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OOPS WITH JAVA
MINI PROJECT-LIBARARY MANAGEMENT SYSTEM

Library Management System

Program:

```
import java.util.*;
class Book {
  private int id;
  private String title;
  private String author;
  private boolean is Available;
  public Book(int id, String title, String author) {
     this.id = id;
     this.title = title;
     this.author = author;
     this.isAvailable = true;
  public int getId() {
     return id;
   }
  public String getTitle() {
     return title;
   }
  public String getAuthor() {
     return author;
```

```
public boolean isAvailable() {
     return is Available;
  public void borrow() {
     if (isAvailable) {
       isAvailable = false;
     } else {
       System.out.println("Book is already borrowed.");
  public void returnBook() {
    isAvailable = true;
  @Override
  public String toString() {
    return "ID: " + id + ", Title: " + title + ", Author: " + author +
         ", Available: " + (isAvailable? "Yes": "No");
class Library {
  private Map<Integer, Book> books = new HashMap<>();
  public void addBook(Book book) {
     books.put(book.getId(), book);
```

```
public void viewBooks() {
  if (books.isEmpty()) {
     System.out.println("No books in the library.");
     return;
  for (Book book : books.values()) {
     System.out.println(book);
public void borrowBook(int bookId) {
  Book book = books.get(bookId);
  if (book != null && book.isAvailable()) {
     book.borrow();
     System.out.println("You borrowed the book: " + book.getTitle());
  } else if (book != null) {
     System.out.println("Sorry, the book is not available.");
  } else {
     System.out.println("Book not found.");
public void returnBook(int bookId) {
  Book book = books.get(bookId);
  if (book != null && !book.isAvailable()) {
     book.returnBook();
     System.out.println("You returned the book: " + book.getTitle());
  } else if (book != null) {
     System.out.println("The book was not borrowed.");
```

```
} else {
       System.out.println("Book not found.");
public class LibraryManagementSystem {
  public static void main(String[] args) {
    Scanner scanner = new Scanner(System.in);
    Library library = new Library();
    while (true) {
       System.out.println("\nLibrary Management System");
       System.out.println("1. Add Book");
       System.out.println("2. View Books");
       System.out.println("3. Borrow Book");
       System.out.println("4. Return Book");
       System.out.println("5. Exit");
       System.out.print("Enter your choice: ");
       int choice = scanner.nextInt();
       scanner.nextLine(); // Consume newline
       switch (choice) {
         case 1:
            System.out.print("Enter Book ID: ");
            int id = scanner.nextInt();
            scanner.nextLine(); // Consume newline
            System.out.print("Enter Book Title: ");
```

```
String title = scanner.nextLine();
  System.out.print("Enter Book Author: ");
  String author = scanner.nextLine();
  library.addBook(new Book(id, title, author));
  System.out.println("Book added successfully.");
  break;
case 2:
  library.viewBooks();
  break;
case 3:
  System.out.print("Enter Book ID to borrow: ");
  int borrowId = scanner.nextInt();
  library.borrowBook(borrowId);
  break;
case 4:
  System.out.print("Enter Book ID to return: ");
  int returnId = scanner.nextInt();
  library.returnBook(returnId);
  break;
case 5:
  System.out.println("Exiting...");
  scanner.close();
  return;
```

Command Prompt

OUTPUT:

```
Microsoft Windows [Version 10.0.22000.2538]
(c) Microsoft Corporation. All rights reserved.

C:\Users\USER>javac LibraryManagementSystem.java

C:\Users\USER>java LibraryManagementSystem

Library Management System

1. Add Book
2. View Books
3. Borrow Book
4. Return Book
5. Exit
Enter your choice: 1
Enter Book ID: 001
Enter Book Title: Rich Dad Poor Dad
Enter Book Author: Robert Kiyosaki
Book added successfully.
```

Library Management System

1. Add Book

2. View Books

3. Borrow Book

4. Return Book

5. Exit
Enter your choice: 2
ID: 1, Title: Rich Dad Poor Dad, Author: Robert Kiyosaki, Available: Yes

Library Management System

1. Add Book

2. View Books

3. Borrow Book

4. Return Book

5. Exit
Enter your choice: 3

Library Management System

Enter Book ID to borrow: 1

1. Add Book

2. View Books

3. Borrow Book

4. Return Book

5. Exit

Enter your choice: 4 Enter Book ID to return: 1

You returned the book: Rich Dad Poor Dad

You borrowed the book: Rich Dad Poor Dad

Library Management System

1. Add Book

2. View Books

3. Borrow Book

4. Return Book

5. Exit

Enter your choice: 5

Exiting...