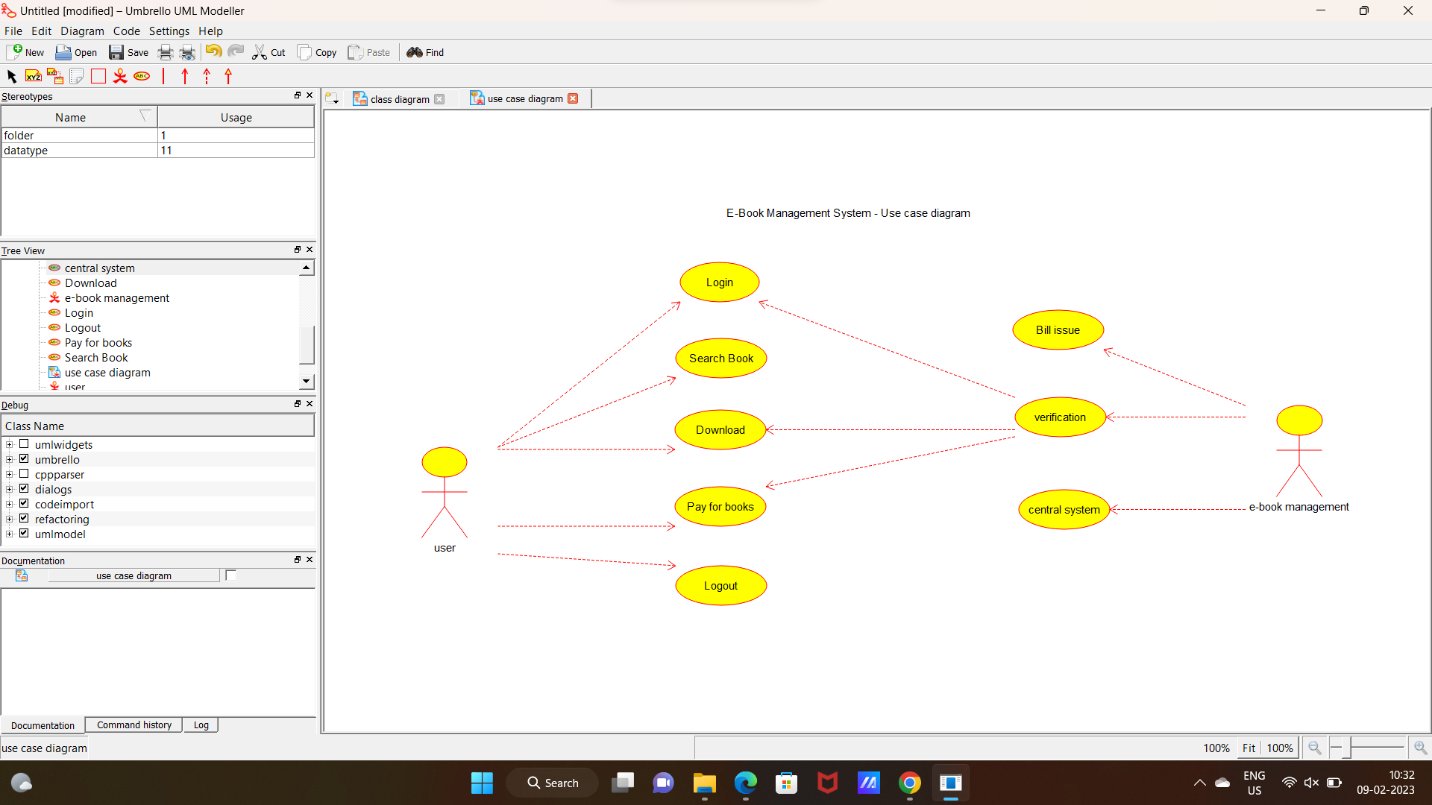
