The project simulates the activities that normally take place in a modern library. We use several object to store the needed information.

First of all, we need an object called **Book** that will store details about the intellectual resources of the library. Each object has an id, name, author, the language in which the book was written, the number of copies available in the library, the location(section, floor and shelf).

The next object needed would be **Subscriber**. We use it to store the data for all the people that use the services offered by the library.

Object **Borrow** should work as an inventory of all the “loans”, linking objects Books and Subscriber.

Object **Room** contains details about the room (type, number of seats) and the schedule for each of them.

Object **Reservation** stores all the intervals when a certain room was booked and used.

The **Event** object has the information about the type of event that is organized and the date and time it is held.

The last object is **Staff**, so that we can have a record of all the people working at the library and their tasks.

Each class has a method getValues() that sets the data in each dynamic variable that was declared.