(implements Library) Person Class

- (#) name : string
- (#) surname: string
- (#) size1 : int
- (#) slze2 : int
- (#) boyut1 : int
- (#) boyut2: int
- (#) Secenek : string
- (#) arrUser : string[]
- (#) arrBook : string[]
- (+) giris()
- (+) Oku(string, int)
- (+) getName(),getSurname()
- (+) setSurname(),setName()
- (+) arrayEkle(String,int) : string[]

(extends Person) Users Class

- (-) secim : string = "0"
- (-) indexAd: int
- (-) arrSecenek: int
- (+) giris(): overwride
- (+) SearchBook (string)
- (+) UpdateUserTxt (string)
- (+) UpdateBookTxt (string)
- (+) kontrol(string)
- (+) UpMenu()

<<interface>> Arayüz (LiBRARY)

- (+) getName()
- (+) setName(String) :int
- (+) giris()

(extends Person) Staff Class

- (-) parola: string
- (+) getParola(): string
- (+) setParola(string)
- (+) Menu()
- (+) userEkle()
- (+) bookEkle()
- (+) bookRove()
- (+) arraySil(int)
- (+) TextYenile(string , int)
- (+) giris(): owerride

Screen Class

- (-) secenek: string
- (+) giris()
- (+) secenek()