Project Library

Idea - Purpose of the program

- to list to books in the *Library*
- to list the users in the *Library*
- to record the **new books** in the *Library*

Help to start

My project folder has to `.rar` files, the *Library - Joshua.rar* and the *sourceLibrary - Joshua.rar*.

If you want to try my program immediately extract the *Library - Joshua.rar* and you will have a RunLibrary command file, just start it.

First Steps

When I started my project, I didn't know how will be the finished program. The first step was to open *Rider* - from *Jet Brains* and then to start programming.

The program

Structure

The *Library Manager* has two main Classes the `User` and `Book` class.

The `Book` class has five parameters:

```
private int _bookId;
private String bookTitle;
private String bookWriter;
private bool _isBorrowed = false; // false by default
private bool _isReturned = false; // false by default
```

And here's the class' constructor:

```
public Book(int bookId, string bookTitle, string bookWriter)
{
    this_bookId = bookId;
    this.bookTitle = bookTitle;
    this.bookWriter = bookWriter;
}
```

All of the variables are private in both `User` and `Book` classes for the sake of better security, and it's values can be accessed via getters, and setters. Like below:

```
public int UserAge
{
    get => _UserAge;
    set => _UserAge = value;
}
```

```csharp
public string UserName
{
    get => userName;
    set => userName = value;
}

public string UserEmail
{
    get => userEmail;
    set => userEmail = value;
}

public bool IsPremium
{
    get => _isPremium;
    set => _isPremium = value;
}
```

To be continued...