
Library Management System

Scenario-Based Assignment (Strict Task Instructions)

TASK 1: Abstract Class & Abstract Methods

What the student MUST create

1. **ONE abstract base class** named:
 - o `LibraryItem`
2. The abstract class MUST contain:
 - o **Exactly 3 properties**
 - Title
 - Author
 - ItemID
 - o **Exactly 2 abstract methods**
 - One method to display item details
 - One method to calculate late fee
3. **TWO concrete child classes:**
 - o `Book`
 - o `Magazine`
4. Each child class MUST:
 - o Inherit from `LibraryItem`
 - o Override **both abstract methods**
5. Late fee rules (MANDATORY):
 - o Book → 1 unit per day
 - o Magazine → 0.5 units per day

What the student MUST show as proof

- Create **1 Book object** and **1 Magazine object**
- Display:
 - o Title
 - o Author

- ItemID
 - Late fee for **exactly 3 days**
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TASK 2: Interfaces & Multiple Inheritance

What the student MUST create

1. **ONE interface** named:
 - **IReservable**
 - Must contain **one method** for reserving an item
2. **ONE interface** named:
 - **INotifiable**
 - Must contain **one method** that accepts a message
3. The **Book** class MUST:
 - Implement **both interfaces**
 - Implement **all interface methods**

What the student MUST show as proof

- Call:
 - The reservation method
 - The notification method
 - Output MUST clearly indicate:
 - Reservation success
 - Notification message sent
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TASK 3: Dynamic Polymorphism

What the student MUST create

1. **ONE collection** that stores:
 - Objects of type **LibraryItem**
2. Add:
 - **1 Book**
 - **1 Magazine**
3. Use:
 - A loop that accesses items **only using the parent type**

What the student MUST show as proof

- The correct `DisplayItemDetails()` method must execute:
 - Book version for Book
 - Magazine version for Magazine
 - Student MUST write **1–2 lines explanation** stating:
 - “Method selection happens at runtime”
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TASK 4: Explicit Interface Implementation

What the student MUST create

1. Modify `Book` class so that:
 - Interface methods are **explicitly implemented**
2. The class MUST NOT allow:
 - Direct calling of reservation or notification methods using `Book` object

What the student MUST show as proof

- Call interface methods using:
 - `IReservable` reference
 - `INotifiable` reference
 - Student MUST write **1 clear sentence** explaining:
 - Why direct access is restricted
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TASK 5: Namespaces & Nested Namespaces

What the student MUST create

1. **ONE main namespace:**
 - `LibrarySystem`
2. Inside it, create **TWO nested namespaces:**
 - `Items`
 - `Users`
3. Place:
 - `Book` and `Magazine` inside `Items`
 - One user class (`Member`) inside `Users`
4. Create **ONE namespace alias:**

- Alias `LibrarySystem.Items`

What the student MUST show as proof

- Use alias to create Book and Magazine objects
- Write **2 points** explaining:
 - Why nested namespaces are useful

TASK 6: Partial & Static Classes

What the student MUST create

1. **ONE partial class:**
 - `LibraryAnalytics`
2. The class MUST be split into:
 - **Two separate parts**
3. The class MUST contain:
 - **ONE static property** to track total borrowed items
 - **ONE static method** to display analytics

What the student MUST show as proof

- Increase borrowed count
- Display total borrowed items
- Write **1 line** explaining:
 - Why static members are used

TASK 7: Enumerations (Enums)

What the student MUST create

1. **ONE enum** named:
 - `UserRole`
 - Admin
 - Librarian
 - Member
2. **ONE enum** named:
 - `ItemStatus`

- Available
 - Borrowed
 - Reserved
 - Lost
3. Assign:
- A role to a user
 - A status to a library item

What the student MUST show as proof

- Display:
 - User role
 - Item status
- Write **1 sentence** explaining:
 - Why enums are better than strings

BONUS TASK (HIGH WEIGHTAGE)

