Structs – The Simple Stuff:

So, we probably have a struct or two, right? These are like the easy-going cousins of classes. Let's say there's a struct called EBook or something. It's likely just storing some basic stuff about eBooks – like title, author, maybe the number of pages or an eBook ID.

Classes – The Cool Kids on the Block:

Then there are the classes. Maybe there's one called BookShelf or LibraryAssistant. Classes are like the swiss army knives in code; they can do a bunch of things.

These classes might be handling more complex stuff. Like, maybe LibraryAssistant is taking care of adding books, deleting them, or checking if a book is available.

There could be methods for funky things like searching for a book by title or author. Maybe even sorting them by price or rating if it's fancy.

Program – Where Things Get Real:

The Program class is probably the place where everything comes together. It's like the main stage. This is where the program probably chats with the user, asking for inputs or showing book lists.

It could be using the struct to hold book info and the class methods to do all the heavy lifting, like finding books or organizing them.

The Whole Picture:

Imagine the code as a mini online bookstore program. You've got your eBook details in the struct, and the classes are like the store clerks doing all sorts of tasks – adding books, finding them, maybe even rating them.

The program is like the store manager, overseeing everything and making sure the user gets what they need, whether it's finding a book or just browsing around.