For inheritance in my system, I have treated LibraryResource as an Abstract superclass for all types of library resources. This ensures that common attributes, like the resource's title, and behaviours, such as printing details, are encapsulated in a single location, promoting code reuse

Subclasses PhysicalBook and ElectronicResource inherit from LibraryResource and extend its functionality to include attributes specific to their resource type.

The rationale behind the approach is as follows:

- inheritance allows the system to enforce consistent behaviour across resource types via the abstract methods defined in LibraryResource, such as getDetails. Each subclass is required to provide its implementation, ensuring that details are appropriately tailored for the specific resource type
- simplifies the overall architecture as shared functionality can be modified in the superclass without altering every subclass.