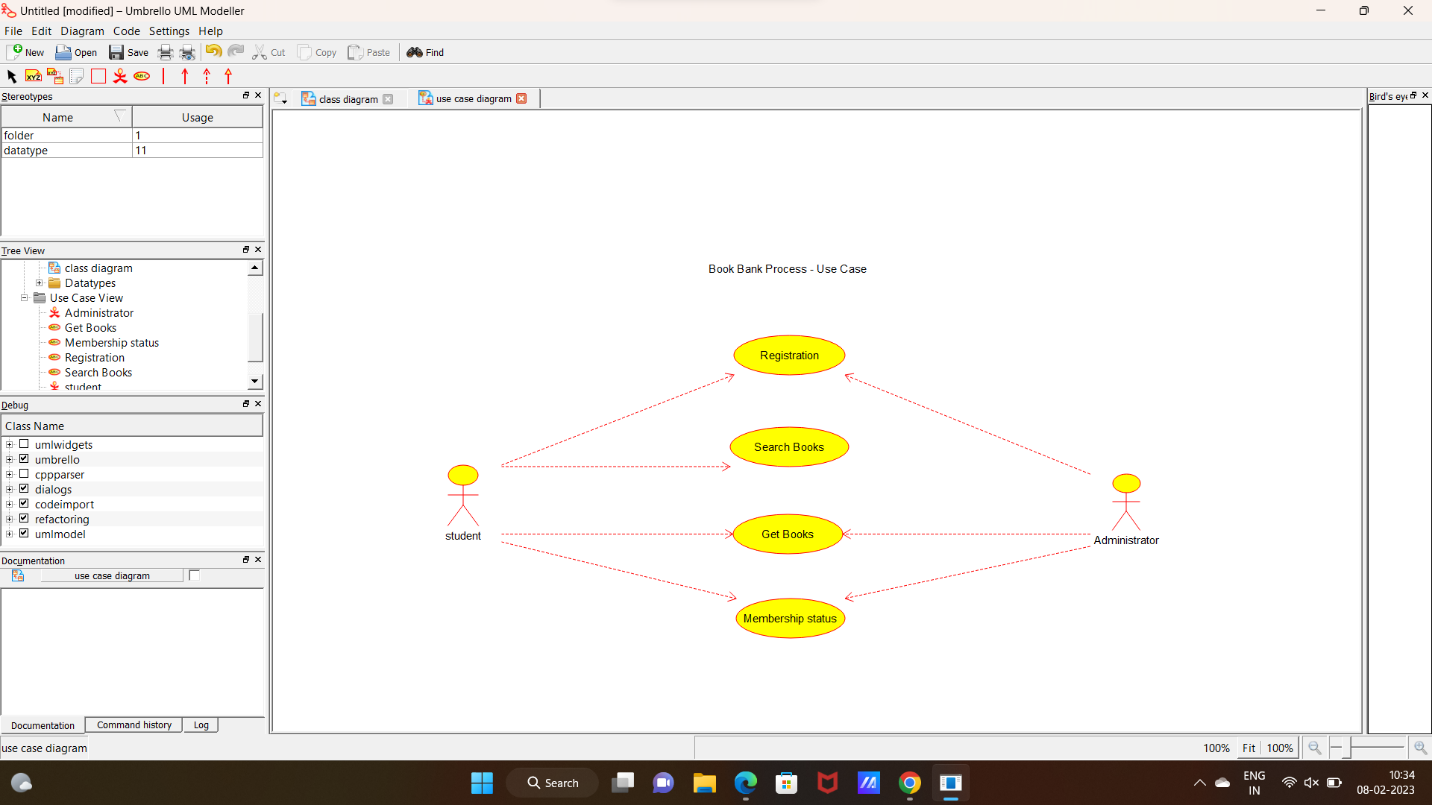
