

Assignment - 1

(Object Oriented Programming)

Create a **Library** class having the following attributes

```
string Name
string Books (An Array of strings dynamically allocated)
Location
int OpeningTime
int ClosingTime
int Members (Contains the dynamically allocated array of int for
each Member)
// For Arrays take 100 as your initial size to avoid going out of
bounds
```

Implement the following functionality in your code

- **void AddMember(int memberNo)** function to add a member to the members array if it already does not exist
- **string BorrowBook (string bookName, int memberNo)** checks if the member number exists then returns the book name if it exists from the books arrays if the member or book does not exist print an error.
- **void addBook(string bookName)** adds a book to the dynamically allocated array of books
- **bool findBook(string bookName)** returns true if the book exists else false
- **bool findMember(int memberNo)** returns true if member exists else false
- Getter and setters for all the members of the class
- Copy Constructor, Default and parametrized Constructor, Assignment Operator, and Destructor must be defined.
- Inside your **int main()** write the sample code to test your functionalities.