CE103 Homework 3 Duygu Ayvaz

1.0

Generated by Doxygen 1.9.5

1 Overview 2

1.0.1 Lorem Ipsum . . . 2

2 Namespace Index 3

2.1 Package List . . . 3

3 Class Index 3

3.1 Class List . . . 3

4 File Index 4

4.1 File List . . . 4

5 Namespace Documentation 4

5.1 LibraryApp_Application Namespace Reference . . . 4

5.2 LibraryApp_DLL Namespace Reference . . . 4

5.3 LibraryManagement Namespace Reference . . . 4

6 Class Documentation 4

6.1 LibraryApp_DLL.Book Class Reference . . . 4

6.1.1 Constructor & Destructor Documentation . . . 6

6.1.2 Member Function Documentation . . . 6

6.1.3 Member Data Documentation . . . 7

6.1.4 Property Documentation . . . 9

6.2 LibraryApp_DLL.Class1 Class Reference . . . 11

6.2.1 Member Function Documentation . . . 11

6.3 LibraryManagement.FileUtility Class Reference . . . 11

6.3.1 Member Function Documentation . . . 12

6.4 LibraryApp_DLL.password Class Reference . . . 12

6.4.1 Member Function Documentation . . . 12

6.5 LibraryApp_Application.Program Class Reference . . . 12

7 File Documentation 13

7.1 SampleMarkdownFile.md File Reference . . . 13

7.2 .NETFramework,Version=v4.7.2.AssemblyAttributes.cs File Reference . . . 13

7.3 .NETFramework,Version=v4.7.2.AssemblyAttributes.cs File Reference . . . 13

7.4 Program.cs File Reference . . . 13

7.5 AssemblyInfo.cs File Reference . . . 13

7.6 AssemblyInfo.cs File Reference . . . 13

7.7 Book.cs File Reference . . . 13

7.8 Class1.cs File Reference . . . 13

7.9 ConversionUtility.cs File Reference . . . 13

7.10 FileUtility.cs File Reference . . . 13

7.11 Menu.cs File Reference . . . 14

7.12 password.cs File Reference . . . 14

Index 15

1 Overview

1.0.1 Lorem Ipsum

Version

1.0

Author

{Ugur Coruh}

"Neque porro quisquam est qui dolorem ipsum quia dolor sit amet, consectetur, adipisci velit..." "Acıyı seven, arayan ve ona sahip olmak isteyen hiç kimse yoktur. Nedeni basit. Çünkü o acıdır..." Lorem ipsum dolor sit amet, consectetur adipiscing elit. In accumsan eget ex elementum ullamcorper. Ut porta, mi et dapibus pellentesque, massa mi sollicitudin lectus, ac malesuada augue ligula a lectus. Quisque suscipit dui non ante tempor, ac consequat ipsum viverra. Sed vel risus fringilla, porttitor massa ut, rutrum nunc. Donec commodo, odio in semper facilisis, erat massa ornare erat, in scelerisque lacus elit sed mauris. Vestibulum ultrices ipsum id nisl condimentum, mattis commodo dui condimentum. Integer efficitur mi et rutrum dignissim. Donec lobortis convallis nisi eu ultricies. Ut porta eu enim a varius. Maecenas ac nisl tincidunt, finibus lacus eu, congue purus.

Vestibulum non sem vitae ante pellentesque iaculis convallis vitae lectus. Sed eget ligula quam. Mauris in tellus nec magna porttitor dignissim id commodo neque. Sed consectetur quam a nisl aliquam rhoncus. Curabitur a quam at tortor sollicitudin finibus. Vivamus a odio cursus, viverra metus et, pretium purus. Aliquam a posuere neque, ut suscipit arcu. Mauris a nisl quis velit pulvinar consequat in vitae arcu. Curabitur venenatis metus vitae risus iaculis consequat. Quisque lacus diam, rhoncus ut diam tempus, rhoncus interdum leo.

Phasellus erat mauris, pellentesque pretium nibh a, blandit condimentum neque. Vivamus lorem urna, ultrices vel rutrum a, ullamcorper id mi. Nunc semper pulvinar nunc in malesuada. Quisque faucibus, odio id porttitor fringilla, ipsum orci volutpat elit, id fringilla magna nisi sit amet erat. Nam pretium pretium orci a sollicitudin. Suspendisse iaculis, dolor at pulvinar dictum, felis est volutpat orci, nec tempor mi mi non augue. Duis augue lacus, hendrerit iaculis ornare id, feugiat et augue. Sed interdum ipsum diam. Donec rutrum finibus tortor id finibus. Praesent suscipit lacinia eros eget tristique. Aliquam lacinia at risus accumsan dapibus. Etiam orci urna, viverra quis ullamcorper a, dapibus in nunc. Vestibulum sit amet interdum leo. Nullam consectetur finibus sagittis. Nulla mollis diam a nunc gravida rutrum. Maecenas commodo eleifend dolor, eget scelerisque ipsum semper nec.

