The Book Stuff:

Alright, there's this struct called Book, right? It's like a simple way to keep track of book info. It's got things like the title, author, and price – the usual book things. Structs are chill because they're like no-drama versions of classes; just hold the data and keep things simple.

Classes Doing Their Thing:

We got a couple of classes, like BasicTools and ValidationLibrary. They're like the toolbox for the code.

BasicTools is probably just hanging out there with some handy methods. Maybe something to stop the console from running away after the program runs? Classic console app stuff.

ValidationLibrary sounds like the smart kid in class. It's checking if the stuff you're typing makes sense, like proper emails and dates that aren't from the future.

Program Class - Where the Magic Happens:

This is where we're probably setting up a chat with the user, asking them to type in details about a book. It's like, "Hey, tell me about this book," and you type in all the deets.

It uses the Book struct to store this info and probably has some loops and checks to make sure you're not typing in total nonsense.

The Whole Flow:

Imagine the program as a friendly librarian who's a bit picky. It asks you about a book, checks if what you're saying is legit, and then puts all that info into its little Book struct.

In the end, it shows you what you just told it, like holding up a mirror to your book info.