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| Control type |
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| If someone want to login is system, first of all, we need to check user’s inputID. If the user use librarian’s ID, then send two variable to searchData function. One is user’s ID. Second is what we need to find from database. |

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| Data Type |
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| This is a class for send a E-mail to member. The parameter all decided by basic variable. And in this class, it don’t need to call other class. It just handle send E-mail by his own. |

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| Stamp Type |
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| System use class LibraryDBMgr to change paperbook’s state. First of all, system create member object changeMemberData. Then system will find a book he want to change from database. And put this data in variavle havaPaperBook. Then use LibraryDBMgr’s method editData to change book’s state. The member object changeMemberData will be it’s parameter. |