

ImportFile Exception
-ERROR_MESSAGE: String

Missing File Association Exception
-Bilehame: String

Unavailable File Exception
-Bilehame: String

Exception

Exception

```
Library Manager

- library: Library
- de Sault Rules: List < Request Rule >
- associated File: String

+ Save (): Void
+ save As(file name: String): Void
+ load (filename: String): Void
+ import File (filename: String): Void
+ register User (name: String, email: String): Void
+ register Worm (worm: Worm): Void
+ vegister Worm (worm: Worm): Void
+ vegust Worm (user IA: int, worm Id: int, ash Anaibbility Notification: boolean): Request Result
+ veturn Worm (vegust Id: int): Void
+ change Inventory (work Id: int, detta: int): Void
+ Search (query: String): List < Worm?
```

```
Librarg
- Current Date: int
- Sine per Day: int
-Users: Mapeint, User>
- works: Map < int, Works
- creators: Mabestring, Creators
- requests: List < Request?
- rules: List < Request Rule?
- associated File hame: String
+ import File (Pilehame : String) ; Void
+ Save As ( Silename : String) : Void
+ load ( Sile name : String) : Void
+ advance Time (days: Int): void
+ register User ( name: String, email: String): Void
+ request Work (userId: int, workId: int, ash Availability Notification: boolean): Request Result
t veturn Work ( veguest I 1: int) : boil
+ change Inventory ( wor hild; int, delta: int): void
+ Search (query: String): List & Works
+ apply Fines(): Void
+ Vemore Creator I & Empty (c: Creator): Void
+ remove Work If NoCopies (world Id: int) : Void
+ cancel Notifications (work: Work): void
+ register Interest (user Id: int, wor HId: int, interest: Interest Type): Void
+ restorated Aptorload (): void
```

```
User
-id: int
-last Id: int
- name: String
- email: String
- State : Usev State
- classification Strategy: Classification Strategy
- active Requests: List < Request>
- history Requests : List < Requests
- pending Fines: int
- notifications Queue: Queue < Notification >
+add Request ( vequest : Request ): Void
+close Request ( vequest : Request , veturn Date : int) : loid
+ bay Fine (amount: int): Void
+ View Notifications (): Void
+ evaluate (lassification (): Void
#allocateId(): void
+ restore last Id ( Value : int) : Void
+update (msg: String, worh: Worh)
```

«Abstract» RequestRule	
- rule Nomber: int	
+ Validate (Vequest: Request, user: User, worn: Worn): R	ule Result

```
Request Result
- Success: boolean
- msg: String
- created Request Id: int
```

```
Request

-id: int

-userId: int

-userId: int

-start Date: int

-start Date: int

-start Date: int

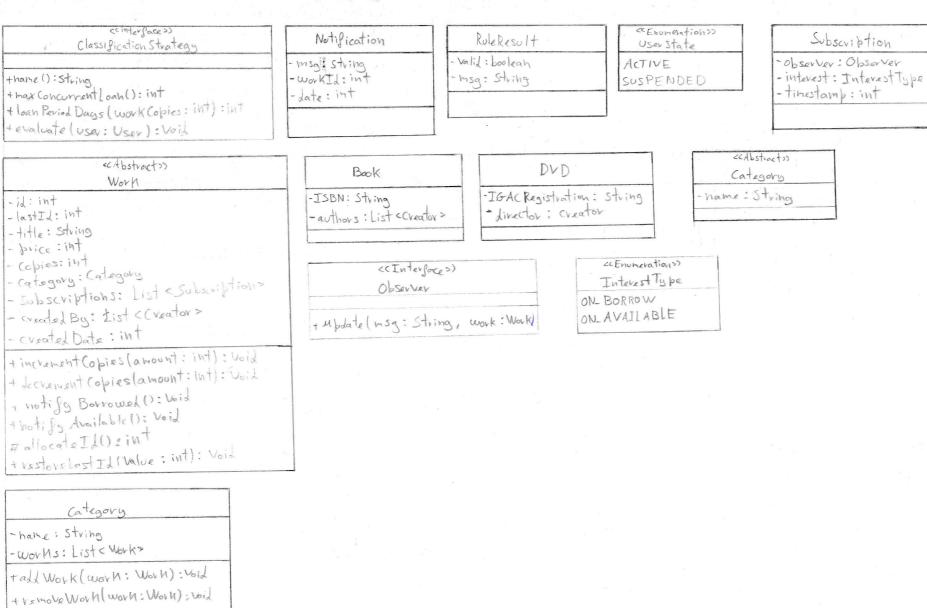
-teturned Date: int

-time Paid: int

+ mark Returned (return Date: int): Void

+ is Over Due (reference Date: int): bcolean

+ days Over Due (referee Date: int): int
```



+ has NoWorms(): boolean