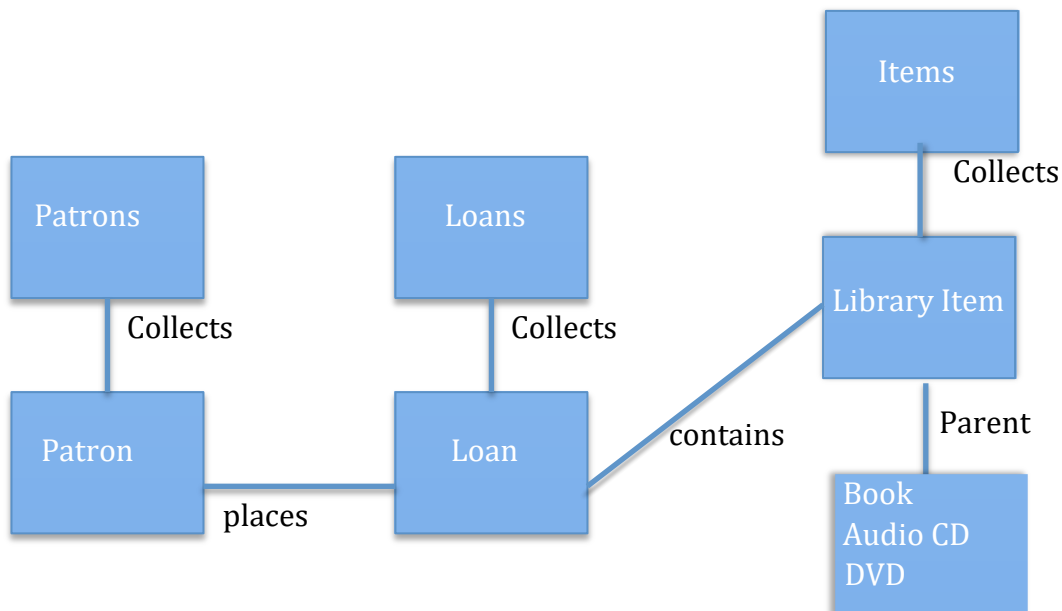


CSCE 1040.001/002

Homework 4

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Class Relationships



Class Contents

Patron
Name (string)
ID (int)
Fine Balance (int)
Num books out (int)
Constructors
Sets/Gets variables
checkIfTheycanRecheck
Print

Loan
Loan ID (int)
Book ID (int)
Patron ID (int)
Times Rechecked (int)
Due date and time (time_t)
Current Status (int)
Constructor
Sets/Gets variables
Print

Library Item
Author (string)
Title (string)
ID (int)
ISBN (string)
Cost (float)
Current status (int)
Constructor
Sets/Gets for variables
Print

Book
Author (string)
Title (string)
ISBN (string)
Category (int)
Constructor
Destructor

Sets/Gets for variables
Print

Audio CD
Artist (string)
Title (string)
Number of Tracks (int)
Release Date (undecided)
Genre(string)
Constructor
Destructor

Sets/Gets for variables
Print

DVD
Title (string)
Category (string)
Run time (undecided)
Studio (string)
Release Date (undecided)

Sets/Gets for variables
Print

Patrons
 count (int)
 patronList (Vector)
 iterator (Patron)
 nextAvaialleID (id)
 Constructor
 Get, inc, dec count
 Add Patron
 Delete Patron
 Find Patron by ID
 Find Patron by name
 cleanup
 Print Patrons
 Load Patrons
 Store Patrons

Loans
 Count (int) iterator (Loan)
 loanList (Vector)
 NextAvaialleID
 Constructor
 Get, inc, dec count
 Add Loan
 Delete Loan
 Check Overdue
 Recheck
 Find by ID
 Find by book and patron ID
 Find by patron ID
 Find by BookID
 cleanup
 Print Loans
 Load Loans
 Store Loans

Items
 Count (int)
 bookList (Vector)
 iterator (Book)
 NextAvaialleID
 Constructor
 Get, inc, dec count
 Add Book
 Delete Book
 Find Book
 Find BookID
 Find Book by title
 Find Book by
 cleanup
 Print Books
 Store Books
 Load Books

Function Pseudo Code (not all defined - examples only)

For this design there would be pseudo code for at least 17 methods

Patron's methods (No Pseudo code changed)

