

Library Management System

Concatenating GUI with a database into a solid management project is currently the most popular project idea when it comes to an interview project or a megaproject. These projects can be desktop or mobile or web apps. So, in this article, we will be building a solid GUI-based Library Management System Python Project with source code and a Database that will manage a library store.

Library Management System will consist of

1. **Admin Panel** – where only authorized admins will be logged in for managing the store through id and password. Also, it includes the change password option.
2. **Dashboard** – it will include the name of the logged-in admin, date, and clock. Also, it's the main core of the project as it will be designed for 8 functionalities :
 - i. **Add Books** – add books to store
 - ii. **Issue Books** – issue books to students, max limit is 3, and the date of the last issue book will be considered while returning
 - iii. **Edit Books** – edit details of the books
 - iv. **Return Books** – return the book and check for fine charges
 - v. **Delete Books** – delete books from the store
 - vi. **Search Books** – details about the book
 - vii. **Show Books** – show the whole book
 - viii. **Log out** – log out from the current admin session