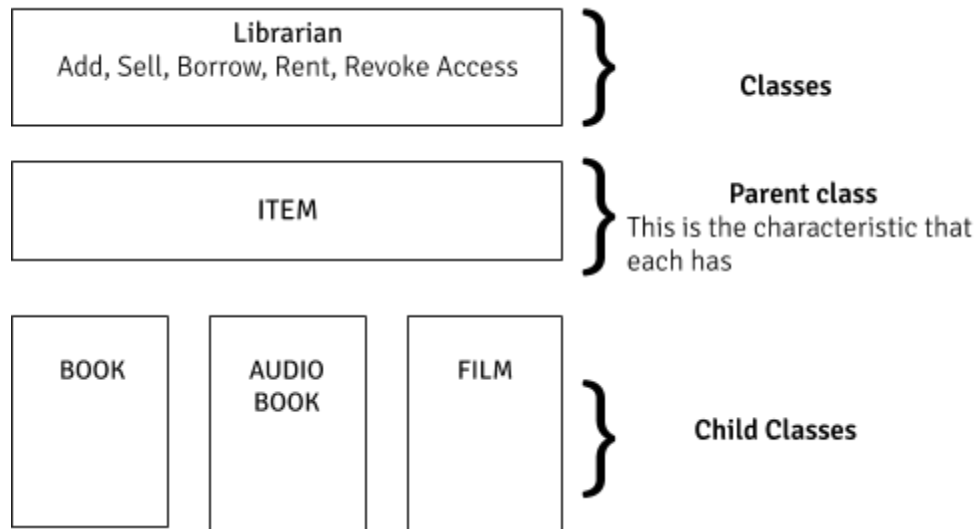


In this file, you will find all the classes that we will use in our **Library Management System**. The following is a visual representation of all classes that our program will have.



Above are the 4 classes that we will use in our program there is the **Item Class** which is the parent class and it will be holding all the methods(**Add method**, **Sell method**, **Donation method**) that are common for other classes(It has functionalities that are will be used in each class).

There is a **Book Class** has one method which is different from other classes, **borrow method** is on used in the Book class because only books can be borrowed. It also had the **return method** which is common in **Film class** too because both can be returned if they are physical.

Audiobook Class can has a **rent method** which means that it can be rented, it has a **revoke_access method** which means that because it's after the rental they paid for is over access will be revoked. The two methods will be used in **Film Class** too.