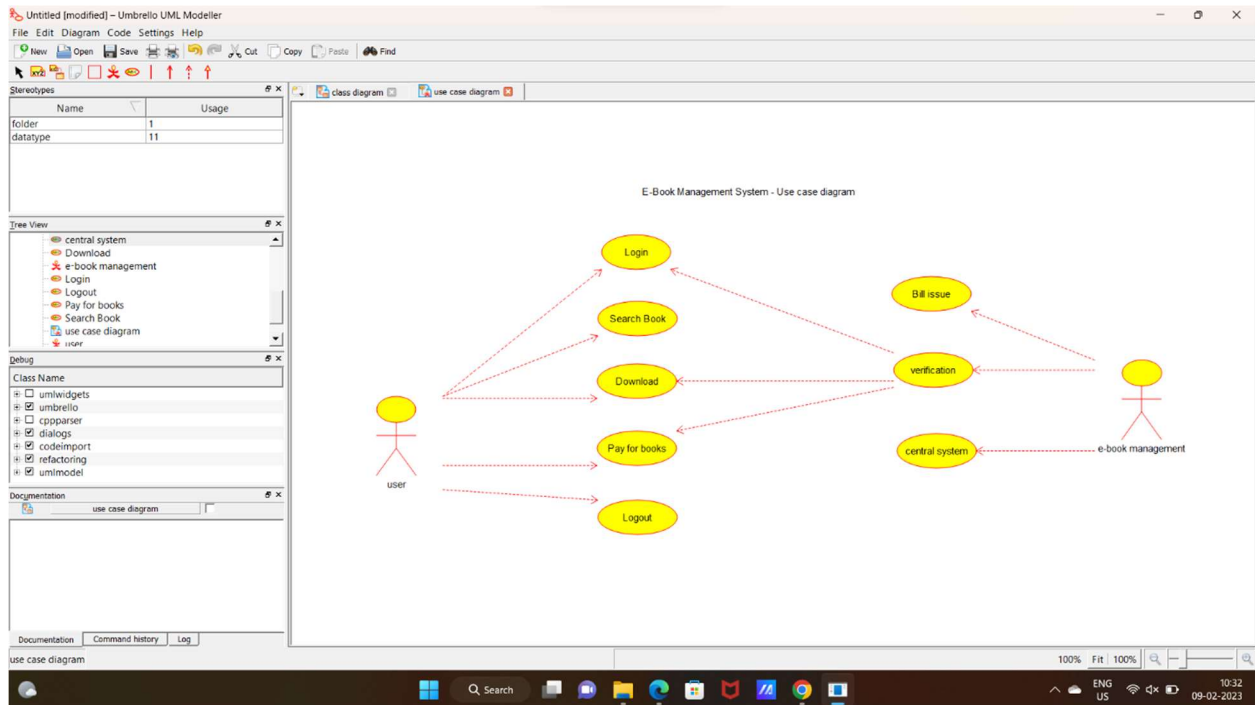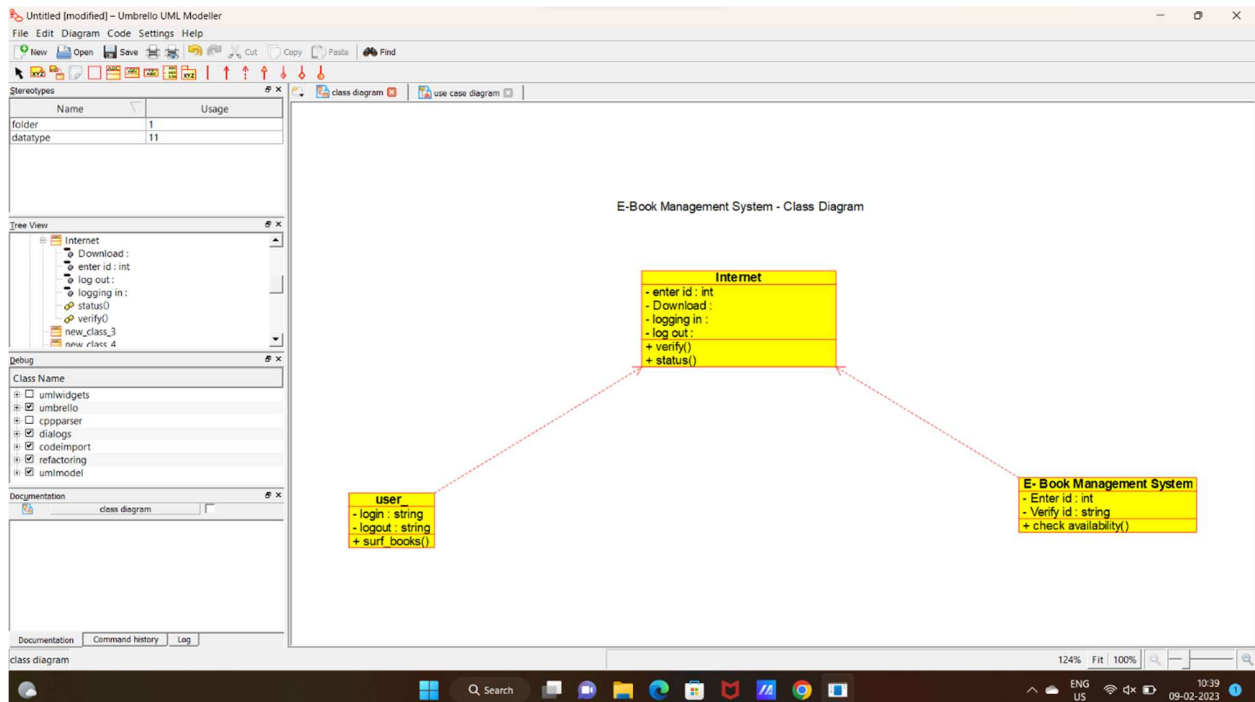# 9 – E BOOK MANAGEMENT SYSTEM

