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SOFTWARE DEVELOPMENT 3

COURSEWORK1

LIBRARY OF STUFF

In this Program the Users can borrow all kinds of items - tools, sewing machines, phone chargers, bicycle pumps – little items that we frequently need but cannot have. Items can be categorised based on the area of the house they are typically utilised in.

FUNDAMENTER OBJECT:

SUB_CLASSES AND THEIR PROPERITIES

*BOOKS: TITLE, AUTHOR

*ROOM: ROOM_NO, SITTINGSPACE

*COMPUTER: AVAILABILITY, MODEL