|  |
| --- |
| Student |
| Student\_id:char |
| Student(Student\_id :char)  Borrow() :int  Return() :int |

|  |
| --- |
| Book |
| Book\_code :char  InorOut :int |
| Book(book\_code :char,InorOut :int)  Beborrowed(InorOut :int) :int  Bereturned(InorOut :int) :int |

1.

|  |
| --- |
| librarian |
| Lib\_Id :char |
| Changestate() :int |

2.

|  |
| --- |
| car |
| Model :char  Color :char  Number :int  Price :double |
| Car(model :char,color :char, number :int, price double)  Product(model :char,color :char, number :int)  Sell(model :char,color :char,price :double) |

|  |
| --- |
| car |
| State :int  Price :double |
| Car()  Car(state :int, price :double)  Drive(state :int) :int  Sell(state :int, price :double) :int |

|  |
| --- |
| car |
| Number\_plate :char  Score :double  Behavior :int |
| Car(number\_plate :char, score :double, behavior :int)  Minus\_score(behavior :int) :double  Punish(score :double) :int |