Add Patron 0

Prompt user for ID
 Prompt user for name
 Create Patron Object with information form the user
 Populate Object
 Add object to collection

Edit Patron

Prompt user for ID
 Prompt user for what they want to edit
 Call Find Patron
 Call Sets for Patron

DeletePatron

Prompt user for ID
 Call Find Patron
 Checks if Find Patron returned a -1
 Call the destructor for Patron
 Move non-deleted Patrons over by 1 (leave no blanks in Patron's vector)
 Print success

Find Patron (ID)

For loop starting at 0 and going till count-1
 If statement to see if ID's match
 When match return index
 Else
 Print error
 Return -1

PrintPatron(ID)

Call Find Patron
Checks if Find Patron returned a -1
 Print to terminal Name, ID, Fine Balance, and number of books out

PrintPatrons()

For loop starting at 0 and going till count -1
 Print to terminal Name, ID, Fine Balance, and number of books out

Pay Fines

Prompt user for ID
Call Find Patron
Checks if Find Patron returned a -1
 Output how much they owe in fines
 Output / input how much they want to pay today
 Put the subtracted value into a temp int
 Call set Fine Balance to the temp int

Read Patrons

Create ifstream object
Open file
Create Patrons object
While loop checking if something was read in each line
 Creating Patron object
 Input data into Patron object
 Increase count
Close file

Write Patrons

Create ofstream object
Open file
For Loop from 0 to count-1

Writing data to the file
Close file

Loan's Methods (No Pseudo code changed)

AddLoan

Prompt user for book ID
Prompt user for Patron ID
Create a new loan in loans with information from the user
if statement that checks if the patron has more or equals to 6
books checked out (including the new book) and have no overdue
books
 if Parton has fines greater than 0
 call Payfines
 Set due date and time
 Set times Rechecked to 0
 Update data for book and patron

DeleteLoan

Prompt user for loan ID
If Patrons fines are greater than 0
 Output that then need to pay their fines
Update data for book and patron
Call delete method in loans for loan

EditLoan

Prompt user for loan ID
If statement checking if the Patron has already rechecked the book
before
 if statement that checks if the patron has more or equals to
 6 books checked out (including the new book) and have no
 overdue books
 if Parton has fines greater than 0
 call Payfines
 Set due date and time
 Set rechecked to 1
 Update data for book and patron
 Else
 Output if Patron has to many books out or has an
 overdue book
Else
 Output error statement

UpdatesStatus

Prompt user for loan ID

Call get current status to Update current status of loan based on system clock

ReportLost Book

Prompt user for loan ID

Update current status of book to lost

Update Patron's Fine Balance to the price of the book

Print LoanedBooks

Call print books

Print Loan

Output data from loan in a suitable format to the user

Print Overdue

For loop the goes from 0 to count -1

 Checks if the loan at the index is overdue

 Prints data for the overdue book

Read Loans

Create Ifstream object

Open file

Create Loans object

While loop checking if something was read in each line

 Creating loan object

 Input data into loan object

 Increase count

Close file

Write Loans

Create Ofstream object

Open file

For Loop from 0 to count-1

 Writing data to the file

Close file

Library Item's Methods

Add Item

Prompt user for type of item

Switch case for each

 Prompt user for information relating to the Item

 Add new item to item list

Increase count

Delete Item

Prompt user for ID

Call Find Book

Call destructor for book of the index found

Count number of Specific Items

Prompt user for item type

Loop through the list

 Check if the type of item in the loop is the same

 Increase count

Pass back the count

Find Item

Prompts user for item ID

Loop Through the list

 Check if it matches the provided ID

 Pass back the Item

If none can be found pass back a null

Find Item with no return

Prompts user for item ID

Loop Through the list

 Check if the types match then if the ID matches

 Print

Find Item By other

Prompt user for type and what they want to change

Switch case for each item

 Switch case for each possible thing to change

 Change what they want accordingly

Clean up

Loop through the list and delete everything

Print Items

Loop that goes through the list

 Checks the type of item

 Calls the items print function

Read Items

Create Ifstream object

Open file

Create Books object

While loop checking if something was read in each line

 Creating book object

 Input data into book object

 Increase count

Close file

Write Items

Create Ofstream object

Open file

For Loop from 0 to count-1

 Writing data to the file

Close file