목적, 기능

- 1.책, 회원 저장
- 2. 책, 회원 목록 확인
- 3. 책, 회원 정보 조회
- 4. 이 책을 누가 빌리고 있는지, 이 사람이 무슨 책을 빌리고 있는지 확인 5. 책, 회원 정보 삭제

Book	Member
변수: 1. book_name 2. book_number 3. borrower 4. rental_status	변수: 1. member_number 2. member_name 3. book_num_vector 4. book_name_vector
함수: 1. get_book_name() 2. get_book_number() 3. get_borrower() 4. get_rental_status() 5. returned() 6. set_borrower()	함수: 1. get_member_name() 2. get_member_number() 3. get_book_num_vector() 4. get_book_name_vector() 5. borrow_book() 6. return_book()

CLibraryMnagementProgramDlg 변수: list, edit 컨트롤 변수 db 3. member vector book vector

함수

clear list ctrl() get all data from member(); get all data from book(); get_last_member_num(); get last book num(); get_book_vector_index_by_book_number(int book_number); get member vector index by member number(int member number); is book exist(int book number); is_member_exist(int member_number); get book name by book num(int book number); get_a_list_of_books_on_loan_by_number(int member_num); get the numbers of the books on loan by umber(int member num); sort book vector(vector<Book>& v);

sort member vector(vector<Member>& v);

DB: Library

Table: Member

book_number

book_name

3. rental_status

borrower

int

char(10)

int

int

Table: Book

membre_number

member_name

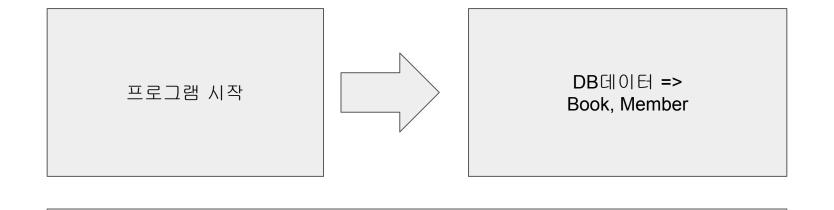
3. book_number

book_name

int

char(20) char(50)

char(255)



[Book : returned(), set_borrower()], [Member : borrow_book(), return_book()]

멤버 추가, 삭제, 도서 추가, 삭제 =>벡터 . push_back(), 벡터 . erase()

대출, 반납

DB는 해당 쿼리(추가. 삭제, 업데이트 등)로 업데이트