Ut in sapien ac lorem semper egestas at eu ante. Suspendisse eros risus, vehicula nec mi eget, ornare fermentum diam. Nullam laoreet imperdiet turpis, sed pulvinar velit commodo quis. Sed ullamcorper dolor id purus imperdiet, et accumsan metus gravida. Fusce eu purus vehicula, rhoncus velit et, rutrum dui. Curabitur ut varius nibh. Integer hendrerit lorem vel commodo commodo. Proin massa metus, tincidunt eleifend felis eget, volutpat sodales orci.

Nullam nunc libero, molestie in dolor id, congue malesuada elit. Maecenas luctus rutrum felis non pretium. Integer at pretium nisi, eu tempus sapien. Donec venenatis velit vitae rhoncus dictum. Mauris sed condimentum felis, et pretium sapien. Praesent est justo, placerat at lectus posuere, vulputate vulputate nunc. Proin mattis tellus a est gravida varius.

- Lorem ipsum dolor sit amet, consectetur adipiscing elit.
- Nulla ac magna ut ex pharetra vulputate eget a enim.
- Praesent sed felis feugiat, aliquam risus gravida, pretium libero.
- Donec at leo in dolor vestibulum pharetra sed a sapien.
- Etiam at sem vel dolor congue lacinia vitae at diam.
- Duis gravida risus at dui feugiat dapibus.
- Phasellus tincidunt dui in urna ultrices, eget mollis nisi venenatis.
- Praesent eu nunc ullamcorper, commodo lorem id, suscipit felis.
- Aenean vel nisl et urna rutrum semper.
- Vestibulum sed turpis hendrerit, varius quam in, mollis odio.
- Quisque sodales sem at vestibulum mattis.
- Nunc vitae ex facilisis, cursus quam at, luctus dui.
- Sed ut sapien a libero dictum tempus.
- Aliquam pulvinar sem aliquet velit mattis hendrerit.
- Proin dignissim est cursus ipsum elementum vehicula.
- Etiam rhoncus arcu eu laoreet aliquet.
- Donec imperdiet mi vitae diam vestibulum, sed auctor nisi lobortis.
- Morbi vulputate libero eget fringilla scelerisque.
- Nunc varius risus non lectus vestibulum, non malesuada purus semper.

2 Namespace Index

2.1 Package List

Here are the packages with brief descriptions (if available):

LibraryApp_Application 4

LibraryApp_DLL 4

LibraryManagement 4

3 Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

LibraryApp_DLL.Book 4

LibraryApp_DLL.Class1 11

LibraryManagement.FileUtility 11

LibraryApp_DLL.password 12

LibraryApp_Application.Program 12

4 File Index

4.1 File List

Here is a list of all files with brief descriptions:

LibraryApp-Application/obj/Debug/.NETFramework,Version=v4.7.2.AssemblyAttributes.cs 13

LibraryApp-DLL/obj/Debug/.NETFramework,Version=v4.7.2.AssemblyAttributes.cs 13

Program.cs 13

LibraryApp-Application/Properties/AssemblyInfo.cs 13

LibraryApp-DLL/Properties/AssemblyInfo.cs 13

Book.cs 13

Class1.cs 13

ConversionUtility.cs 13

FileUtility.cs 13

Menu.cs 14

password.cs 14

5 Namespace Documentation

5.1 LibraryApp_Application Namespace Reference

Classes

- class Program

5.2 LibraryApp_DLL Namespace Reference

Classes

- class Book
- class Class1
- class **Menu**
- class password

5.3 LibraryManagement Namespace Reference

Classes

- class **ConversionUtility**
- class FileUtility

6 Class Documentation

6.1 LibraryApp_DLL.Book Class Reference

Public Member Functions

- Book ()

Static Public Member Functions

- static byte[ ] BookToByteArrayBlock (Book book)
- static Book ByteArrayBlockToBook (byte[ ] byteArray)

