

Project Proposal

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Project Idea

After all, we have learnt in the past 6 weeks we have chosen to work on a '**Library Management System**'. We chose our case study to be a library as we have seen that we will be able to apply the skills we have learned in the past few weeks while working on the mentioned project.

Explaining our project in more details, the Library has **three** main items:

- Books,
- Audiobooks and
- Films.

Let's start with the keywords to avoid confusion, our program will allow the user to:

Add: Add an Item to the Library

Sell: Sell an item to a person

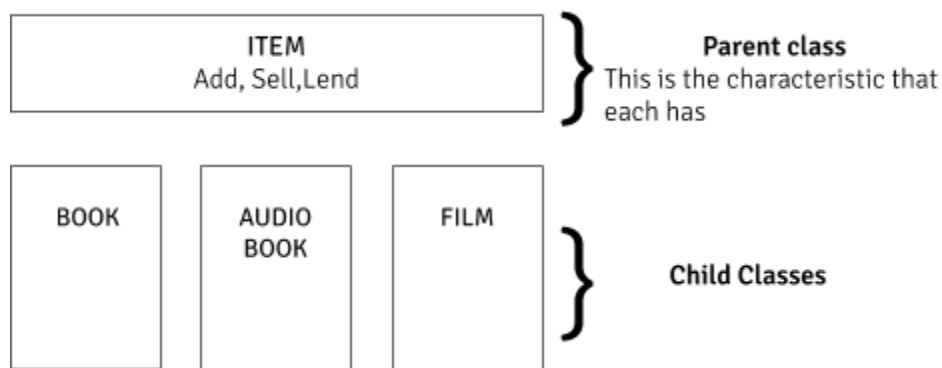
Lend: Lend an item to a person(the person will not pay)

The Library manager will be the one to use the program and they will be managing everything mentioned above.

Classes in the Project

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, Lend 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 the constructor that we allow it to add some characteristics on what it inherits from the parent class which is the Item class. That is the same for **Audiobook Class** and **Film Class** too.