



Innopolis Library Media Keeper

Delivery 1

05.02.2018

Introduction to programming II

Delivery tasks

D1

- ☐ Implement **Users** and **Documents** cards;
- ☐ Implement **Booking** system.

D3

- ☐ Implement **Fine** and **Renew** subsystems;

D2

- ☐ Implement actions with cards (modify, delete, add);
- ☐ Implement **Return** system;
- ☐ Implement Storage System;

D4

- ☐ Implement **Search engine**;
- ☐ Everything just works :-)

Goals for this delivery:

☐ Implement **Users and Documents** cards;



☐ Implement **Booking** system.



Users and Documents cards

Class Patron:

- makes user interaction easier;
- holds user's values;
- allows to work with database (get/set values).

Class ItemCard:

- makes media interaction easier;
- holds media's values;
- allows to work with database (get/set values)

Media ID # 1
Type: Book
Title: «\War and Peace»
Author(s): Leo Tolstoi
Available: Yes
Bestseller: Yes

Book

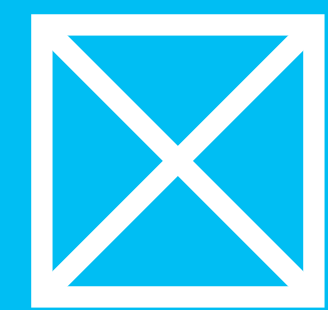
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Live Demo

Innopolis University Media Keeper, Spring 2018 semester

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Implement **Users** and **Documents** cards;



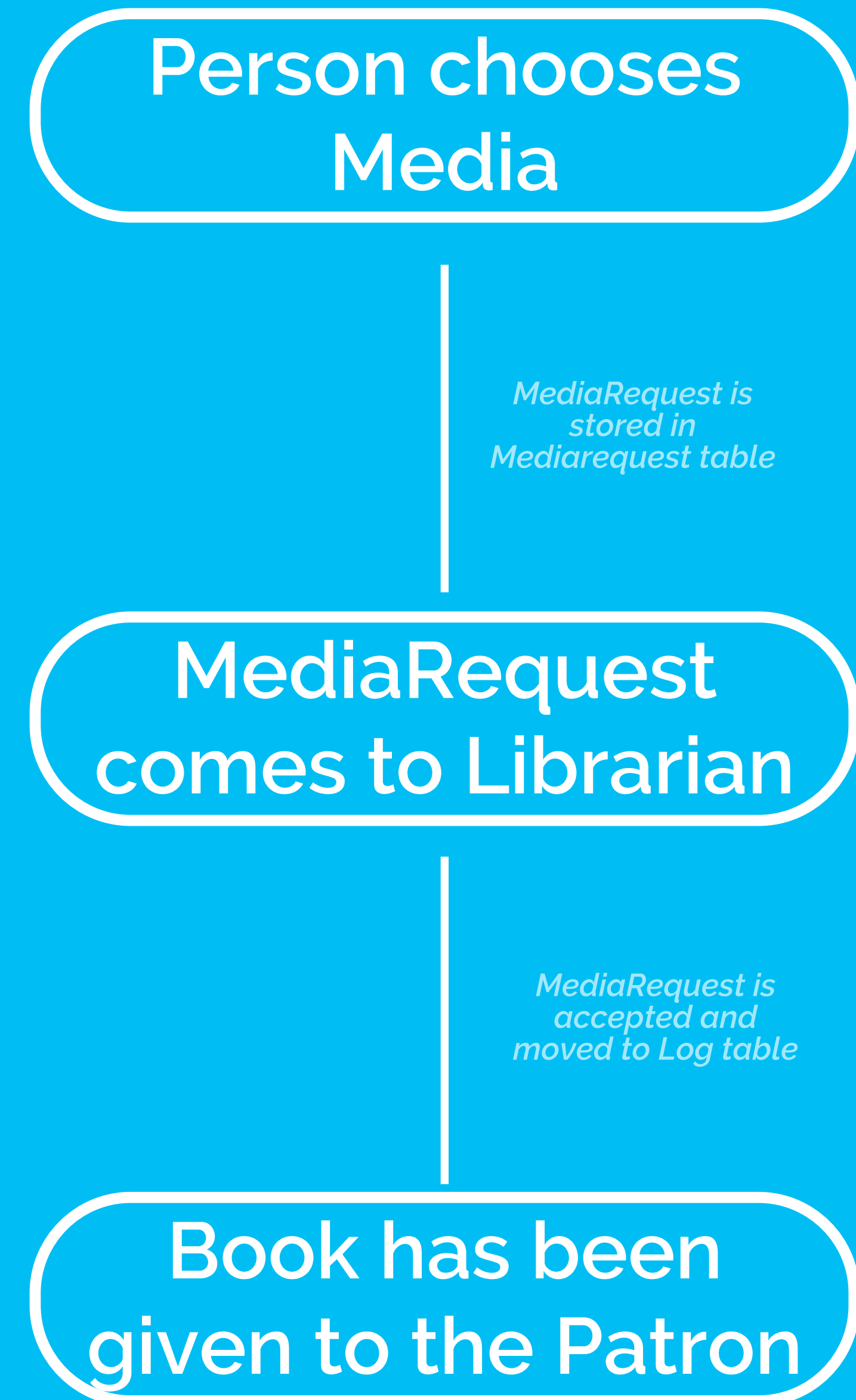
Implement **Booking** system.



Booking system

Booking system creates a **MediaRequest**. When person comes to the Library, **Librarian** gives the book to the person and confirms the **MediaRequest**. From this time issue time starts.

It helps to prevent misunderstanding in issuing process and losing medias.



Live Demo

Innopolis University Media Keeper, Spring 2018 semester

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Thank you for attention!
See you next delivery :-)