Static Public Attributes

- const int ID_LENGTH = 4
- const int STATUS_LENGTH = 100
- const int YEAR_LENGHT = 30
- const int PAGES_LENGHT = 30
- const int ABSTRACT_LENGHT = 30
- const int CITY_LENGHT = 30
- const int EDITION_LENGHT = 30
- const int PUBLISHER_LENGHT = 30
- const int CATALOGID_LENGHT = 30
- const int PRICE_LENGHT = 30
- const int RACKNO_LENGHT = 30
- const int ROWNO_LENGHT = 30
- const int RETURN_LENGHT = 100
- const int GIVEN_LENGHT = 100
- const int URL_LENGHT = 100
- const int TAGS_MAX_COUNT = 20
- const int TAGS_LENGHT = 20
- const int EDITORS_MAX_COUNT = 20
- const int EDITOR_NAME_MAX_LENGHT = 100
- const int TITLE_MAX_LENGTH = 100
- const int DESCRIPTION_MAX_LENGTH = 300
- const int AUTHORS_MAX_COUNT = 20
- const int AUTHORS_NAME_MAX_LENGTH = 100
- const int CATEGORY_MAX_COUNT = 20
- const int CATEGORY_NAME_MAX_LENGTH = 100
- const int BOOK_DATA_BLOCK_SIZE

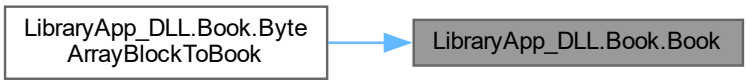
Properties

- int Id `[get, set]`
- string Title `[get, set]`
- string Status `[get, set]`
- string Description `[get, set]`
- List< string > Authors `[get, set]`
- List< string > Categories `[get, set]`
- List< string > Editors `[get, set]`
- List< string > Tags `[get, set]`
- string Year `[get, set]`
- string Abstract `[get, set]`
- string City `[get, set]`
- string Edition `[get, set]`
- string Publisher `[get, set]`
- string Return `[get, set]`
- string Given `[get, set]`
- string Url `[get, set]`
- string Pages `[get, set]`
- string CatalogId `[get, set]`
- string Price `[get, set]`
- string RackNo `[get, set]`
- string RowNo `[get, set]`

6.1.1 Constructor & Destructor Documentation

6.1.1.1 Book() `LibraryApp_DLL.Book.Book ( )`

Referenced by LibraryApp_DLL.Book.ByteArrayBlockToBook().
Here is the caller graph for this function:



6.1.2 Member Function Documentation

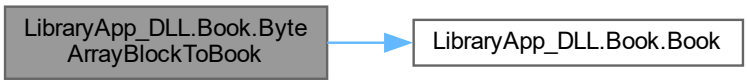
6.1.2.1 BookToByteArrayBlock() `static byte[] LibraryApp_DLL.Book.BookToByteArrayBlock ( Book book ) [static]`

References LibraryApp_DLL.Book.Abstract, LibraryApp_DLL.Book.ABSTRACT_LENGHT, LibraryApp_DLL.Book.Authors, LibraryApp_DLL.Book.AUTHORS_MAX_COUNT, LibraryApp_DLL.Book.AUTHORS_NAME_MAX_LENGTH, LibraryApp_DLL.Book.BOOK_DATA_BLOCK_SIZE, LibraryApp_DLL.Book.CatalogId, LibraryApp_DLL.Book.CATALOGID_LENGHT, LibraryApp_DLL.Book.Categories, LibraryApp_DLL.Book.CATEGORY_MAX_COUNT, LibraryApp_DLL.Book.CATEGORY_NAME_M LibraryApp_DLL.Book.City, LibraryApp_DLL.Book.CITY_LENGHT, LibraryApp_DLL.Book.Description, LibraryApp_DLL.Book.DESCR LibraryApp_DLL.Book.Edition, LibraryApp_DLL.Book.EDITION_LENGHT, LibraryApp_DLL.Book.EDITOR_NAME_MAX_LENGHT, LibraryApp_DLL.Book.Editors, LibraryApp_DLL.Book.EDITORS_MAX_COUNT, LibraryApp_DLL.Book.Given, LibraryApp_DLL.Book.GIVEN_LENGHT, LibraryApp_DLL.Book.Id, LibraryApp_DLL.Book.ID_LENGTH, LibraryApp_DLL.Book.Pages LibraryApp_DLL.Book.PAGES_LENGHT, LibraryApp_DLL.Book.Price, LibraryApp_DLL.Book.PRICE_LENGHT, LibraryApp_DLL.Book.Publisher, LibraryApp_DLL.Book.PUBLISHER_LENGHT, LibraryApp_DLL.Book.RackNo, LibraryApp_DLL.Book.RACKNO_LENGHT, LibraryApp_DLL.Book.Return, LibraryApp_DLL.Book.RETURN_LENGHT, LibraryApp_DLL.Book.RowNo, LibraryApp_DLL.Book.ROWNO_LENGHT, LibraryApp_DLL.Book.Status, LibraryApp_DLL.Book.STAT LibraryApp_DLL.Book.Tags, LibraryApp_DLL.Book.TAGS_LENGHT, LibraryApp_DLL.Book.TAGS_MAX_COUNT, LibraryApp_DLL.Book.Title, LibraryApp_DLL.Book.TITLE_MAX_LENGTH, LibraryApp_DLL.Book.Url, LibraryApp_DLL.Book.URL_LE LibraryApp_DLL.Book.Year, and LibraryApp_DLL.Book.YEAR_LENGHT.

