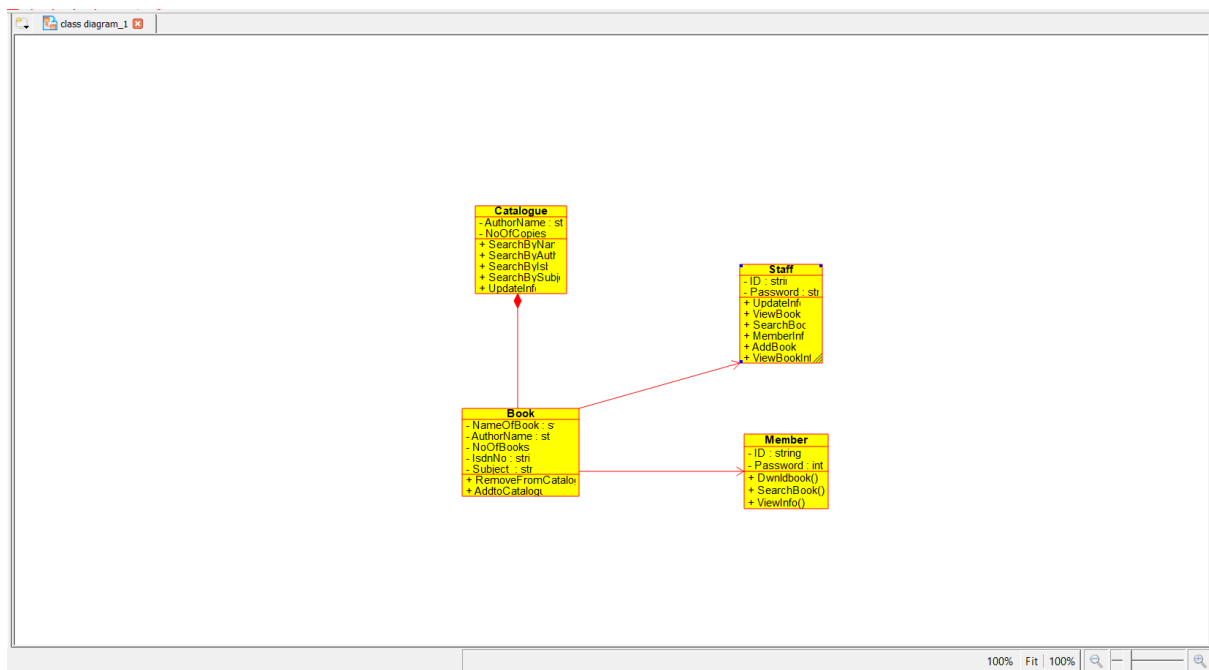
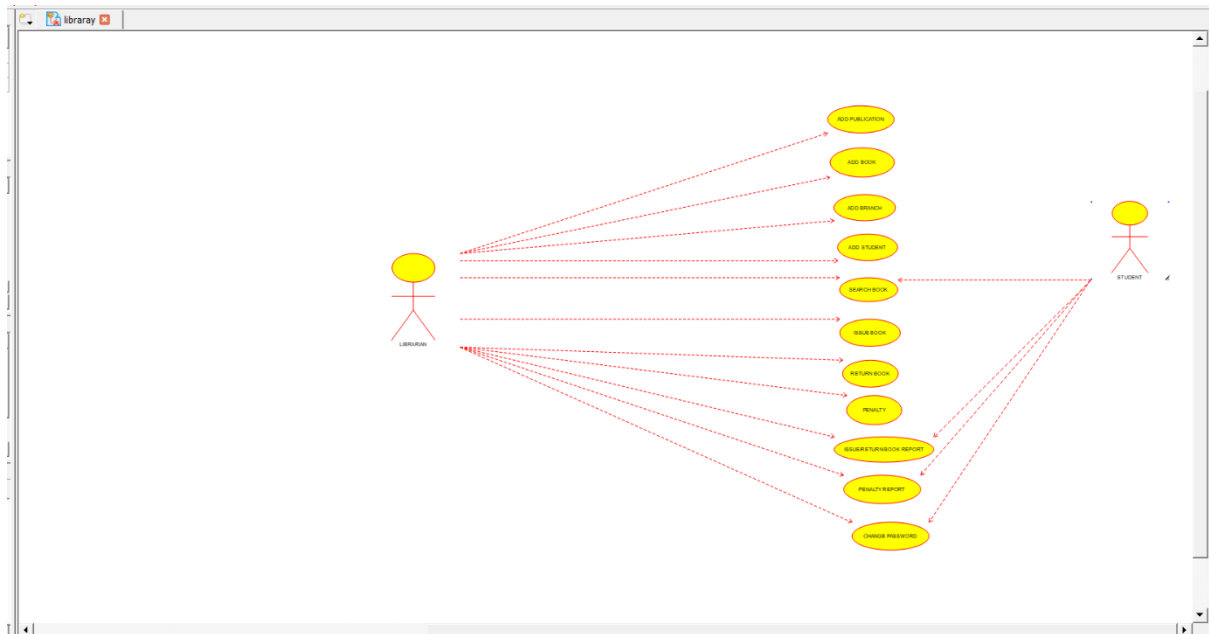


