As the Librarian will be the only one managing all activities and events made on the items that is the reason we are creating a class for them.

They will manage all actions that take place on items so the following are the methods in Library Class:

Add Method
The user(Library) can add an item by:
- The user will add the item's title, genre, number of items to be added, selling price and the donor's name if he/she is there

Sell Method
The user(Library) will sell an item by:
- Entering the title of the Item and checking if they have it in the library
- If the book is there, we will check the selling price
- Then, from the number, it will automatically remove one from the number of items in the library.

Borrow Method
When someone wants to borrow a book the user:
- Enter the book title to check if it's there
- Then, the program will remove 1 from the number of items
- We are going to add when(the time) the book will be returned - the borrower will return the book in 30days

Rent Method
- Enter the book Title to check if it's there
- If the book is there, we will check the rental price
- Then, the program will remove 1 from the number of items

Revoke_access Method
- When the duration of time the item has been rented/borrowed of is over, access to the item will be over.

View Method
- The Librarian can view all the items in the Library or choosing the type of item they want
- It will be possible by choosing if it all item or a specific time of item