```csharp
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Text;
5  using System.Threading.Tasks;
6  using Slogan;
7  using BooksOptions;
8  using BooksRent;
9  using BooksBuy;
10
11 namespace BooksMain_MainMenu_MainCase
12 {
13     public class BooksMainClass
14     {
15         public void Books()
16         {
17             int userInput = 0;
18             while (userInput != 3)
19             {
20                 SloganDisplay errorSlogan = new SloganDisplay(); //create     ⇄
                      errorSlogan
21                 errorSlogan.Display();                           //run errorSlogan, ⇄
                       this is here for when errors occur
22                 BooksMainMenuClass BookMenuInstance = new BooksMainMenuClass(); // ⇄
                       create NewBookMenu
23                 userInput = BookMenuInstance.BooksMainMenu();         //run      ⇄
                       BooksMainMenuClass, this is the main menu
24                 BooksCaseClass BookCaseInstance = new BooksCaseClass();// create  ⇄
                       bookscase class
25                 BookCaseInstance.BooksCase(userInput);                   //run  ⇄
                       bookscase class with userinput as a variable input
26             }
27         }
28     }
29
30     public class BooksMainMenuClass
31     {
32         public int BooksMainMenu()
33         {
34             BooksOptionsClass BooksOptionsInstance = new BooksOptionsClass(); //  ⇄
                   books options
35             BooksOptionsInstance.BooksOptions();
36             int result = 0; //starting vaule of result
37             try
38             {
39                 result = int.Parse(Console.ReadLine()); //userinput
40                 return result;
41             }
42             catch (Exception myerror)
43             {
44                 Console.WriteLine(myerror.Message);
45
```

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46                  }
47                  return result;
48              }
49
50          }
51
52      public class BooksCaseClass
53      {
54          public void BooksCase(int results)
55          {
56              int myInput;
57              myInput = results;
58              switch (myInput)
59              {
60                  case 0:
61                      SloganDisplay zeroSlogan = new SloganDisplay(); //slogan
62                      zeroSlogan.Display();
63                      break;
64                  case 1: //Rent
65                      SloganDisplay rentSlogan = new SloganDisplay(); //slogan
66                      rentSlogan.Display();
67                      RentBooks rent = new RentBooks();
68                      rent.RentInput(); //run rentinput
69                      break;
70
71                  case 2: //Buy
72                      SloganDisplay buySlogan = new SloganDisplay(); //slogan
73                      buySlogan.Display();
74                      BooksBuyClass buy = new BooksBuyClass();
75                      buy.BuyInput(); //run buy input
76                      break;
77
78                  case 3://goes back one screen
79
80                      break;
81
82
83              }
84          }
85      }
86  }
87
```