Library class class Book Date - title : string + dav : int - books : vector<Book> - description : string + month : int - num of pages : int + year : int + ReadBooks() : void - authors name : string + WriteBooks() : void - authors surname : string + SetBook() : void - date : Date + AddBook() : void - characters : map<string, Level> + DeleteBook() : void + UpdateBook() : void + GetTitle() : string + Find() : bool + GetDescription(): string - Sort() : void Level enum class + GetName() : string - PrintAll() : void + GetSurname(): string - FindByCharacter() : void MAIN + GetNumOfPages() : int **SECONDARY** + GetDate() : string **EPISODIC** + GetDateStruct() : Date + GetDateStream() : void + GetCharacterLevel() : string + GetCharacterLevelInt() : int + GetNumOfCharacters(): int + GetAllCharacters(): map<string, Level> + SetTitle() : void + SetDescription(): void + SetName() : void + SetSurname() : void + SetNumOfPages() : void + SetDate() : void + SetCharacter() : void + SetCharacter() : void main() : int + PrintBook(): void + Update() : void IsExit() : void CheckDay(): bool Add(): void the Delete() : void friend operator< () : bool</pre> Library Update() : void friend operator<< () : ostream&</pre>

Edit() : void

Info() : void Find() : void

MainCycle() : void

https://github.com/ vernik03/Library

project

struct

```
character_info struct
+ id : unsigned int
+ name : char[256]
```

```
main(): int

add_character(): void
  character_id(): int
  add_book(): void
  write_book(): void
  book_by_character_for_delete(): bool
  delete_character(): void
  delete_book(): bool
  update_book(): bool
  read_all_books(): void
  comp(): bool
  book_by_character(): void
  find_by_character(): int
  find(): int
```

Library
old project

https://github.com/
vernik03/Library
(main_old.cpp)