```cpp
#include "book.h"

#ifndef _LIBRARY_
#define _LIBRARY_

class Library
{
public:
        //Constructor
        Library(): root(NULL) {}

        //Destructor
        ~Library(){}

        //Return the number of nodes in the tree
        int lengthIs() const;

        //Return the height of the tree
        int heightIs() const;

        //Return the node with maximum key value in the tree
        Book * getMaxBook() const;

        //Search a node with key value of item and return search result through
boolean found
        void retrieveBook(ItemType item, bool & found) const;

        //Insert a book b into the library
        void insertBook(Book * b);

        //Delete a book with isbn of item
        void deleteBook(ItemType item);

        //Print the tree in three orders
        void printInOrder() const;
        void printPreOrder() const;
        void printPostOrder() const;

private:
        Book * root;
};

#endif
```