6.1.2.2 ByteArrayBlockToBook() `static Book LibraryApp_DLL.Book.ByteArrayBlockToBook ( byte[] byteArray ) [static]`

References LibraryApp_DLL.Book.ABSTRACT_LENGHT, LibraryApp_DLL.Book.AUTHORS_MAX_COUNT, LibraryApp_DLL.Book.AUTHORS_NAME_MAX_LENGTH, LibraryApp_DLL.Book.Book(), LibraryApp_DLL.Book.BOOK_DATA_BLOC LibraryApp_DLL.Book.CATALOGID_LENGHT, LibraryApp_DLL.Book.CATEGORY_MAX_COUNT, LibraryApp_DLL.Book.CATEGOR LibraryApp_DLL.Book.CITY_LENGHT, LibraryApp_DLL.Book.DESCRIPTION_MAX_LENGTH, LibraryApp_DLL.Book.EDITION_LEN LibraryApp_DLL.Book.EDITOR_NAME_MAX_LENGHT, LibraryApp_DLL.Book.EDITORS_MAX_COUNT, LibraryApp_DLL.Book.GIV LibraryApp_DLL.Book.Id, LibraryApp_DLL.Book.ID_LENGTH, LibraryApp_DLL.Book.PAGES_LENGHT, LibraryApp_DLL.Book.PRIC LibraryApp_DLL.Book.PUBLISHER_LENGHT, LibraryApp_DLL.Book.RACKNO_LENGHT, LibraryApp_DLL.Book.RETURN_LENGH LibraryApp_DLL.Book.ROWNO_LENGHT, LibraryApp_DLL.Book.STATUS_LENGTH, LibraryApp_DLL.Book.TAGS_LENGHT, LibraryApp_DLL.Book.TAGS_MAX_COUNT, LibraryApp_DLL.Book.TITLE_MAX_LENGTH, LibraryApp_DLL.Book.URL_LENGHT, and LibraryApp_DLL.Book.YEAR_LENGHT.

Here is the call graph for this function:



6.1.3 Member Data Documentation

6.1.3.1 ABSTRACT_LENGHT

```
const int LibraryApp_DLL.Book.ABSTRACT_LENGHT = 30 [static]
```

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock(), and LibraryApp_DLL.Book.ByteArrayBlockToBook().

6.1.3.2 AUTHORS_MAX_COUNT

```
const int LibraryApp_DLL.Book.AUTHORS_MAX_COUNT = 20 [static]
```

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock(), and LibraryApp_DLL.Book.ByteArrayBlockToBook().

6.1.3.3 AUTHORS_NAME_MAX_LENGTH

```
const int LibraryApp_DLL.Book.AUTHORS_NAME_MAX_LENGTH = 100 [static]
```

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock(), and LibraryApp_DLL.Book.ByteArrayBlockToBook().

6.1.3.4 BOOK_DATA_BLOCK_SIZE

```
const int LibraryApp_DLL.Book.BOOK_DATA_BLOCK_SIZE [static]
```

Initial value:

```
= ID_LENGTH +
                                                YEAR_LENGHT +
                                                PAGES_LENGHT +
                                                ABSTRACT_LENGHT +
                                                CITY_LENGHT +
                                                EDITION_LENGHT +
                                                PUBLISHER_LENGHT +
                                                CATALOGID_LENGHT +
                                                PRICE_LENGHT +
                                                RACKNO_LENGHT +
                                                ROWNO_LENGHT +
                                                RETURN_LENGHT +
                                                GIVEN_LENGHT +
                                                URL_LENGHT +
                                                (TAGS_MAX_COUNT * TAGS_LENGHT) +
                                                (EDITORS_MAX_COUNT * EDITOR_NAME_MAX_LENGHT) +
                                                TITLE_MAX_LENGTH +
                                                DESCRIPTION_MAX_LENGTH +
                                                (AUTHORS_MAX_COUNT * AUTHORS_NAME_MAX_LENGTH) +
                                                STATUS_LENGTH +
                                                (CATEGORY_MAX_COUNT * CATEGORY_NAME_MAX_LENGTH)
```

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock(), and LibraryApp_DLL.Book.ByteArrayBlockToBook().

