

# FINAL PROJECT

## Classes:

- \* Book: This class will represent a book in the library, encapsulating attributes like title, author, ISBN, and availability status (available, borrowed, etc.).

- \* LibraryManagementSystem: This class will handle the overall library operations, providing methods for adding, borrowing, returning, and searching for books.

## Functionalities:

- \* Adding a Book: This method will allow the librarian to add a new book to the library system, prompting for details like title, author, and ISBN.

- \* Borrowing a Book: This method will enable a user (borrower) to search for a book by title

or ISBN and borrow it if available, updating the book's availability status.

\* Returning a Book: This method will allow a borrower to return a borrowed book, marking it as available again in the system.

\* Searching for Books: This method will assist users in finding books by title, author, or ISBN, displaying relevant information.

Here is the code

```
import java.util.ArrayList;  
import java.util.Scanner;
```

```
public class LibraryManagementSystem {
```

```
    private static Scanner scanner = new  
Scanner(System.in);
```

```
    private static ArrayList<Book> books =  
new ArrayList<>(); // List to store books
```

```
public static void main(String[] args) {  
    int choice;  
  
    do {  
        System.out.println("\nLibrary  
Management System");  
        System.out.println("1. Add Book");  
        System.out.println("2. Borrow  
Book");  
        System.out.println("3. Return  
Book");  
        System.out.println("4. Search  
Books");  
        System.out.println("5. Exit");  
        System.out.print("Enter your  
choice: ");
```

```
choice = scanner.nextInt();
```

```
switch (choice) {
```

```
    case 1:
```

```
        addBook();
```

```
        break;
```

```
    case 2:
```

```
        borrowBook();
```

```
        break;
```

```
    case 3:
```

```
        returnBook();
```

```
        break;
```

```
    case 4:
```

```
        searchBooks();
```

```
        break;
```

case 5:

```
        System.out.println("Exiting  
Library Management System...");
```

```
        break;
```

default:

```
        System.out.println("Invalid  
choice!");
```

```
    }
```

```
    } while (choice != 5);
```

```
}
```

```
    // Implement methods for addBook(),  
    borrowBook(), returnBook(),  
    searchBooks()  
}
```

```
class Book {
```

```
// Define attributes and methods for  
Book class  
}
```

THANK YOU