Component Level Design
Team Name: The Libarbarians

"Book" Class
-Title: type = string, default NULL -ISBN: type = integer -Quantity: type = integer, default 1 -Available: type = integer -Author: type = string, default NULL -Genre: type = string, default NULL -Publisher: type = string, default NULL
+bool setTitle(string newTitle) +bool setISBN(int newISBN) +bool setQuantity(int newQuantity) +bool setAvailable(int newAvailable) +bool setAuthor(string newAuthor) +bool setGenre(string newGenre) +bool setPublisher(string newPublisher) +string getTitle() +int getISBN() +int getQuantity() +int getAvailable() +string getAuthor() +string getGenre() +string getPublisher()

returnBook()

getUser()

Library System

unordered_map <int, Book> bookDatabase
unordered_map <int, User> userDatabase

getBook()

editStock()

int getBook()
int getUser()
bool isAvaliable()
void editStock()
int getStock()

isAvaliable()

rentBook()

modifyBookInfo()

editUser()

User

- name: string ""
- email: string ""
- wsuldNum: int 0
- existingUser: bool false

+ bool login(string email,string password)
+ bool logout()
+ bool hasAccount(string email)
+ void deleteAccount()
+ void useLibAssistant()

returnBook()

rentBook()

createNewUser()

<<parent>>

AdminUser

+ bool verifyAdmin(string email)
+ void manageLibAssistant()