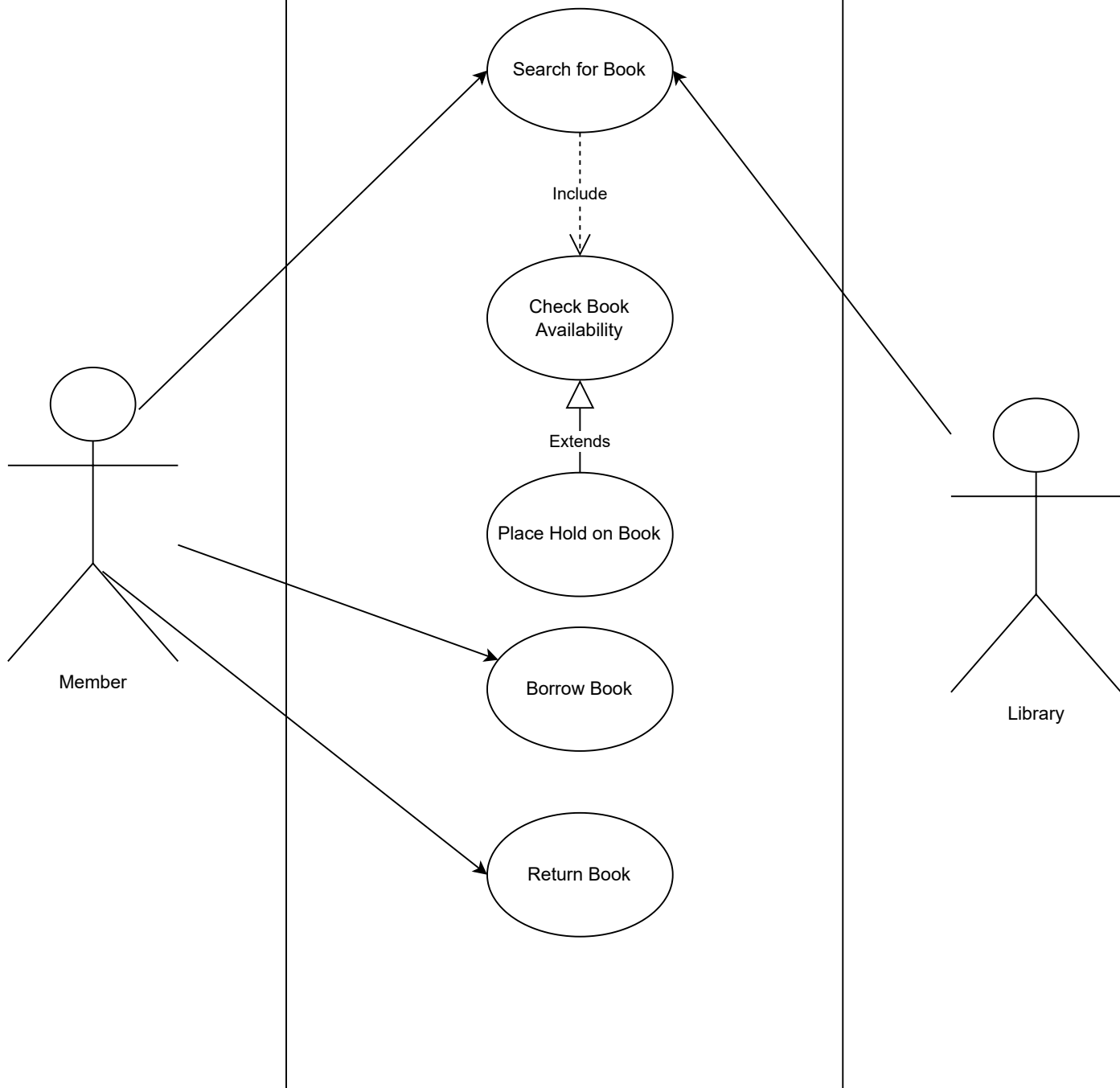


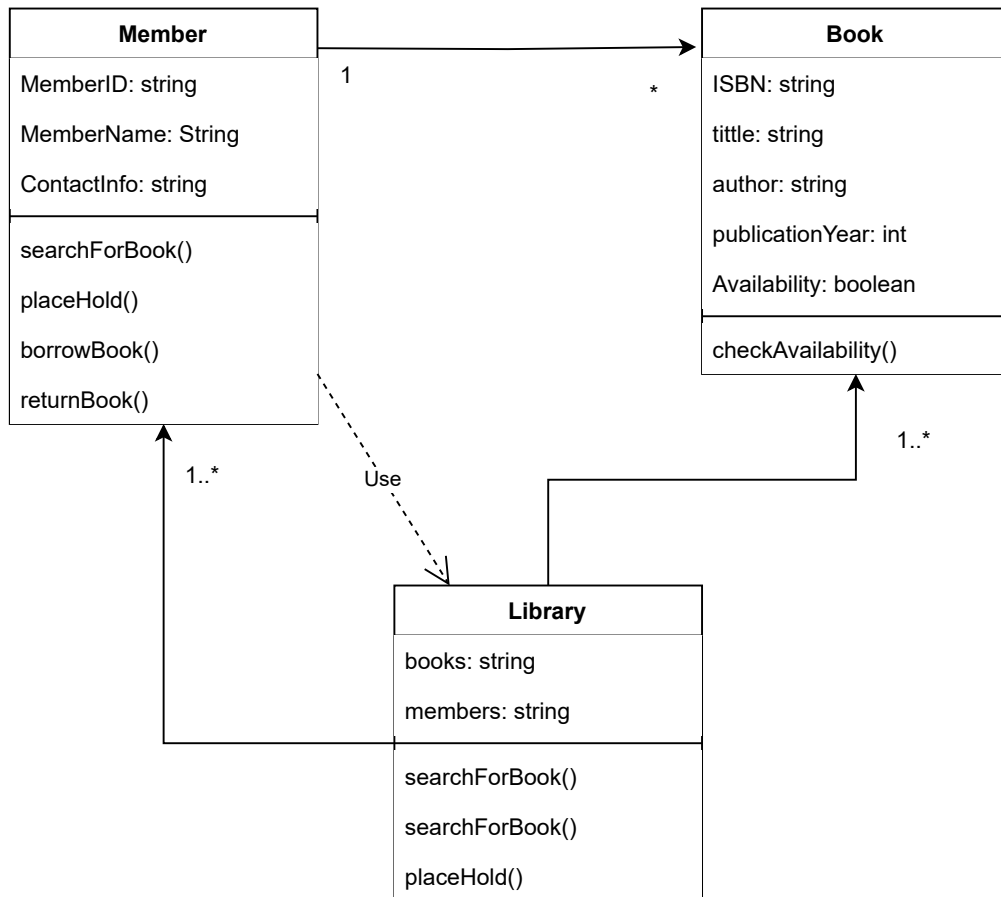
**Q1: Use Case Diagram: (5 points)**

Identify the use cases for the library system and draw a use case diagram to depict the relationships between the actors and use cases.



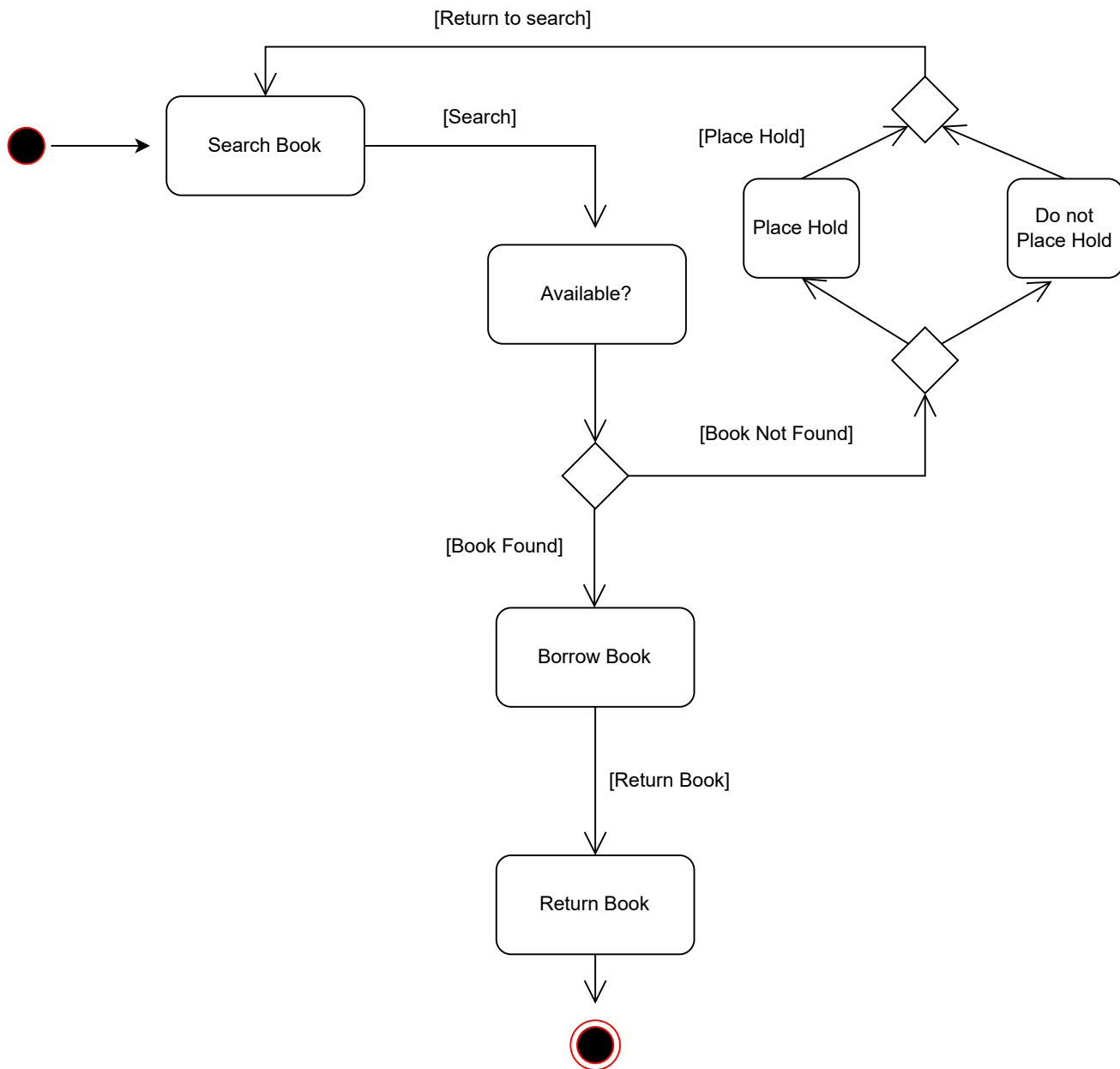
**Q2: Identification of Classes and Class Diagrams: (5 points)**

Identify the classes in the system and draw class diagrams including the attributes and methods for each class and the relationships between classes.



### Q3: Activity Diagrams: (5 points)

Draw an activity diagram to demonstrate the process of borrowing and returning a book by a member.



- **Q4: Sequence Diagrams: (5 points)**
  - The scenario where a member **searches for a book and borrows it**
  - The scenario where a member returns a book to the library
- Draw a sequence diagram including:

