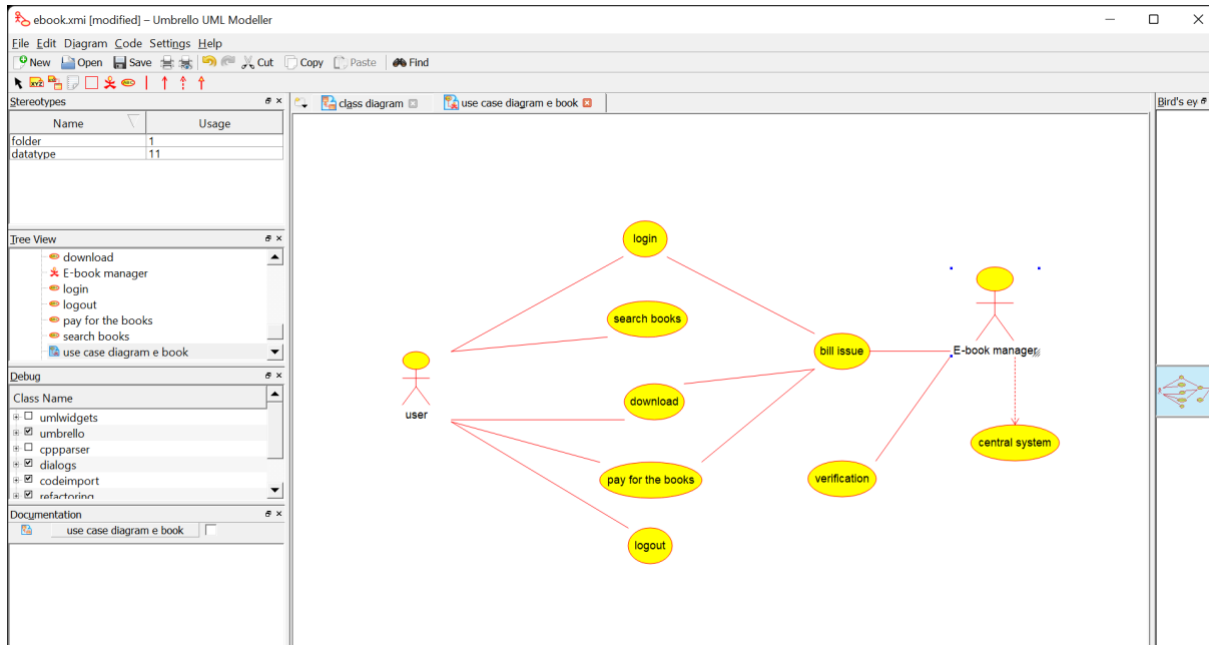


# E-BOOK MANAGEMENT SYSTEM

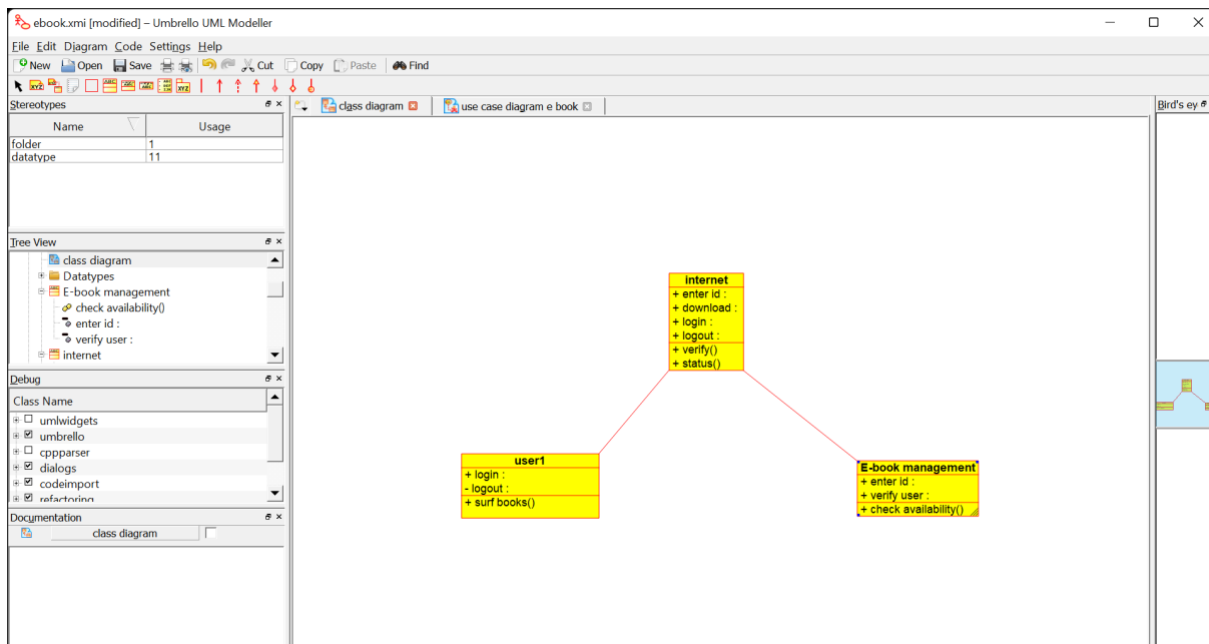
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Usecase diagram:



Class diagram:



Code generation:

C++:

```
#include "E_book_management.h"

// Constructors/Destructors

//

E_book_management::E_book_management () {
initAttributes();
}

E_book_management::~E_book_management () { }

//

// Methods

//

// Accessor methods

//

// Other methods

//

void E_book_management::initAttributes () {
}

#include "internet.h"

// Constructors/Destructors

//

internet::internet () {
initAttributes();
}

internet::~internet () { }

//

// Methods

//

// Accessor methods

//
```

```
// Other methods
//
void internet::initAttributes () {
}
#include "user1.h"
// Constructors/Destructors
//
user1::user1 () {
initAttributes();
}
user1::~~user1 () { }
//
// Methods
//
// Accessor methods
//
// Other methods
//
void user1::initAttributes () {
}
```