6.1.3.5 CATALOGID_LENGHT

```
const int LibraryApp_DLL.Book.CATALOGID_LENGHT = 30 [static]
```

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock(), and LibraryApp_DLL.Book.ByteArrayBlockToBook().

6.1.3.6 CATEGORY_MAX_COUNT

```
const int LibraryApp_DLL.Book.CATEGORY_MAX_COUNT = 20 [static]
```

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock(), and LibraryApp_DLL.Book.ByteArrayBlockToBook().

6.1.3.7 CATEGORY_NAME_MAX_LENGTH

`const int LibraryApp_DLL.Book.CATEGORY_NAME_MAX_LENGTH = 100 [static]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock(), and LibraryApp_DLL.Book.ByteArrayBlockToBook().

6.1.3.8 CITY_LENGHT

`const int LibraryApp_DLL.Book.CITY_LENGHT = 30 [static]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock(), and LibraryApp_DLL.Book.ByteArrayBlockToBook().

6.1.3.9 DESCRIPTION_MAX_LENGTH

`const int LibraryApp_DLL.Book.DESCRIPTION_MAX_LENGTH = 300 [static]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock(), and LibraryApp_DLL.Book.ByteArrayBlockToBook().

6.1.3.10 EDITION_LENGHT

`const int LibraryApp_DLL.Book.EDITION_LENGHT = 30 [static]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock(), and LibraryApp_DLL.Book.ByteArrayBlockToBook().

6.1.3.11 EDITOR_NAME_MAX_LENGHT

`const int LibraryApp_DLL.Book.EDITOR_NAME_MAX_LENGHT = 100 [static]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock(), and LibraryApp_DLL.Book.ByteArrayBlockToBook().

6.1.3.12 EDITORS_MAX_COUNT

`const int LibraryApp_DLL.Book.EDITORS_MAX_COUNT = 20 [static]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock(), and LibraryApp_DLL.Book.ByteArrayBlockToBook().

6.1.3.13 GIVEN_LENGHT

`const int LibraryApp_DLL.Book.GIVEN_LENGHT = 100 [static]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock(), and LibraryApp_DLL.Book.ByteArrayBlockToBook().

6.1.3.14 ID_LENGTH

`const int LibraryApp_DLL.Book.ID_LENGTH = 4 [static]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock(), and LibraryApp_DLL.Book.ByteArrayBlockToBook().

6.1.3.15 PAGES_LENGHT

`const int LibraryApp_DLL.Book.PAGES_LENGHT = 30 [static]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock(), and LibraryApp_DLL.Book.ByteArrayBlockToBook().

6.1.3.16 PRICE_LENGHT

`const int LibraryApp_DLL.Book.PRICE_LENGHT = 30 [static]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock(), and LibraryApp_DLL.Book.ByteArrayBlockToBook().

6.1.3.17 PUBLISHER_LENGHT

`const int LibraryApp_DLL.Book.PUBLISHER_LENGHT = 30 [static]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock(), and LibraryApp_DLL.Book.ByteArrayBlockToBook().

6.1.3.18 RACKNO_LENGHT

`const int LibraryApp_DLL.Book.RACKNO_LENGHT = 30 [static]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock(), and LibraryApp_DLL.Book.ByteArrayBlockToBook().

6.1.3.19 RETURN_LENGHT

`const int LibraryApp_DLL.Book.RETURN_LENGHT = 100 [static]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock(), and LibraryApp_DLL.Book.ByteArrayBlockToBook().

6.1.3.20 ROWNO_LENGHT

`const int LibraryApp_DLL.Book.ROWNO_LENGHT = 30 [static]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock(), and LibraryApp_DLL.Book.ByteArrayBlockToBook().

6.1.3.21 STATUS_LENGTH

`const int LibraryApp_DLL.Book.STATUS_LENGTH = 100 [static]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock(), and LibraryApp_DLL.Book.ByteArrayBlockToBook().

6.1.3.22 TAGS_LENGHT

`const int LibraryApp_DLL.Book.TAGS_LENGHT = 20 [static]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock(), and LibraryApp_DLL.Book.ByteArrayBlockToBook().

