

# DEPARTMENT OF

# INFORMATION TECHNOLOGY

# **SEMESTER: 3**

# MINIPROJECT IN PYTHON

**TITLE: LIBRARY MANAGEMENT SYSTEM**

**SUBMITTED TO: SUBMITTED BY:**

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We are thankful to our guide M. Rajesh sir who helped us in completion of our project.

**INTRODUCTION**

## We have done this Library management system project in the python programming language.

**ABOUT THE PROJECT**

## The project titled Library management system is Library management software for monitoring and controlling the transactions in a library.The project **“Library Management System”** is developed in python,which mainly focuses on basic operations in a library like displaying books ,adding books,and facility to lend and return books.

**Project Aims and Objectives:**

* To eliminate the paper-work in library.
* To record every transaction in computerized system so that problem such as record file missing wont happen again.
* To design a user-friendly Graphical user interface(GUI) which suit the users.
* Fast access to database
* More storage capacity

**How To Run The Project?**

To run this project,you must be installed python on your pc.After downloading the project,follow the steps below.

**Step-1**:Extract/unzip the file

**Step-2**:Go inside the project folder,open cmd then type main.py and enter to start the system.

**Step-3**:Simply,double click the main.py file and you are ready to go.

**project Description:**

* The library management system can be used by the user to lend books and then to return it.
* The users include students,faculty members and library staff.
* The librarian also administrates the system to enter new record upon a new arrival,to update the position of the books,track records for borrowed books.

**SOURCE CODE:**

class Library:

def \_\_init\_\_(self,list,name):

self.booksList=list

self.name=name

self.lendDict={}

def dispalyBooks(self):

print("we have following books in our library:{self.name}")

for book in self.booksList:

print(book)

def lendBook(self,user,book):

if book not in self.lendDict.keys():

self.lendDict.update({book:user})

print("Lender-Book database has been updated.u can take the book now")

else:

print("book is already being used by {self.lendDict[book]}")

def addBook(self,book):

self.booksList.append(book)

print("Book has been added to the book list")

def returnBook(self,book):

self.lendDict.pop(book)

if \_\_name\_\_=='\_\_main\_\_':

sak=Library(['Python','Maths','C','C++','Java'],'SAK')

while(True):

print("welcome to the {sak.name} library.Enter your choice to continue")

print("1.Display Books")

print("2.Lend a book")

print("3.Add a book")

print("4.Return a book")

user\_choice=input()

if user\_choice not in ['1','2','3','4']:

print("please enter a valid option")

continue

else:

user\_choice=int(user\_choice)

if user\_choice == 1:

sak.displayBooks()

elif user\_choice == 2:

book=input("Enter the name of the book you want to lend:")

user=input("Enter your name")

sak.lendBook(user,book)

elif user\_choice == 3:

book=input("Enter the name of the book you want to add")

sak.addBook(book)

elif user\_choice == 4:

book=input("Enter the name of the book you want to return")

sak.returnBook(book)

else:

print("not valid option")

print("press q to quit and c to continue")

user\_choice==""

while(user\_choice!="c" and user\_choice!="q"):

user\_choice=input()

if user\_choice == "q":

exit()

elif user\_choice == "c":

continue

**OUTPUT:**