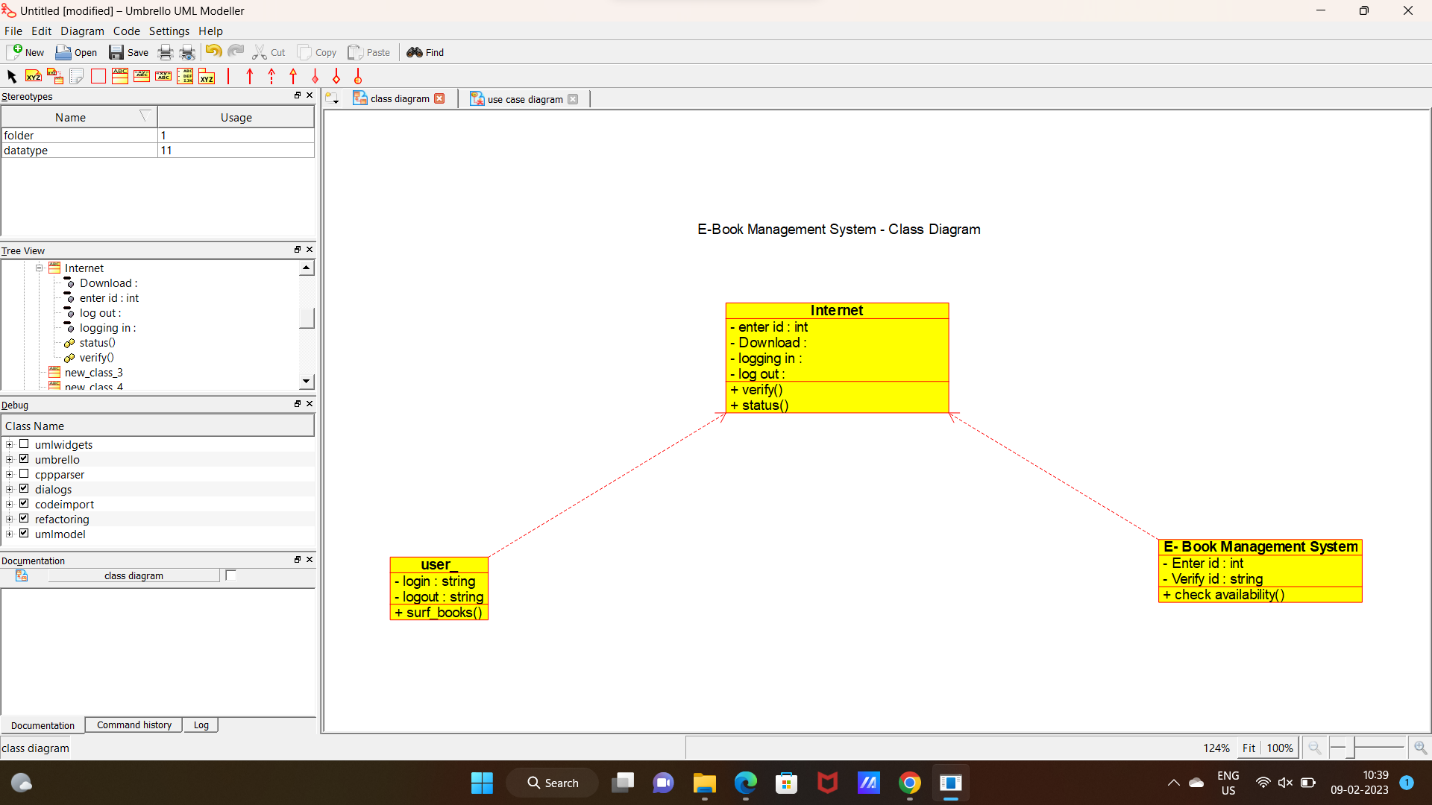
9 – E BOOK MANAGEMENT SYSTEM