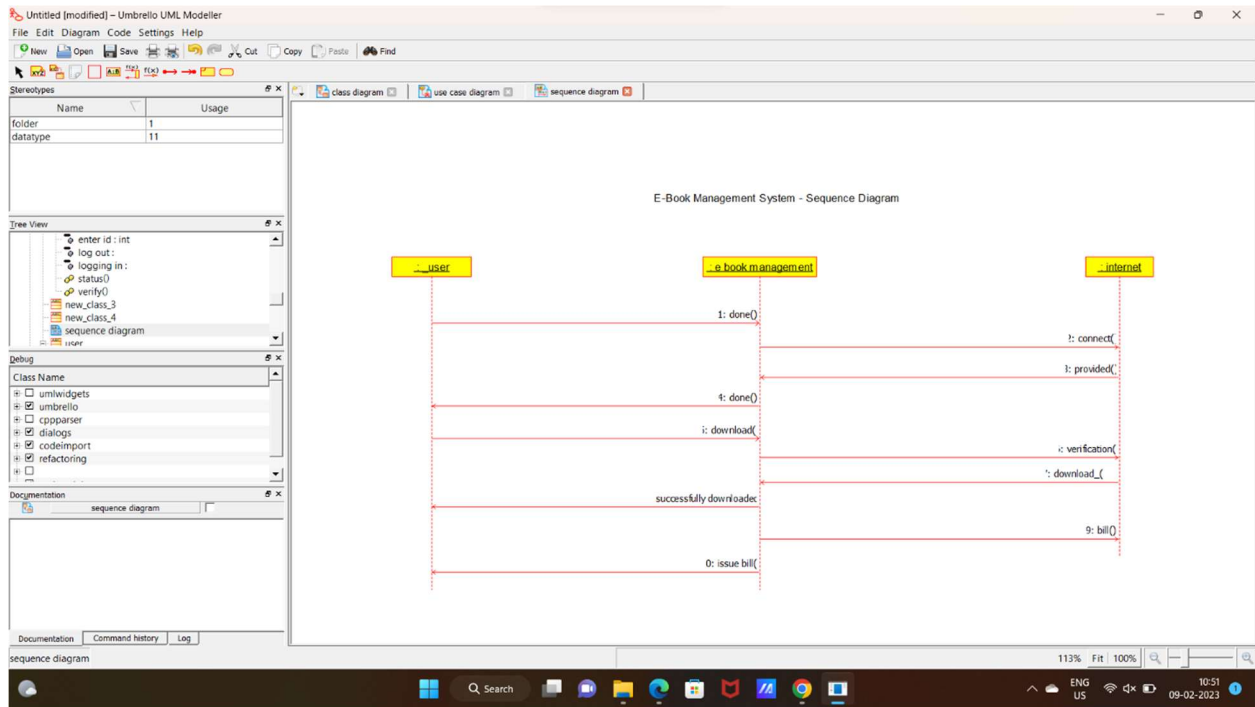USE CASE DIAGRAM:

