

PROGRAMMING FOR LIBRARY MANAGEMENT SYSTEM USING OOPS CONCEPTS :

STUDENT DETAILS:

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PROGRAM:

```
#LIBRARY MANAGEMENT SYSTEM
import sys
class Library:
    def __init__(self,listofbooks):
        self.availablebooks=listofbooks

    def displayAvailablebooks(self):
```

```

    print("The books we have in our library as follows:")
    print("=====")
    for book in self.availablebooks:
        print(book)
    def lendBook(self,requestedBook):
        if requestedBook in self.availablebooks:
            print("The book you requested has now been borrowed")
            self.availablebooks.remove(requestedBook)
        else:
            print("Sorry the book you have requested is currently not
available in our library")
    def addBook(self,returnedBook):
        self.availablebooks.append(returnedBook)
        print("Thanks for returning you borrowed book")
class student:
    def requestBook(self):
        print("Enter the name of the book you would like to
borrow>>")
        self.book=input()
        return self.book
    def returnBook(self):
        print("Enter the name of the book you would like to
return>>")
        self.book=input()
        return self.book
def main():
    library=Library(["Anna Karenina","Madame Bovary","War and
Peac","Lolita","The Adventures of Huckleberry
Finn","Hamlet","The Great Gatsby"])
    student=Student()
    done=False
    while done==False:
        print("""=== THE LIBRARY MENU ===
1.Display all available books
2.Request a book

```

```

        3.Return a book
        4.Exit
        """)
choice=int(input("Enter choice:"))
if choice==1:
    library.displayAvailablebooks()
elif choice==2:
    library.lendBook(student.requestBook())
elif choice==3:
    library.addBook(student.returnBook())
elif choice==4:
    sys.exit()
main()

```

OUTPUT :

=== THE LIBRARY MENU ===

- 1.Display all available books
- 2.Request a book
- 3.Return a book
- 4.Exit

Enter choice:1

The books we have in our library as follows:

Anna Karenina

Madame Bovary

War and Peace

Lolita

The Adventures of Huckleberry Finn

Ha mlet

The Great Gatsby

=== THE LIBRARY MENU ===

- 1.Display all available books
- 2.Request a book
- 3.Return a book
- 4.Exit

Enter choice:2

Enter the name of the book you'd like to borrow>>

The Adventures of Huckleberry Finn

The book you requested has now been borrowed

=== THE LIBRARY MENU ===

- 1.Display all available books
- 2.Request a book
- 3.Return a book
- 4.Exit

Enter choice:3

Enter the name of the book you'd like to return>>

The Adventures of Huckleberry Finn

Thanks for returning you borrowed book

=== THE LIBRARY MENU ===

- 1.Display all available books
- 2.Request a book
- 3.Return a book
- 4.Exit

Enter choice:4

An exception has occurred, use %tb to see the full traceback.

SystemExit