E-BOOK MANAGEMENT SYSTEM

#ifndef E\_book management1\_h

#define E\_book management1\_h

class E\_book management1 {

public:

virtual void checkavailability();

public:

Integer enterid;

Integer verifyuser;

};

#endif // E\_book management1\_h

INTERNET

#ifndef E\_book management1\_h

#define E\_book management1\_h

class E\_book management1 {

public:

virtual void checkavailability();

public:

Integer enterid;

Integer verifyuser;

};

#endif // E\_book management1\_h

USER 1

#ifndef user1\_h

#define user1\_h

class user1 {

public:

virtual void surfbooks();

public:

Integer login;

Integer logout;

Integer download;

};

#endif // user1\_h