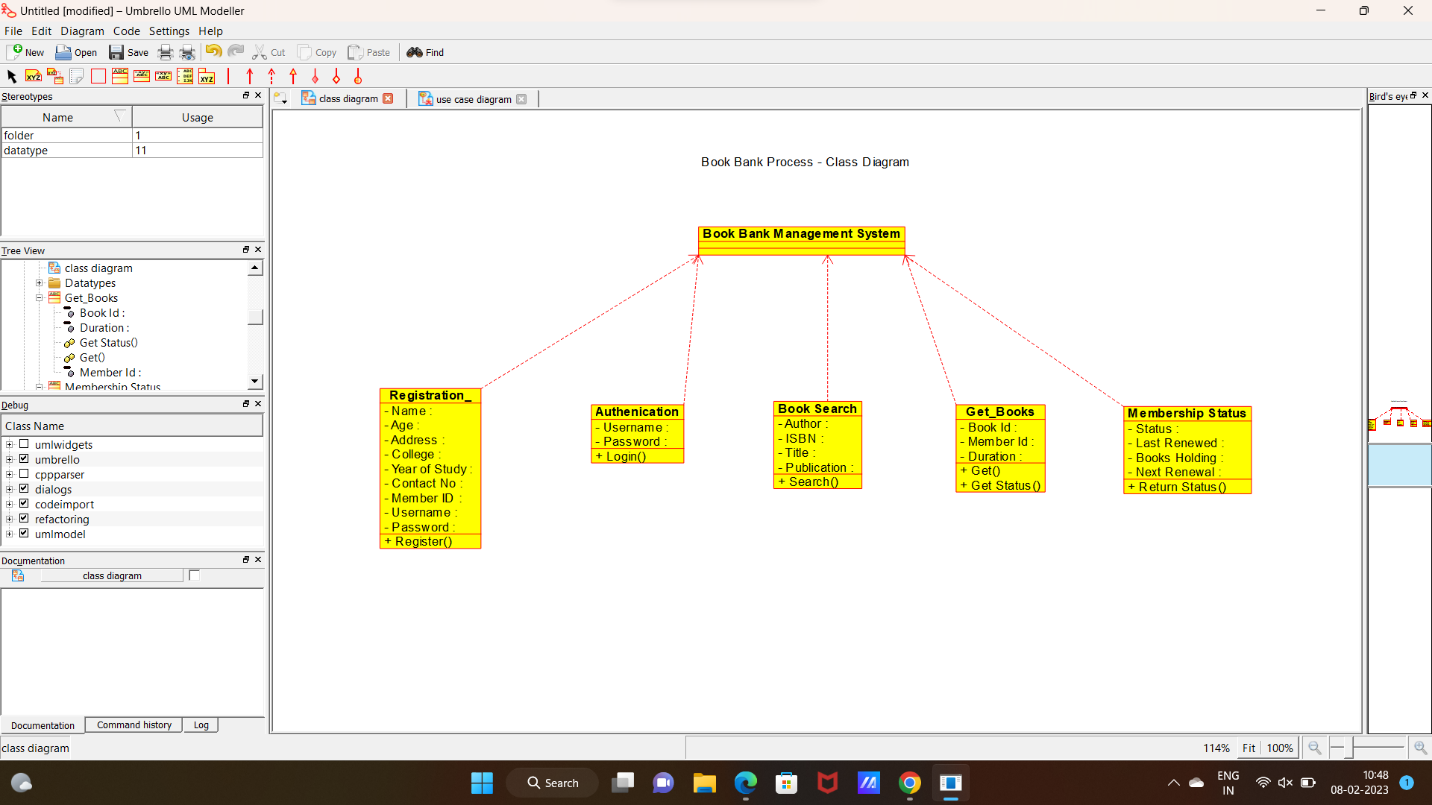
2 – BOOK BANK PROCESS