6.1.3.23 TAGS_MAX_COUNT

`const int LibraryApp_DLL.Book.TAGS_MAX_COUNT = 20 [static]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock(), and LibraryApp_DLL.Book.ByteArrayBlockToBook().

6.1.3.24 TITLE_MAX_LENGTH

`const int LibraryApp_DLL.Book.TITLE_MAX_LENGTH = 100 [static]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock(), and LibraryApp_DLL.Book.ByteArrayBlockToBook().

6.1.3.25 URL_LENGHT

`const int LibraryApp_DLL.Book.URL_LENGHT = 100 [static]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock(), and LibraryApp_DLL.Book.ByteArrayBlockToBook().

6.1.3.26 YEAR_LENGHT

`const int LibraryApp_DLL.Book.YEAR_LENGHT = 30 [static]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock(), and LibraryApp_DLL.Book.ByteArrayBlockToBook().

6.1.4 Property Documentation

6.1.4.1 Abstract

`string LibraryApp_DLL.Book.Abstract [get], [set]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock().

6.1.4.2 Authors

`List<string> LibraryApp_DLL.Book.Authors [get], [set]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock().

6.1.4.3 CatalogId

`string LibraryApp_DLL.Book.CatalogId [get], [set]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock().

6.1.4.4 Categories

`List<string> LibraryApp_DLL.Book.Categories [get], [set]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock().

6.1.4.5 City

`string LibraryApp_DLL.Book.City [get], [set]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock().

6.1.4.6 Description

`string LibraryApp_DLL.Book.Description [get], [set]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock().

6.1.4.7 Edition

`string LibraryApp_DLL.Book.Edition [get], [set]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock().

6.1.4.8 Editors

`List<string> LibraryApp_DLL.Book.Editors [get], [set]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock().

6.1.4.9 Given

`string LibraryApp_DLL.Book.Given [get], [set]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock().

6.1.4.10 Id

`int LibraryApp_DLL.Book.Id [get], [set]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock(), and LibraryApp_DLL.Book.ByteArrayBlockToBook().

6.1.4.11 Pages

`string LibraryApp_DLL.Book.Pages [get], [set]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock().

6.1.4.12 Price

`string LibraryApp_DLL.Book.Price [get], [set]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock().

6.1.4.13 Publisher

`string LibraryApp_DLL.Book.Publisher [get], [set]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock().

6.1.4.14 RackNo

`string LibraryApp_DLL.Book.RackNo [get], [set]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock().

6.1.4.15 Return

`string LibraryApp_DLL.Book.Return [get], [set]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock().

6.1.4.16 RowNo

`string LibraryApp_DLL.Book.RowNo [get], [set]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock().

6.1.4.17 Status

`string LibraryApp_DLL.Book.Status [get], [set]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock().

6.1.4.18 Tags

`List<string> LibraryApp_DLL.Book.Tags [get], [set]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock().

6.1.4.19 Title

`string LibraryApp_DLL.Book.Title [get], [set]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock().

6.1.4.20 Url

`string LibraryApp_DLL.Book.Url [get], [set]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock().

6.1.4.21 Year `string LibraryApp_DLL.Book.Year [get], [set]`

Referenced by LibraryApp_DLL.Book.BookToByteArrayBlock().

The documentation for this class was generated from the following file:

- Book.cs

6.2 LibraryApp_DLL.Class1 Class Reference

Public Member Functions

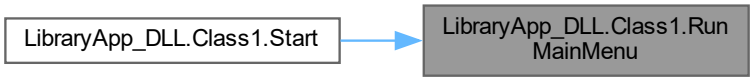
- void Start ()
- void RunMainMenu ()

6.2.1 Member Function Documentation

6.2.1.1 RunMainMenu() `void LibraryApp_DLL.Class1.RunMainMenu ( )`

Referenced by LibraryApp_DLL.Class1.Start().

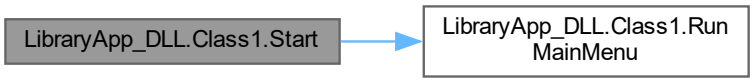
Here is the caller graph for this function:



6.2.1.2 Start() `void LibraryApp_DLL.Class1.Start ( )`

References LibraryApp_DLL.Class1.RunMainMenu().

