Interfaces in the Application

Interface Design	Description
LIBRARIAN	
1. bool **addBook**(int bookID, String TitleName, String AuthorName, String Press, DateTime PublicationTime, String Classificationcode, String Keyword);	Librarian to add book
2. string deleteBook(int bookID);	Librarian to delete book
3. string staffEmail(int staff_id);	Librarian to send email to staff if due-date is near
4. string studentEmail(int student_id);	Librarian to send email to student if due_date is near
Student	
1. string getBookbyAuthor(string Authorname);	Search book by Authorname
2. string getBookbyID(string TitleName);	Search book by Titlename
3. bool addToStudentBorrowList(string student_id, DateTime borrow);	Student adds to their own borrow on searching a book and if it is available
Staff	
4. string getBookbyAuthor(string Authorname);	Search a book by Authorname
5. string getBookbyID(string TitleName);	Search a book by Titlename
6. bool addtoStaffBorrowList(string student_id, DateTime borrow);	Staff add books to their borrow list after searching for book if available.

Additional Interfaces

Apart from the implemented interfaces there can be several others possible which are as follow:

Librarian	
1. List<Books> handle_Staffborrow(int staff_id)	Handle books available with staff by their id and get the respective bookID list they hold
2. List<Books> handle_Studentborrow(int student_id)	Handle books available with student by their id and get the respective bookID list they hold
Staff	
3. Bool handle_StaffReturn(int staff_id)	Get the respective staff_id and delete the books after return from their borrowlist
Student	
4. Bool handle_StudentReturn(int staff_id)	Get the respective student_id and delete the books after return from their borrowlist