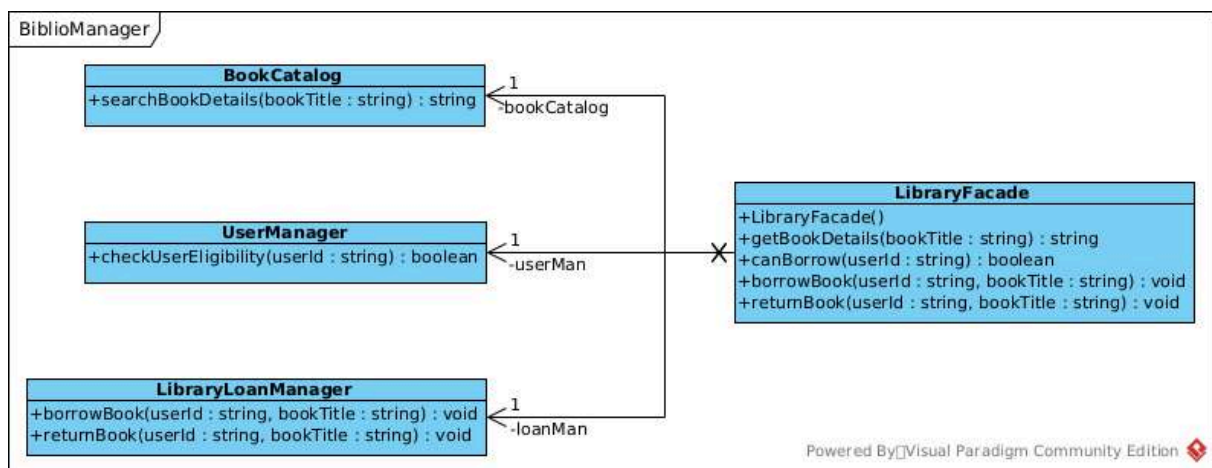


Devoir Maison 2

Par Axel Pelleray-Guilhem

I. Système de gestion d'une bibliothèqueZ

A) Diagramme de classes



B) Code de la classe **LibraryFacade**

```

public class LibraryFacade{
    private BookCatalog bookCatalog = new BookCatalog();

```

```

private UserManager userMan = new UserManager();
private LibraryLoanManager loanMan = new LibraryLoanManager();

public LibraryFacade(){}

// GETTERS
public String getBookDetails(String bookTitle){
    return bookCatalog.searchBookDetails(bookTitle);
}
public boolean canBorrow(String userId){
    return userMan.checkUserEligibility(userId);
}

// SETTERS
public void borrowBook(String userId, String bookTitle){
    if(canBorrow(userId))
        loanMan.borrowBook(userId, bookTitle);
}
public void returnBook(String userId, String bookTitle){
    if(canBorrow(userId))
        loanMan.returnBook(userId, bookTitle);
}
}

```