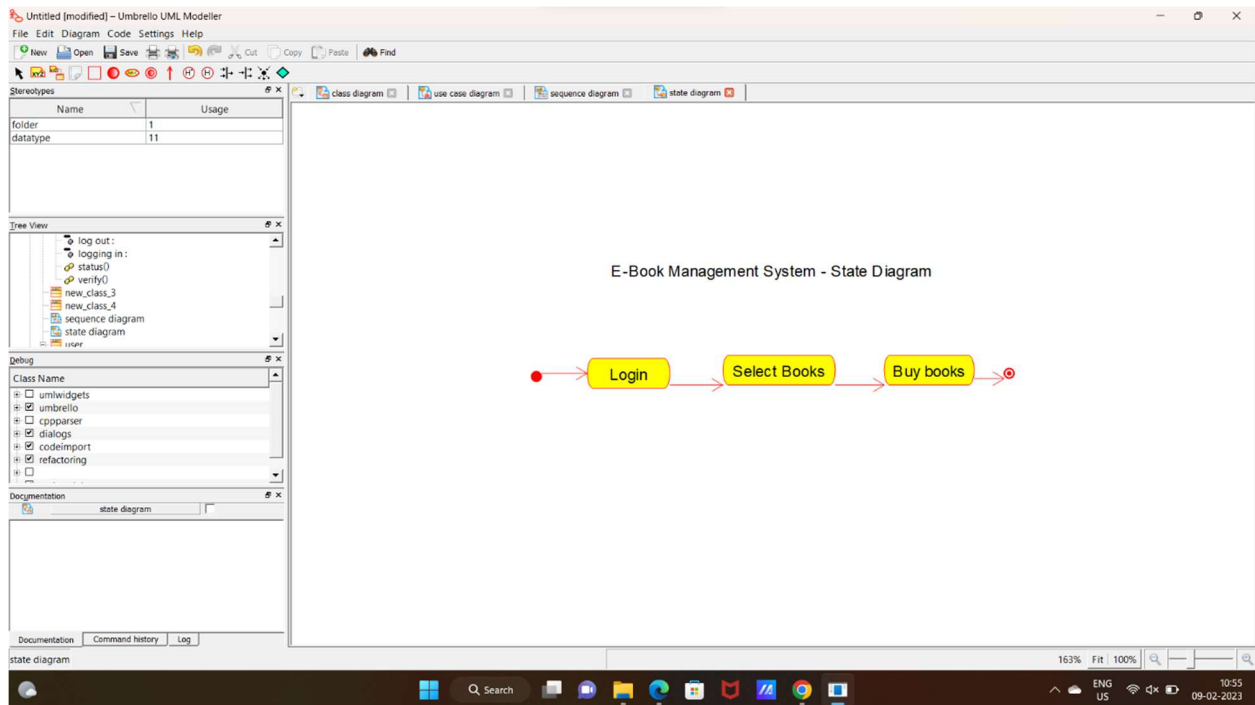2:CLASS DIAGRAM:

3:SEQUENCE DIAGRAM:

4:STATE DIAGRAM:

CODE:

E BOOK MANAGEMENT SYSTEM:

```cpp
#include "E_Book_Management_System.h"


// Constructors/Destructors
//


E_Book_Management_System::E_Book_Management_System () {

initAttributes();

}


E_Book_Management_System::~E_Book_Management_System () { }


//
// Methods
//



// Accessor methods
//



// Other methods
//


void E_Book_Management_System::initAttributes () {

}
```

INTERNET:

```cpp
#include "Internet.h"

// Constructors/Destructors
//

Internet::Internet () {
initAttributes();
}

Internet::~Internet () { }

//
// Methods
//


// Accessor methods
//


// Other methods
//

void Internet::initAttributes () {
}
```

NEW CLASS:

```cpp
#include "new_class_3.h"
```

```
// Constructors/Destructors

//

new_class_3::new_class_3 () {

}

new_class_3::~new_class_3 () { }

//
// Methods
//


// Accessor methods

//


// Other methods

//

USER:
#include "user_.h"

// Constructors/Destructors

//

user_::user_ () {
initAttributes();
```

```cpp
}

user_::~user_ () { }

//
// Methods
//


// Accessor methods
//


// Other methods
//

void user_::initAttributes () {
}
```