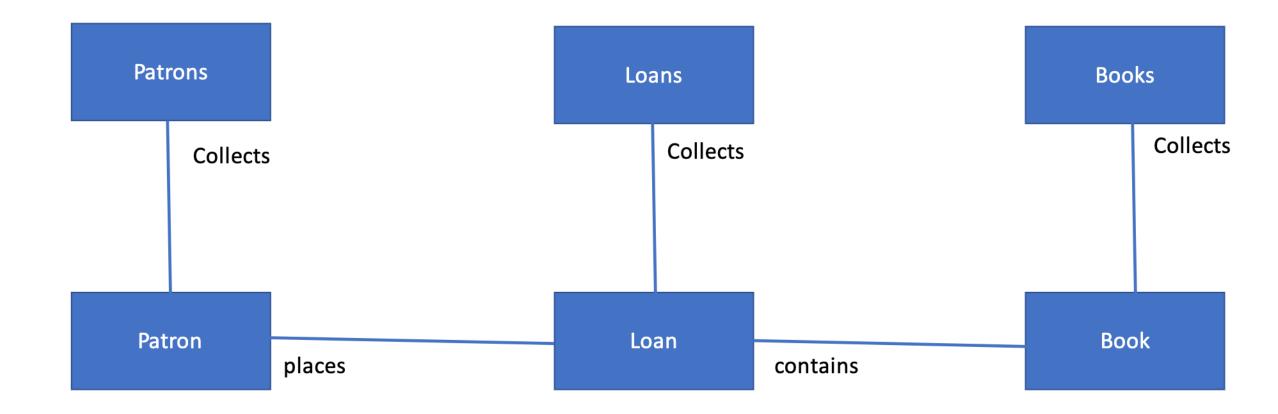
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CSCE 1040.001
Homework 2
Library Loan Manager

# **Class Relationships**



#### **Class Contents**

Book

Author (string)

Title (string)

ISBN Number (int)

Library ID number (int)

Cost (float)

**Current Status (string)** 

Get/set Author

Get/set Title

Get/set ISBN

**Get/set Library ID** 

Get/set cost

**Get/set Current Status** 

Patron

Name (string)

ID number (int)

Fine Balance (float)

Current # of books out (int)

Get/set Name

Get/set ID Number

Get/set fine balance

Get/set Current # of books out

Loan

Loan ID (int)

Book ID (int)

Patron ID (int)

Patron (patron)

Book (book)

Due Date and Time (string)

Current Status (string)

Get/set Loan ID

Get/set Book ID

**Get/set Patron ID** 

Get/Set Due Date and Time

**Get/Set Current Status** 

#### **Class Contents**

Books

BookList (vector)

BookSearch (vector)

Add book

Edit book

Delete book

Search/Find book

Print a list of entries of the book

Print the details for a single entity

book

**Patrons** 

PatronList(vector)

PatronSearch(vector)

Add patron

**Edit patron** 

Delete patron

Search/find patron

Print a list of entries of the patron

Print the details for a single entity

patron

PayFines

Loans

LoanList (vector)

Check out a book

Check in a book

List all overdue

List all books for a particular

patron

Update loan status based on

system clock

Re-check a book

Edit a Loan

Report lost

### **Add Book**

Prompt user for author

Prompt user for title

Prompt user for ISBN number

Prompt user for Library ID number

Prompt user for Cost

Prompt user for current status

Create book object

Populate Object

Add object to books vector

#### **Edit Book**

Prompt user for Library ID number

Loop through the book vector until the book is found

Prompt the user for the new ISBN number

Prompt user for new Library title

Prompt user for new cost

Prompt user for new status

Edit book object

# **Delete Book**

Prompt user for library ID number

Loop through the book vector until the book found

Erase the book element from books vector

# Search/Find Book

Prompt user for Library ID

Search vector for specific book

Place the element in a new BookSearch vector

Print a list of entries Book

Loop through the bookList vector and output every element

Print the details for a single entity Book

Prompt the user for the library ID

Search the bookList vector for the specific element using find function (libraryID)

If found then output the last element of the BookSearch vector for all values of that object

#### **Add Patron**

Prompt user for patron name

Prompt user for patron ID

Prompt user for patron balance

Prompt user for number of books checked out

Prompt user for Cost

Prompt user for current status

Create patron object

Populate object

Add patron to patrons vector

#### **Edit Patron**

Prompt user for patron ID

Loop through the patronList vector until the patron ID matches one of the elements.

If found prompt the user for the values specified in add patron (except for patron ID)

Update the object

#### **Delete Patron**

Prompt user for patron ID

Loop through the patronList vecto r until the patron ID matches one of the elements.

Get the number of times the loop ran and then erase that ith element of the vector

## Search/Find Patron

Prompt user for patron ID

Search patron List vector for specific patron

Place the element in a new PatronSearch vector

# Print a list of entries Patron

Loop through the patronList vector and output every element

# Print the details for a single entity Patron

Prompt the user for the patron ID

Search the PatronList vector for the specific element using find function (patronID)

If found then output the last element of the PatronSearch vector for all values of that object

#### Pay Fines

Prompt the user for the patron ID

Search the PatronList vector for the specific element using find function (patronID)

If found then output the last element of the PatronSearch vector for all values of that object

**Check Out a Book (Loans)** 

Prompt user for book object

Prompt user for patron object

Set due date from system date + 10 days

Set loan status to normal

Find function to see the patron

Check the number of books patron currently has checked out (if number out is less than or equal to 5)

Check in LoanList vector to see if the specific patron (loop through and match patron ID) has any books with status of overdue

If previous two conditions are false:

Use edit book function to change the status of the book

Use edit patron function to edit the number of books out

Create loan object

Populate Object

Add transaction to loanlist vector

<u>Check in a book</u> (<u>Loans</u>)

Prompt user for loan ID

Search LoanList vector for the transaction

Search patronList vector for specific patron

Check if patron has any fines due

Delete object from LoanList vector

<u>List all overdue</u> (<u>Loans</u>)

Loop through
LoanList vector
and check if any
objects have
current status
equal to "overdue"
and output those
objects

<u>List all books for a particular patron (Loans)</u>

Prompt user for patron ID

Loop through the LoanList and search for any loans which have the same patron ID as input

If match is found then output the book ID listed under Loan object

Continue looping through LoanList until the end of the vector

Update loan status based on system clock (Loans)

Loop through the LoanList vector and check the due date and time listed under the loan object

If current system clock date and time is greater than the time listed under the loan object then change the loan object status to overdue

Get current date and subtract from due date

If date difference is positive then multiply difference by 0.25

Update fine balance of patron associated with the transaction

Re-Check a book (Loans)

Prompt user for loan ID

Loop through the LoanList vector and find the corresponding element

Set new due date to +10 days to the current due date

# Edit a loan (Loans)

Prompt user for loan ID

Prompt user for book object

Prompt user for patron object

Prompt user for due date

Prompt user for current status

Use edit patron function to edit the number of books out

Use edit book function to edit the book status

Update loan object

## Report lost (Loans)

Prompt user for loan ID

Loop through loan list and find specific transaction

Update the book object status to "lost"

Get book cost from object

Set the patron balance to add the cost of the book

# Menu System

Switch-case which displays the different options for patron, books, and loans.

A – Loans

B – Books

C – Patrons

Under each option will be the different functions specified under each class diagram