**Final Milestone**

*Introduction*

This project is a library management system. It is useful for us to understand how a library management system works and how we can improve it overtime by streamlining the process.

*Objective*

Through this project I learned a lot about how we can use GUI in C++ and how in some cases we use lambda functions and pointers. How we can use file management system efficiently.

*Scope*

Things which are included are the saving and loading of data to and from a text file. Adding and removing books and sorting them ISBN number. Things which are not included are different accounts for users and admin. Loaning books to users is not also included.

*Deliverables*

This program can make a whole GUI and also for its own use make a text file where it stores all data for the Books.

*Methodology*

For graphics I used wxWidgets. It is a very versatile and almost easy to learn graphics library. For file handling it was mainly used to store the data about the books and from that same data it also loads it when starting the application.

*Timeline*

First of all I started learning the wxWidgets library and its most used techniques and format. Then I made a small project with it i.e. to do list. Then after that I started on the design and concept for the Library Management System. Like which components to use and their layout on the application. After that I almost coded the functionality in the application.

*Conclusion*

Some of this projects key features are that it is built as a GUI application and that it has data retention through simple means like saving the data in a .txt file.

How to Run the Project!!

First of all you have to ensure that you have Visual Studio Community like the purple one. Then open the IDE and click on open a solution then come to the folder where the solution is located and open it through there. When the project is open just press the green play button and the code will start running again.