Now we want to reuse our Account class. The scenario is every student object has an account.

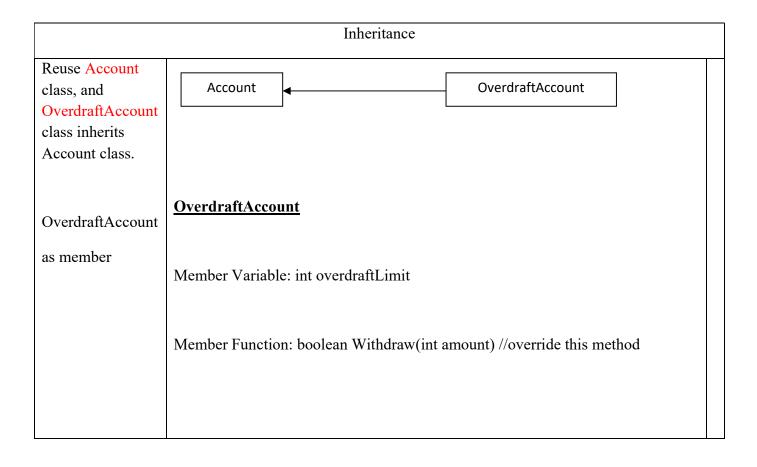
Tasks that you have to do:

- 1. If a student deposit a book after certain duration then for each day 10 taka will be charged by the library authority.
- 2. Student can pay that amount (charged amount) from his/her bank account to the library account. So the library also has an account.
- 3. Show the total amount a student paid to the library.
- 4. Show the total amount library gets from the students (total charged amount).
- 5. But if any student has any valid reason for delay then the librarian can excuse the charged amount. Librarian can excuse full or partially (%).

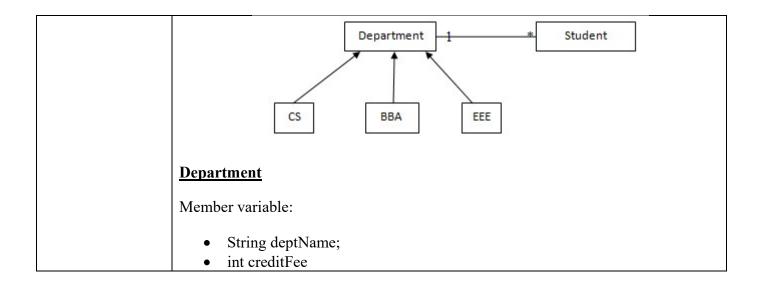
In this program we want to reuse our last developed Library and Student Class. Our objective is to develop the scenario, where student can take maximum 5 books (for 5 days each) at a time from the library, and return these books.

Tasks that you have to do:

- 1. Show all the borrowed book information of a student from student class
- 2. Show all the student name and book information from library class, which are currently borrowed by students.
- 3. Step 2
- 4. Preserve borrowed history of student object, which he/she takes in his/her lifetime.
- 5. Preserve borrowed history of book objects that are taken by students.



- Implement the above inheritance scenario.
- Test base and derived class's constructor calling.
- Test the visibility of access modifiers (public, private, protected)



## MemberFunction:

- 2/3 constructor
- Abstract method void calculateSemesterFee(int credit)

## CS, BBA, EEE

Member Variable:

Member Function: overwrite calculateSemesterFee(int credit) in each class

## **Student:**

Member Variable:

- string stuName
- Department dept;

## MemberFunction:

- 2 constructor
- void ShowStudentInfo()
- void ChangeDepartment(Department dept)
- void SemesterFee(int totalCredit) {
  dept. CalculateSemesterFee(totalCredit);
  }