Here is the call graph for this function:



The documentation for this class was generated from the following file:

- Class1.cs

6.3 LibraryManagement.FileUtility Class Reference

Static Public Member Functions

- static bool DeleteFile (string path)
- static byte[ ] ReadBlock (int count, int blocksize, string path)
- static bool AppendBlock (byte[ ] data, string path)
- static bool UpdateBlock (byte[ ] data, int count, int blocksize, string path)
- static bool DeleteBlock (int count, int blocksize, string path)

6.3.1 Member Function Documentation

6.3.1.1 AppendBlock() `static bool LibraryManagement.FileUtility.AppendBlock (`

```
byte[] data,
string path )  [static]
```

6.3.1.2 DeleteBlock() `static bool LibraryManagement.FileUtility.DeleteBlock (`

```
int count,
int blocksize,
string path )  [static]
```

6.3.1.3 DeleteFile() `static bool LibraryManagement.FileUtility.DeleteFile (`

```
string path )  [static]
```

6.3.1.4 ReadBlock() `static byte[] LibraryManagement.FileUtility.ReadBlock (`

```
int count,
int blocksize,
string path )  [static]
```

6.3.1.5 UpdateBlock() `static bool LibraryManagement.FileUtility.UpdateBlock (`

```
byte[] data,
int count,
int blocksize,
string path )  [static]
```

The documentation for this class was generated from the following file:

- FileUtility.cs

6.4 LibraryApp_DLL.password Class Reference

Public Member Functions

- void login ()

6.4.1 Member Function Documentation

6.4.1.1 login() `void LibraryApp_DLL.password.login ( )`

The documentation for this class was generated from the following file:

- password.cs

6.5 LibraryApp_Application.Program Class Reference

The documentation for this class was generated from the following file:

- Program.cs

7 File Documentation

7.1 SampleMarkdownFile.md File Reference

7.2 .NETFramework,Version=v4.7.2.AssemblyAttributes.cs File Reference

7.3 .NETFramework,Version=v4.7.2.AssemblyAttributes.cs File Reference

7.4 Program.cs File Reference

Classes

- class LibraryApp_Application.Program

Namespaces

- namespace LibraryApp_Application

7.5 AssemblyInfo.cs File Reference

7.6 AssemblyInfo.cs File Reference

7.7 Book.cs File Reference

Classes

- class LibraryApp_DLL.Book

Namespaces

- namespace LibraryApp_DLL

7.8 Class1.cs File Reference

Classes

- class LibraryApp_DLL.Class1

Namespaces

- namespace LibraryApp_DLL

7.9 ConversionUtility.cs File Reference

Classes

- class **LibraryManagement.ConversionUtility**

Namespaces

- namespace LibraryManagement

7.10 FileUtility.cs File Reference

Classes

- class LibraryManagement.FileUtility

Namespaces

- namespace LibraryManagement

7.11 Menu.cs File Reference

Classes

- class **LibraryApp_DLL.Menu**

Namespaces

- namespace LibraryApp_DLL

7.12 password.cs File Reference

Classes

- class LibraryApp_DLL.password

Namespaces

- namespace LibraryApp_DLL

Index

.NETFramework,Version=v4.7.2.AssemblyAttributes.cs, 13

Abstract
    LibraryApp_DLL.Book, 9
ABSTRACT_LENGHT
    LibraryApp_DLL.Book, 7
AppendBlock
    LibraryManagement.FileUtility, 12
AssemblyInfo.cs, 13
Authors
    LibraryApp_DLL.Book, 9
AUTHORS_MAX_COUNT
    LibraryApp_DLL.Book, 7
AUTHORS_NAME_MAX_LENGTH
    LibraryApp_DLL.Book, 7

Book
    LibraryApp_DLL.Book, 6
Book.cs, 13
BOOK_DATA_BLOCK_SIZE
    LibraryApp_DLL.Book, 7
BookToByteArrayBlock
    LibraryApp_DLL.Book, 6
ByteArrayBlockToBook
    LibraryApp_DLL.Book, 6

CatalogId
    LibraryApp_DLL.Book, 9
CATALOGID_LENGHT
    LibraryApp_DLL.Book, 7
Categories
    LibraryApp_DLL.Book, 9
CATEGORY_MAX_COUNT
    LibraryApp_DLL.Book, 7
CATEGORY_NAME_MAX_LENGTH
    LibraryApp_DLL.Book, 7
City
    LibraryApp_DLL.Book, 9
CITY_LENGHT
    LibraryApp_DLL.Book, 8
Class1.cs, 13
ConversionUtility.cs, 13

DeleteBlock
    LibraryManagement.FileUtility, 12
DeleteFile
    LibraryManagement.FileUtility, 12
Description
    LibraryApp_DLL.Book, 9
DESCRIPTION_MAX_LENGTH
    LibraryApp_DLL.Book, 8