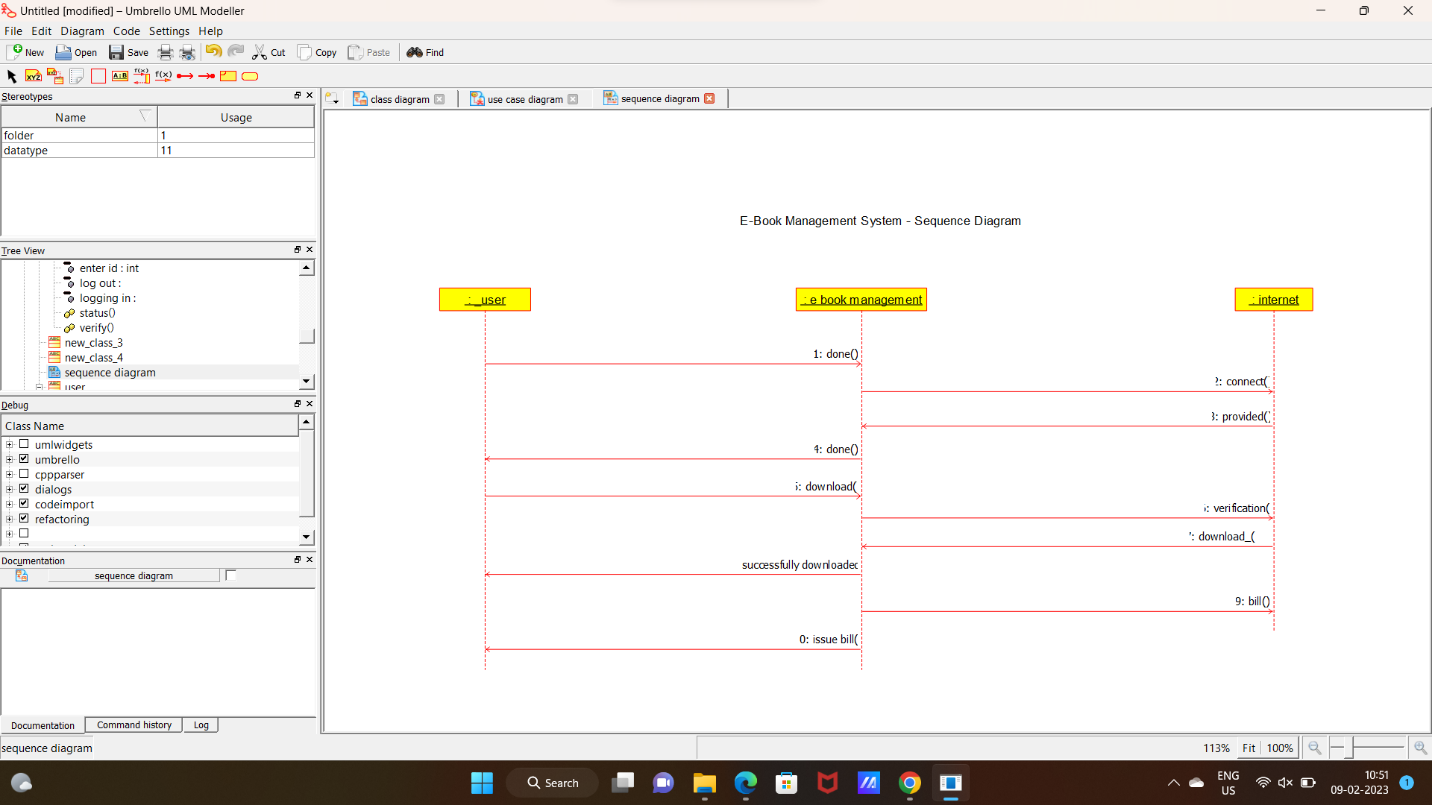
USE CASE DIAGRAM:



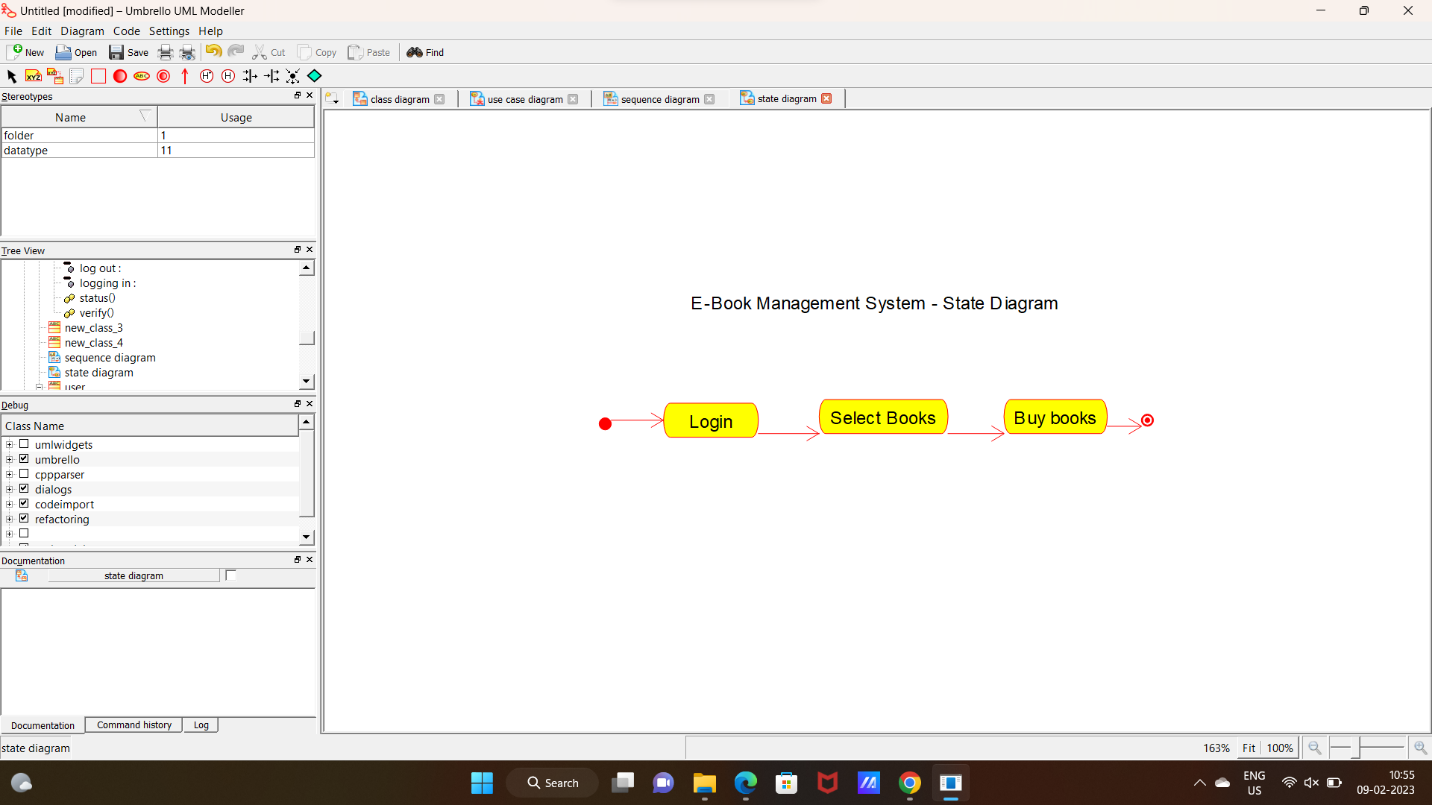
2:CLASS DIAGRAM:



3:SEQUENCE DIAGRAM:



4:STATE DIAGRAM:



**CODE:**

E BOOK MANAGEMENT SYSTEM:

#include "E\_Book\_Management\_System.h"

// Constructors/Destructors

//

E\_Book\_Management\_System::E\_Book\_Management\_System () {

initAttributes();

}

E\_Book\_Management\_System::~E\_Book\_Management\_System () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void E\_Book\_Management\_System::initAttributes () {

}

INTERNET:

#include "Internet.h"

// Constructors/Destructors

//

Internet::Internet () {

initAttributes();

}

Internet::~Internet () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void Internet::initAttributes () {

}

NEW CLASS:

#include "new\_class\_3.h"

// Constructors/Destructors

//

new\_class\_3::new\_class\_3 () {

}

new\_class\_3::~new\_class\_3 () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

USER:

#include "user\_.h"

// Constructors/Destructors

//

user\_::user\_ () {

initAttributes();

}

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

//

// Methods

//

// Accessor methods

//

// Other methods

//

void user\_::initAttributes () {

}