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**eShelf README**

To use this program:

You’ll require a csv file consisting of title, author, and genre. Bookshelf.csv is included in the project.

The eShelf.py program contains the GUI program and will contain the modules when the project is finished. Currently the modules are separate.

The add\_book.py module can be used by entering a title, author, and genre. These will be appended to the bookshelf.csv.

The get\_random.py module only needs to be run and will output a random book and author from the booshelf.csv.

The remove\_book.py module will ask for the title of a book. If it’s in the bookshelf.csv, it will be removed from the file.