Edition
    LibraryApp_DLL.Book, 9
EDITION_LENGHT
    LibraryApp_DLL.Book, 8
EDITOR_NAME_MAX_LENGHT
    LibraryApp_DLL.Book, 8
Editors
    LibraryApp_DLL.Book, 10
EDITORS_MAX_COUNT
    LibraryApp_DLL.Book, 8

FileUtility.cs, 13

Given
    LibraryApp_DLL.Book, 10
GIVEN_LENGHT
    LibraryApp_DLL.Book, 8

Id
    LibraryApp_DLL.Book, 10
ID_LENGTH
    LibraryApp_DLL.Book, 8

LibraryApp_Application, 4
LibraryApp_Application.Program, 12
LibraryApp_DLL, 4
LibraryApp_DLL.Book, 4
    Abstract, 9
    ABSTRACT_LENGHT, 7
    Authors, 9
    AUTHORS_MAX_COUNT, 7
    AUTHORS_NAME_MAX_LENGTH, 7
    Book, 6
    BOOK_DATA_BLOCK_SIZE, 7
    BookToByteArrayBlock, 6
    ByteArrayBlockToBook, 6
    CatalogId, 9
    CATALOGID_LENGHT, 7
    Categories, 9
    CATEGORY_MAX_COUNT, 7
    CATEGORY_NAME_MAX_LENGTH, 7
    City, 9
    CITY_LENGHT, 8
    Description, 9
    DESCRIPTION_MAX_LENGTH, 8
    Edition, 9
    EDITION_LENGHT, 8
    EDITOR_NAME_MAX_LENGHT, 8
    Editors, 10
    EDITORS_MAX_COUNT, 8
    Given, 10
    GIVEN_LENGHT, 8
    Id, 10
    ID_LENGTH, 8
    Pages, 10
    PAGES_LENGHT, 8
    Price, 10
    PRICE_LENGHT, 8
    Publisher, 10

PUBLISHER_LENGHT, 8
RackNo, 10
RACKNO_LENGHT, 8
Return, 10
RETURN_LENGHT, 8
RowNo, 10
ROWNO_LENGHT, 8
Status, 10
STATUS_LENGTH, 9
Tags, 10
TAGS_LENGHT, 9
TAGS_MAX_COUNT, 9
Title, 10
TITLE_MAX_LENGTH, 9
Url, 10
URL_LENGHT, 9
Year, 10
YEAR_LENGHT, 9
LibraryApp_DLL.Class1, 11
RunMainMenu, 11
Start, 11
LibraryApp_DLL.password, 12
login, 12
LibraryManagement, 4
LibraryManagement.FileUtility, 11
AppendBlock, 12
DeleteBlock, 12
DeleteFile, 12
ReadBlock, 12
UpdateBlock, 12
login
LibraryApp_DLL.password, 12

Menu.cs, 14

Pages
LibraryApp_DLL.Book, 10
PAGES_LENGHT
LibraryApp_DLL.Book, 8
password.cs, 14
Price
LibraryApp_DLL.Book, 10
PRICE_LENGHT
LibraryApp_DLL.Book, 8
Program.cs, 13
Publisher
LibraryApp_DLL.Book, 10
PUBLISHER_LENGHT
LibraryApp_DLL.Book, 8

RackNo
LibraryApp_DLL.Book, 10
RACKNO_LENGHT
LibraryApp_DLL.Book, 8
ReadBlock
LibraryManagement.FileUtility, 12
Return
LibraryApp_DLL.Book, 10
RETURN_LENGHT
LibraryApp_DLL.Book, 8
RowNo
LibraryApp_DLL.Book, 10
ROWNO_LENGHT
LibraryApp_DLL.Book, 8
RunMainMenu
LibraryApp_DLL.Class1, 11

SampleMarkdownFile.md, 13
Start
LibraryApp_DLL.Class1, 11
Status
LibraryApp_DLL.Book, 10
STATUS_LENGTH
LibraryApp_DLL.Book, 9

Tags
LibraryApp_DLL.Book, 10
TAGS_LENGHT
LibraryApp_DLL.Book, 9
TAGS_MAX_COUNT
LibraryApp_DLL.Book, 9
Title
LibraryApp_DLL.Book, 10
TITLE_MAX_LENGTH
LibraryApp_DLL.Book, 9

UpdateBlock
LibraryManagement.FileUtility, 12
Url
LibraryApp_DLL.Book, 10
URL_LENGHT
LibraryApp_DLL.Book, 9

Year
LibraryApp_DLL.Book, 10
YEAR_LENGHT
LibraryApp_DLL.Book, 9