated, updated in the member list and displayed as a pop up as shown below:

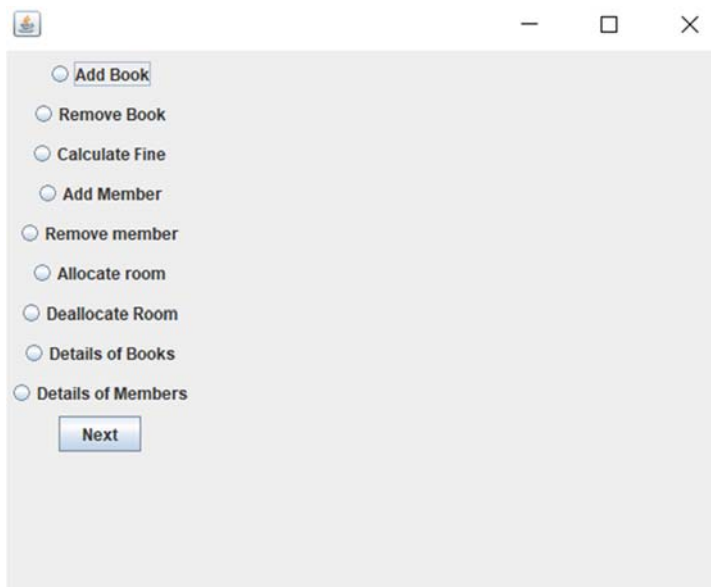


The screenshot shows the same Java Swing window as before, but with the following details entered: 'Dapo' in the 'Enter Member Name' field, 'Operating Systems' in the 'Enter Book Name' field, 'Student' selected for 'Select Member Category', '50' in the 'Enter Number of Days' field, and 'No' selected for 'Is book Lost ?? :'. A message dialog box titled 'Message' is displayed in the foreground, showing an information icon and the text 'The fine amount is: 42.0'. The 'Calculate Fine' button is still visible at the bottom.

If the member is not found it will throw an error stating that member not found as shown below:



Once we click ok button it will return back to menu screen as shown below so that we can perform some other operation or repeat the same one:



Similar way all other operations for different actors can be carried out by navigating through the frames and selecting proper choices and giving valid inputs.