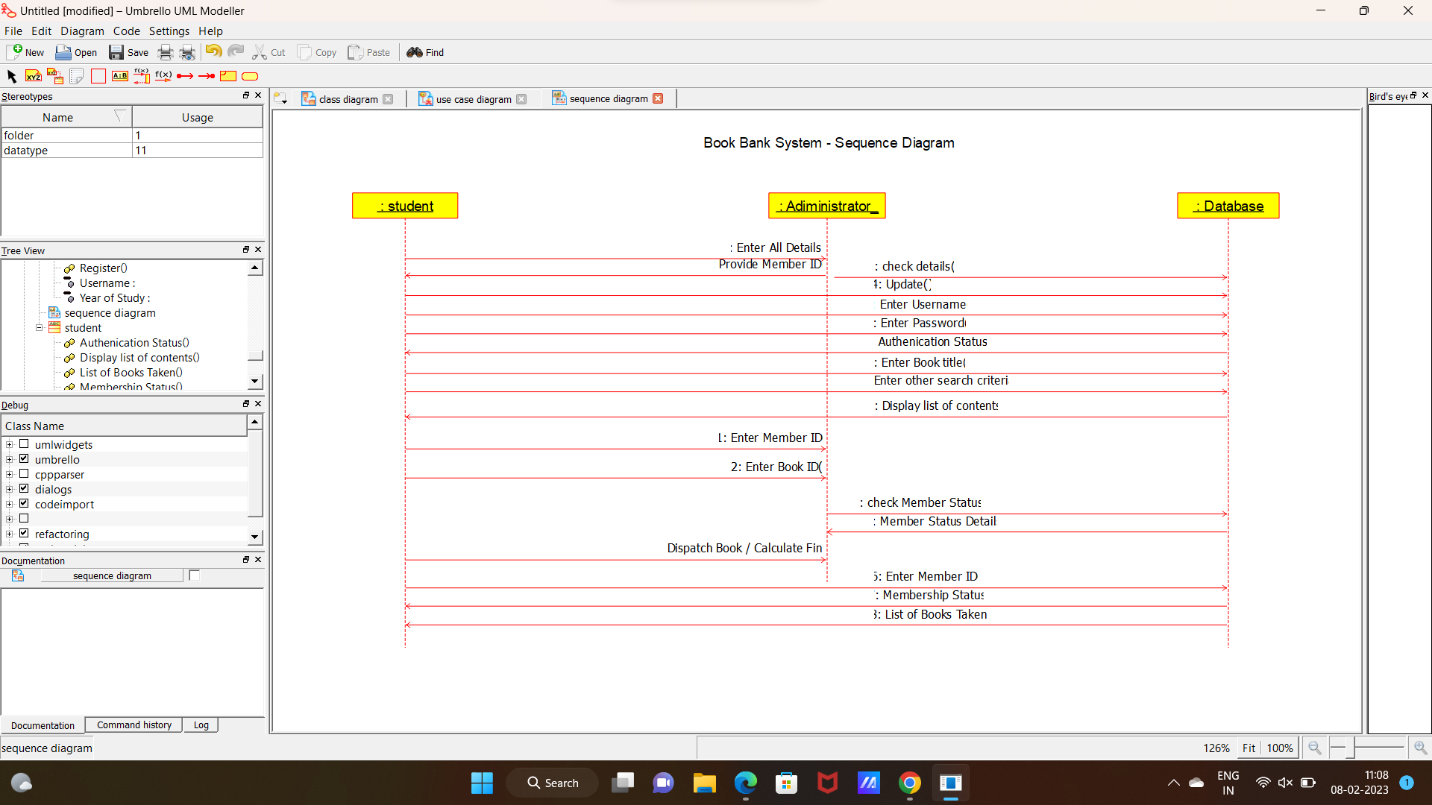
1:USE CASE DIAGRAM



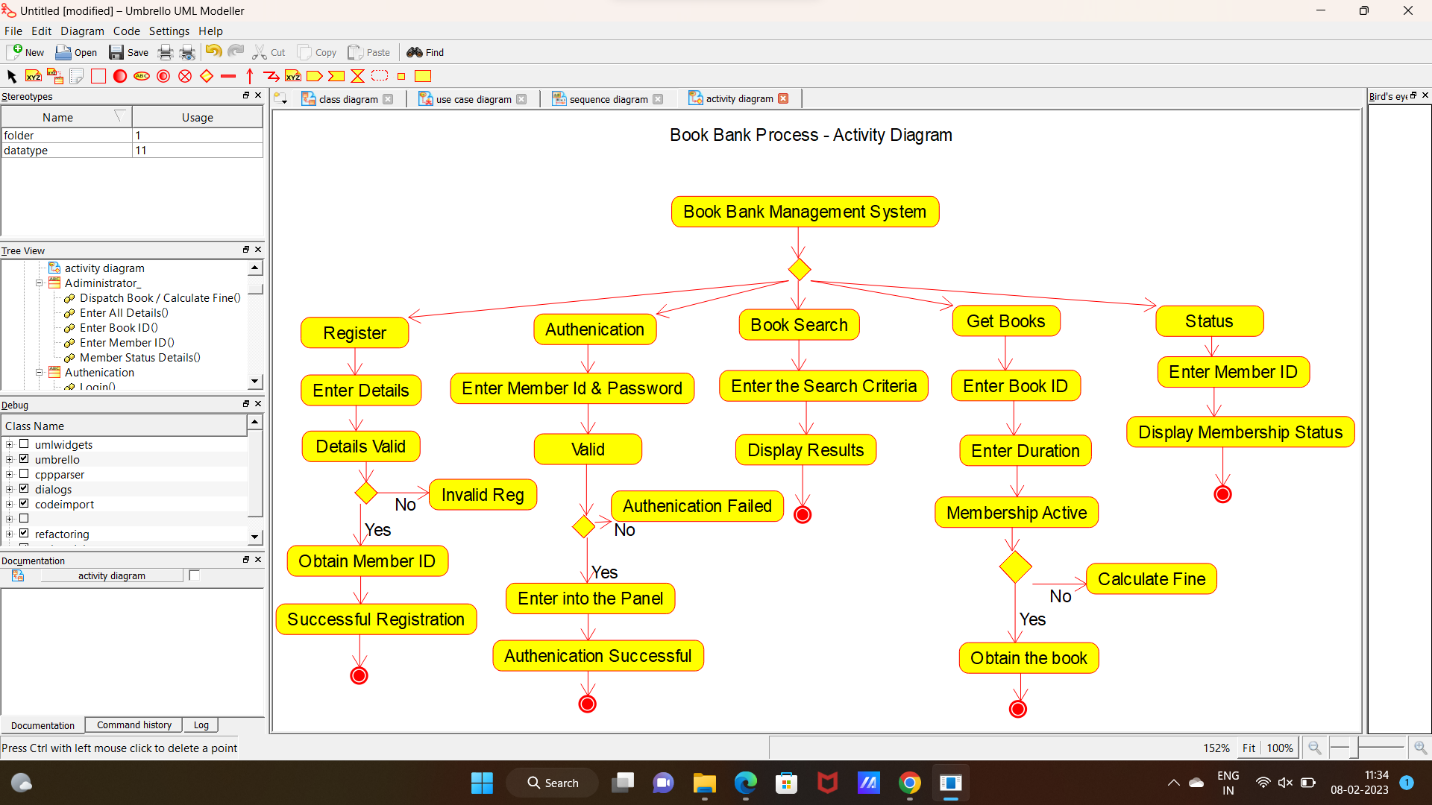
2- CLASS DIAGRAM



3:SEQUENCE DIAGRAM



4:ACTIVITY DIAGRAM



**CODE:**

ADMINISTRATOR:

#include "Adiministrator\_.h"

// Constructors/Destructors

//

Adiministrator\_::Adiministrator\_ () {

}

Adiministrator\_::~Adiministrator\_ () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

AUTHENICATION:

#include "Authenication.h"

// Constructors/Destructors

//

Authenication::Authenication () {

initAttributes();

}

Authenication::~Authenication () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void Authenication::initAttributes () {

}

BOOK BANK MANAGEMENT SYSTEM:

#include "Book\_Bank\_Management\_System.h"

// Constructors/Destructors

//

Book\_Bank\_Management\_System::Book\_Bank\_Management\_System () {

}

Book\_Bank\_Management\_System::~Book\_Bank\_Management\_System () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

BOOK SEARCH:

#include "Book\_Search.h"

// Constructors/Destructors

//

Book\_Search::Book\_Search () {

initAttributes();

}

Book\_Search::~Book\_Search () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void Book\_Search::initAttributes () {

}

DATABASE:

#include "Database.h"

// Constructors/Destructors

//

Database::Database () {

}

Database::~Database () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

GET BOOKS:

#include "Get\_Books.h"

// Constructors/Destructors

//

Get\_Books::Get\_Books () {

initAttributes();

}

Get\_Books::~Get\_Books () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void Get\_Books::initAttributes () {

}

MEMBERSHIP STATUS:

#include "Membership\_Status.h"

// Constructors/Destructors

//

Membership\_Status::Membership\_Status () {

initAttributes();

}

Membership\_Status::~Membership\_Status () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void Membership\_Status::initAttributes () {

}

REGISTRATION:

#include "Registration\_.h"

// Constructors/Destructors

//

Registration\_::Registration\_ () {

initAttributes();

}

Registration\_::~Registration\_ () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void Registration\_::initAttributes () {

}

STUDENT:

#include "student.h"

// Constructors/Destructors

//

student::student () {

}

student::~student () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//