

Introduction:

In this program, an object-oriented programming is used to design a library. The user can access the desired book with the help of the librarian.

Design and Implementation:

In the flowchart file that is uploaded along with this report, implementation is checked step by step.

Testing and Evaluation:

To test, several inputs were given to the program with the help of a designed menu.

Conclusion:

The user first checks his username and password, and then with the help of the librarian, he can access the books available in the library. In fact, this is a program to explain that with the help of object-oriented programming, you can use the inheritance feature between different classes and access the contents of all classes by running the main class.