**Design an Online Library System**

Your Library will have a different kind of resources. Available resources should be grouped in **categories** based on their types. E.g. **Reading resources**, **Audio**, **Video** (inheritance).

Some example of resources would be:

- Books

- Magazines

- DVDs

- Blurays

- Music CDs

- Records

- Video Games (CDs)

- Etc.

There might be **multiple copied** of one resource available in the library.

**New types of resources can be added** in the future. The design should allow for addition of new library resources with minimum code change.

System should allow **users to search in different categories** and **request checkout**. If an item has already been checked out by another user, other **users can still request to be added to waiting list for the item** and **be the next in line** to receive the item.

System will support **delivery through 3rd party systems**.

The **library system will send a request to a partner delivery system** to pass the **item details** and **user information.**

The **delivery company will pickup the item** from the library and **deliver it to the user**.

Library system will **require users to be register and login**.

**Users should be able to view the status of their requests**.

**Library manager** should be able to **view list** (online report) **of checked out books** and **their status**:

**checked-out**, **delivered to user, in shelf**, etc.

**Library manager** should be able to **search and view a list of users** and to also **view the borrowed items by a user**.

Create a list of tasks and put names of who is responsible for doing what on each item (text)

Create the use case diagram, activity diagrams for your project (images)

Upload to your GitHub repo.