# Rollins Library System

- David – Backend
- Taylor – Documenting and management/commenting
- Josh – Frontend

# Concepts and Goals

- Wanted to have a place where you can log in and be able to add, loan, and search for books using specific words in a library.

- We are using excel sheets from the Rollins Library website that has the journals we are using in the code directly

# Demo

# How OOP Principles Were Implemented

## Encapsulation

- Key for design; combined data and methods that operate data into single units/classes

- Allowed access to objects through public methods only.

## Inheritance

- Method Overriding entity classes to the ToString() method; allowed each object to define its own string representation.

- Polymorphism in collections; The loans list in LibraryUI contains objects of type LoanBook. However, it interacts seamlessly with the Book and Student objects within each LoanBook.

## Abstraction

- Used to hide complex implementation and reveal essential features.

# What's Next?

- If we were to keep working on this project, we think having the Library System update in real time onto other computers like a real system would be cool

- Also touching it up a bit more, making it look cleaner