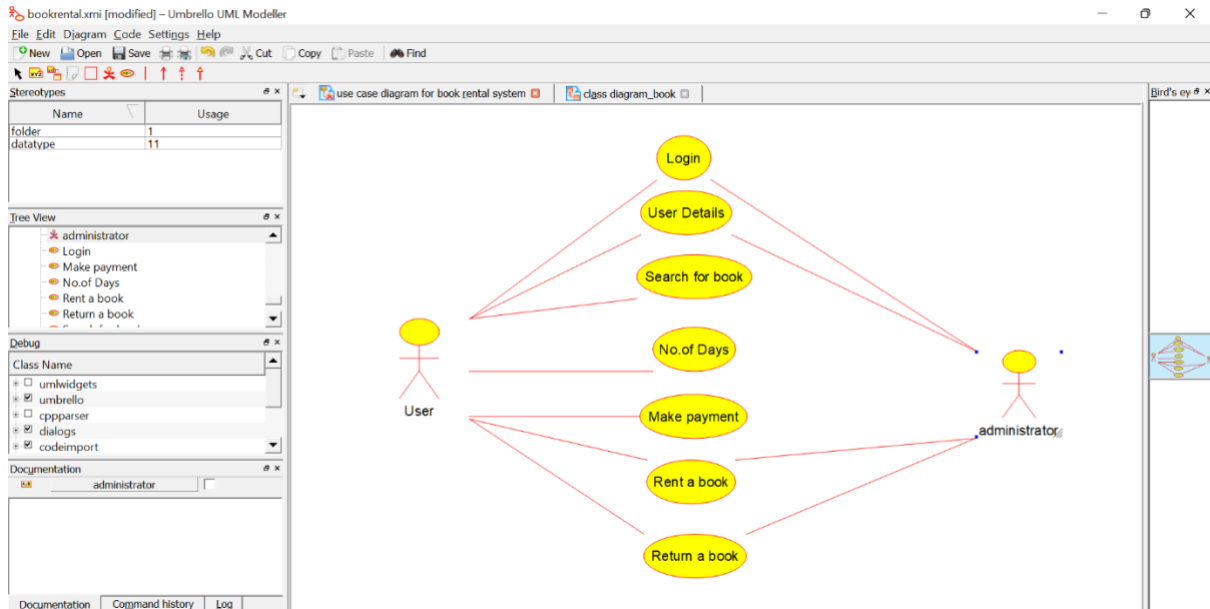


# BOOK RENTAL SYSTEM

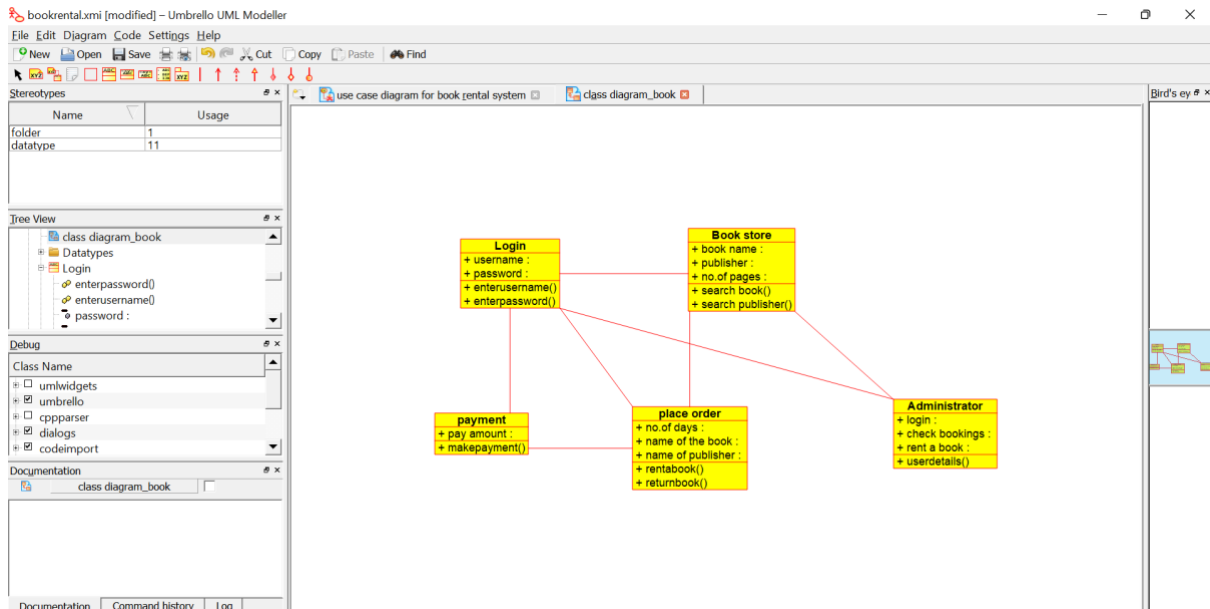
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192011124

Use case diagram:



Class diagram:



Code generation:

Java

```
#include "Administrator.h"

// Constructors/Destructors

//

Administrator::Administrator () {
initAttributes();
}

Administrator::~Administrator () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void Administrator::initAttributes () {
}

#include "Book_store.h"

// Constructors/Destructors

//

Book_store::Book_store () {
initAttributes();
}

Book_store::~Book_store () { }

//

// Methods

//

// Accessor methods

//
```

```

// Other methods

//

void Book_store::initAttributes () {

}

#include "Login.h"

// Constructors/Destructors

//

Login::Login () {

initAttributes();

}

Login::~~Login () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void Login::initAttributes () {

}

#include "place_order.h"

// Constructors/Destructors

//

place_order::place_order () {

initAttributes();

}

place_order::~~place_order () { }

//

// Methods

//

```

```
// Accessor methods

//

// Other methods

//

void place_order::initAttributes () {
#include "payment.h"

// Constructors/Destructors

//

payment::payment () {
initAttributes();
}

payment::~~payment () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void payment::initAttributes () {
}
```