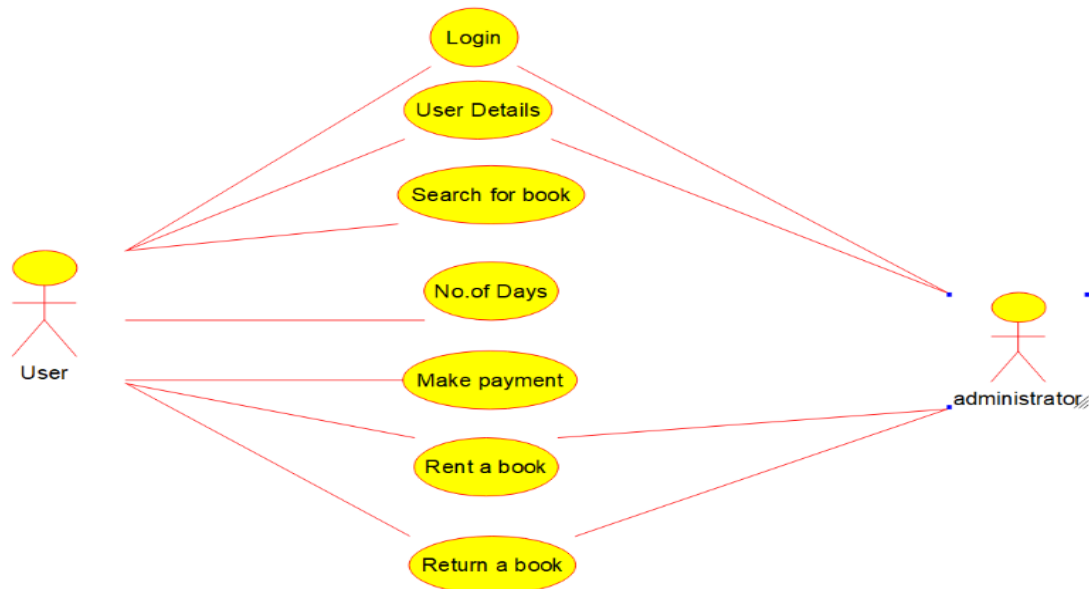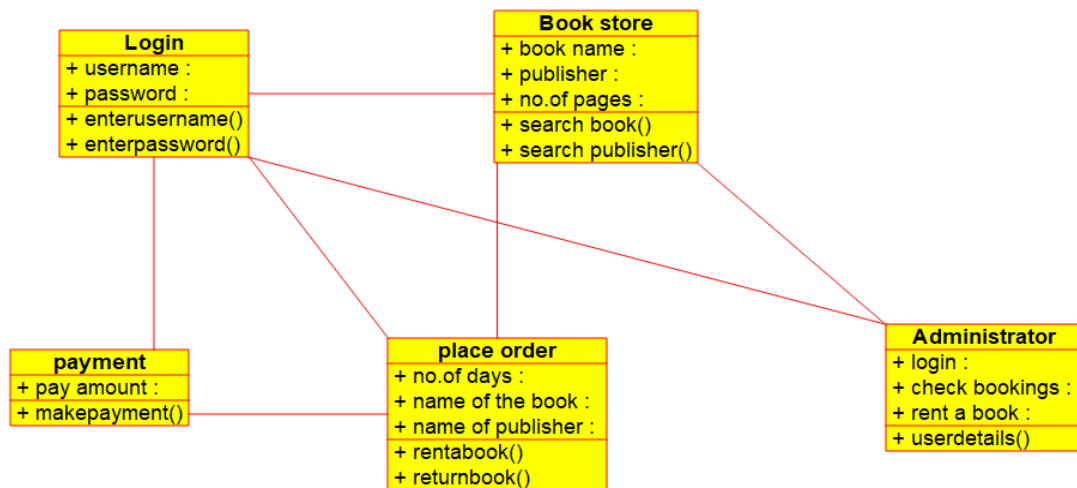# BOOK RENTAL SYSTEM

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Use case diagram:

Class diagram:

Code generation:

C++:

```cpp
#include "Administrator.h"
// Constructors/Destructors
//
Administrator::Administrator () {
initAttributes();
}
Administrator::~Administrator () { }
//
// Methods
//
// Accessor methods
//
// Other methods
//
void Administrator::initAttributes () {
}
#include "Book_store.h"
// Constructors/Destructors
//
Book_store::Book_store () {
initAttributes();
}
Book_store::~Book_store () { }
//
// Methods
//
// Accessor methods
//
```

```cpp
// Other methods
//
void Book_store::initAttributes () {
}
#include "Login.h"
// Constructors/Destructors
//
Login::Login () {
initAttributes();
}
Login::~Login () { }
//
// Methods
//
// Accessor methods
//
// Other methods
//
void Login::initAttributes () {
}
#include "place_order.h"
// Constructors/Destructors
//
place_order::place_order () {
initAttributes();
}
place_order::~place_order () { }
//
// Methods
//
```

```cpp
// Accessor methods
//
// Other methods
//
void place_order::initAttributes () {
}#include "payment.h"
// Constructors/Destructors
//
payment::payment () {
initAttributes();
}
payment::~payment () { }
//
// Methods
//
// Accessor methods
//
// Other methods
//
void payment::initAttributes () {
}
```