LIBRARY MANAGEMENT SYSTEM



```
#ifndef CATALOGUE_H
```

```
#define CATALOGUE_H
```

```
#include <string>
```

```
#include vector
```

```
/**
```

```
 * class Catalogue
```

```
 *
```

```
 */
```

```
class Catalogue
```

```
{
```

```
public:
```

```
    // Constructors/Destructors
```

```
    //
```

```
/**
```

```
 * Empty Constructor
```

```
 */
```

```
Catalogue ();
```

```
/**
```

```
 * Empty Destructor
```

```
 */
```

```
virtual ~Catalogue ();
```

```
    // Static Public attributes
```

```
    //
```

```
// Public attributes
```

```
//
```

```
// Public attribute accessor methods
```

```
//
```

```
// Public attribute accessor methods
```

```
//
```

```
/**
```

```
*/
```

```
void SearchByName ()
```

```
{
```

```
}
```

```
/**
```

```
*/
```

```
void SearchByAuthor ()
```

```
{
```

```
}
```

```
/**
```

```
*/
```

```
void SearchByIsbn ()
```

```
{
```

```
}
```

```
/**
```

```
*/
```

```
void SearchBySubject ()
```

```
{
```

```
}
```

```
/**
```

```
*/
```

```
void UpdateInfo ()
```

```
{
```

```
}
```

```
protected:
```

```
// Static Protected attributes
```

```
//
```

```
// Protected attributes
```

```
//
```

```
public:
```

```
// Protected attribute accessor methods
```

```
//
```

```
protected:
```

public:

// Protected attribute accessor methods

//

protected:

private:

// Static Private attributes

//

// Private attributes

//

string AuthorName;

int NoOfCopies;

public:

// Private attribute accessor methods

//

private:

