Ebook.cs - The Basics:

This file probably has a struct or a class named EBook or something. It's like the basic container for eBook stuff – title, author, maybe an ISBN. Just the regular book info, nothing too fancy.

BasicTools.cs - The Helper:

BasicTools sounds like it's got some handy methods. Maybe stuff like a method to print messages to the console or pause the console window so it doesn’t just zoom off the screen when you run the program.

ValidationLibrary.cs - The Gatekeeper:

This one is likely the quality control expert. It's got methods to check if the eBook details you're typing in make sense. Like, is the email format right? Is the number of pages more than zero? You know, keeping things realistic.

Program.cs - Where It All Comes Together:

This is probably the main file where all the action happens. It's likely using the EBook structure/class to hold book details.

It might be interacting with a database here, like connecting to a SQL database to store and retrieve eBook details. Picture some simple database operations – adding new eBook records, fetching details, maybe updating or deleting them.

There's probably some code for user input, like asking for eBook details and then saving them to the database. And, of course, showing eBook info back to the user.

Database Connectivity – The Big Deal:

The program probably has some basic database action going on. We're talking about connecting to a database, running some SQL queries to mess with the eBook data.

It's not super complicated, just the usual CRUD (Create, Read, Update, Delete) operations. Like, "Hey, add this new eBook to the database," or "Yo, show me all the eBooks we got."

The Casual Vibe:

The overall vibe is like a student project where the main goal is to get things working with a basic database. It's more about learning the ropes of database connectivity in C# than building the next Amazon Kindle store.