What the student MUST create

1. Modify notification logic so that:
 - Admin → system alert
 - Member → borrowing update
2. Add **ONE new item type**:
 - eBook
3. eBook MUST:
 - Inherit from `LibraryItem`
 - Have **one additional digital-specific behavior**

What the student MUST show as proof

- Demonstrate:
 - Notification difference by role
 - eBook behavior execution

EXPECTED OUTCOME

Library Management System Assignment

TASK 1: Abstract Class & Abstract Methods

Expected Outcome (What MUST appear)

Displayed Output:

Item Type: Book

Title: C# Fundamentals

Author: John Doe

Item ID: 101

Late Fee for 3 days: 3.0

Item Type: Magazine

Title: Tech Today

Author: Jane Doe

Item ID: 201

Late Fee for 3 days: 1.5

Concept Confirmation:

- Book late fee = 3 days × 1 = 3.0
- Magazine late fee = 3 days × 0.5 = 1.5

What this proves:

- Abstract methods are correctly overridden
 - Different logic is applied based on item type
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TASK 2: Interfaces & Multiple Inheritance

Expected Outcome

Displayed Output:

Book reserved successfully.

Notification sent: Your reserved book is ready for pickup.

What this proves:

- One class implements **multiple interfaces**
 - Optional behaviors are added without inheritance misuse
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TASK 3: Dynamic Polymorphism

Expected Outcome

Displayed Output (from loop):

Item Type: Book

Title: C# Fundamentals

Author: John Doe

Item ID: 101

Item Type: Magazine

Title: Tech Today

Author: Jane Doe

Item ID: 201

Mandatory Student Explanation (1–2 lines):

The method executed depends on the object type at runtime, not the reference type.

What this proves:

- Runtime polymorphism is working
 - Correct method binding occurs dynamically
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TASK 4: Explicit Interface Implementation

Expected Outcome

Displayed Output:

Book reserved successfully.

Notification: Please return the book on time.

How it must be called (conceptually):

- Through `IReservable` reference
- Through `INotifiable` reference

Mandatory Explanation (1 sentence):

Explicit implementation prevents direct access and exposes functionality only through interfaces.

What this proves:

- Controlled access
 - Proper use of explicit interface implementation
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TASK 5: Namespaces & Nested Namespaces

Expected Outcome**Successful Object Creation Using Alias**

Book and Magazine objects created using namespace alias.

Mandatory Explanation (2 points):

1. Nested namespaces organize large projects logically.
2. Aliases reduce long namespace references and improve readability.

What this proves:

- Correct namespace hierarchy
 - Professional project organization
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TASK 6: Partial & Static Classes

Expected Outcome

Displayed Output:

Total Items Borrowed: 5

Mandatory Explanation (1 line):

Static members store system-wide data shared across all objects.

What this proves:

- Static data persists globally
 - Partial classes are merged into one logical unit
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TASK 7: Enumerations (Enums)

Expected Outcome

Displayed Output:

User Role: Member

Item Status: Borrowed

Mandatory Explanation (1 sentence):

Enums prevent invalid values and improve code readability.

What this proves:

- Controlled value sets
 - Safer and cleaner logic
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BONUS TASK: Advanced Design

Expected Outcome

Notification Based on Role:

Admin Alert: System maintenance scheduled.

Member Notification: Your borrowed item is due tomorrow.

eBook Behavior Output:

eBook downloaded successfully.

What this proves:

- Role-based behavior variation
 - Digital item extension without breaking design
 - Scalable and extensible architecture
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FINAL EVALUATION CHECKLIST (For Faculty)

Concept	Verified By
Abstraction	Different late fee outputs
Interfaces	Reservation + Notification
Polymorphism	Correct runtime method calls
Explicit Interface	Interface-only access
Namespaces	Alias usage
Static	Shared analytics
Enums	Controlled roles/status
Design Quality	Bonus task