public:

```
// Private attribute accessor methods
```

```
//
```

```
/**
```

```
 * Set the value of AuthorName
```

```
 * @param new_var the new value of AuthorName
```

```
 */
```

```
void setAuthorName (string new_var) {
```

```
    AuthorName = new_var;
```

```
}
```

```
/**
```

```
 * Get the value of AuthorName
```

```
 * @return the value of AuthorName
```

```
 */
```

```
string getAuthorName () {
```

```
    return AuthorName;
```

```
}
```

```
/**
```

```
 * Set the value of NoOfCopies
```

```
 * @param new_var the new value of NoOfCopies
```

```
 */
```

```
void setNoOfCopies (int new_var) {
```

```
    NoOfCopies = new_var;
```

```
}
```

```
/**
```

```
 * Get the value of NoOfCopies
```

```
 * @return the value of NoOfCopies
```

```
*/  
  
int getNoOfCopies () {  
    return NoOfCopies;  
}  
  
private:  
  
    void initAttributes () ;  
  
};  
  
#endif // CATALOGUE_H  
  
#ifndef BOOK_H  
#define BOOK_H  
  
#include <string>  
#include vector  
  
/**  
 * class Book  
 *  
 */  
  
class Book  
{  
public:  
  
    // Constructors/Destructors
```

```
//
```

```
/**
```

```
 * Empty Constructor
```

```
 */
```

```
Book ();
```

```
/**
```

```
 * Empty Destructor
```

```
 */
```

```
virtual ~Book ();
```

```
// Static Public attributes
```

```
//
```

```
// Public attributes
```

```
//
```

```
// Public attribute accessor methods
```

```
//
```

```
// Public attribute accessor methods
```

```
//
```

```
/**
```

```
 */
```



```
void RemoveFromCatalogue ()  
{  
}
```

```
/**  
 */  
void AddtoCatalogue ()  
{  
}
```

protected:

```
// Static Protected attributes  
//
```

```
// Protected attributes  
//
```

public:

```
// Protected attribute accessor methods  
//
```

protected:

public:

```
// Protected attribute accessor methods
```

```
//
```

```
protected:
```

```
private:
```

```
// Static Private attributes
```

```
//
```

```
// Private attributes
```

```
//
```

```
string NameOfBook;
```

```
string AuthorName;
```

```
int NoOfBooks;
```

```
string IsdnNo;
```

```
string Subject_;
```

```
public:
```

```
// Private attribute accessor methods
```

```
//
```

```
private:
```

```
public:
```

```
// Private attribute accessor methods
```

```
//
```

```
/**
 * Set the value of NameOfBook
 * @param new_var the new value of NameOfBook
 */
void setNameOfBook (string new_var) {
    NameOfBook = new_var;
}
```

```
/**
 * Get the value of NameOfBook
 * @return the value of NameOfBook
 */
string getNameOfBook () {
    return NameOfBook;
}
```

```
/**
 * Set the value of AuthorName
 * @param new_var the new value of AuthorName
 */
void setAuthorName (string new_var) {
    AuthorName = new_var;
}
```

```
/**
 * Get the value of AuthorName
 * @return the value of AuthorName
 */
string getAuthorName () {
```

```
    return AuthorName;
}
```

```
/**
 * Set the value of NoOfBooks
 * @param new_var the new value of NoOfBooks
 */
void setNoOfBooks (int new_var) {
    NoOfBooks = new_var;
}
```

```
/**
 * Get the value of NoOfBooks
 * @return the value of NoOfBooks
 */
int getNoOfBooks () {
    return NoOfBooks;
}
```

```
/**
 * Set the value of IsdnNo
 * @param new_var the new value of IsdnNo
 */
void setIsdnNo (string new_var) {
    IsdnNo = new_var;
}
```

```
/**
 * Get the value of IsdnNo
 * @return the value of IsdnNo
 */
```

```
string getIsdnNo () {  
    return IsdnNo;  
}
```

```
/**  
 * Set the value of Subject_  
 * @param new_var the new value of Subject_  
 */  
void setSubject_ (string new_var) {  
    Subject_ = new_var;  
}
```

```
/**  
 * Get the value of Subject_  
 * @return the value of Subject_  
 */  
string getSubject_ () {  
    return Subject_;  
}
```

private:

```
void initAttributes () ;
```

```
};
```

```
#endif // BOOK_H
```

```
#ifndef MEMBER_H
```

```
#define MEMBER_H
```

```
#include <string>
```

```
/**
```

```
 * class Member
```

```
 *
```

```
 */
```

```
class Member
```

```
{
```

```
public:
```

```
    // Constructors/Destructors
```

```
    //
```

```
/**
```

```
 * Empty Constructor
```

```
 */
```

```
Member ();
```

```
/**
```

```
 * Empty Destructor
```

```
 */
```

```
virtual ~Member ();
```

```
    // Static Public attributes
```

```
    //
```

```
    // Public attributes
```

```
    //
```

```
// Public attribute accessor methods
```

```
//
```

```
// Public attribute accessor methods
```

```
//
```

```
/**
```

```
*/
```

```
void Dwnldbook ()
```

```
{
```

```
}
```

```
/**
```

```
 * Searcg
```

```
*/
```

```
void SearchBook ()
```

```
{
```

```
}
```

```
/**
```

```
*/
```

```
void ViewInfo ()
```

```
{
```

```
}
```

protected:

// Static Protected attributes

//

// Protected attributes

//

public:

// Protected attribute accessor methods

//

protected:

public:

// Protected attribute accessor methods

//

protected:

private:

// Static Private attributes

//


```
// Private attributes
//

string ID;
int Password;
public:

// Private attribute accessor methods
//

private:

public:

// Private attribute accessor methods
//

/**
 * Set the value of ID
 * @param new_var the new value of ID
 */
void setID (string new_var) {
    ID = new_var;
}

/**
 * Get the value of ID
 * @return the value of ID
```

```

*/
string getID () {
    return ID;
}

/**
 * Set the value of Password
 * @param new_var the new value of Password
 */
void setPassword (int new_var) {
    Password = new_var;
}

/**
 * Get the value of Password
 * @return the value of Password
 */
int getPassword () {
    return Password;
}
private:

void initAttributes () ;

};

#endif // MEMBER_H

#ifndef STAFF_H
#define STAFF_H

```

```
#include <string>
```

```
/**
```

```
 * class Staff
```

```
 *
```

```
 */
```

```
class Staff
```

```
{
```

```
public:
```

```
    // Constructors/Destructors
```

```
    //
```

```
/**
```

```
 * Empty Constructor
```

```
 */
```

```
Staff ();
```

```
/**
```

```
 * Empty Destructor
```

```
 */
```

```
virtual ~Staff ();
```

```
    // Static Public attributes
```

```
    //
```

```
    // Public attributes
```

```
    //
```

```
// Public attribute accessor methods  
//
```

```
// Public attribute accessor methods  
//
```

```
/**  
 */  
void UpdateInfo ()  
{  
}
```

```
/**  
 */  
void ViewBooks ()  
{  
}
```

```
/**  
 */  
void SearchBook ()  
{  
}
```

```
/**  
*/  
void MemberInfo ()  
{  
}
```

```
/**  
*/  
void AddBooks ()  
{  
}
```

```
/**  
*/  
void ViewBookInfo ()  
{  
}
```

protected:

```
// Static Protected attributes  
//
```

```
// Protected attributes  
//
```

public:

```
// Protected attribute accessor methods
```

```
//
```

```
protected:
```

```
public:
```

```
// Protected attribute accessor methods
```

```
//
```

```
protected:
```

```
private:
```

```
// Static Private attributes
```

```
//
```

```
// Private attributes
```

```
//
```

```
string ID;
```

```
string Password;
```

```
public:
```

```
// Private attribute accessor methods
```

```
//
```

private:

public:

```
// Private attribute accessor methods
```

```
//
```

```
/**
```

```
 * Set the value of ID
```

```
 * @param new_var the new value of ID
```

```
 */
```

```
void setID (string new_var) {
```

```
    ID = new_var;
```

```
}
```

```
/**
```

```
 * Get the value of ID
```

```
 * @return the value of ID
```

```
 */
```

```
string getID () {
```

```
    return ID;
```

```
}
```

```
/**
```

```
 * Set the value of Password
```

```
 * @param new_var the new value of Password
```

```
 */
```

```
void setPassword (string new_var) {
```

```
    Password = new_var;
```

```
}
```

```
/**
```

```
 * Get the value of Password
```

```
 * @return the value of Password
```

```
 */
```

```
string getPassword () {
```

```
    return Password;
```

```
}
```

```
private:
```

```
void initAttributes () ;
```

```
};
```

```
#endif // STAFF_H
```