**MINI**

**SYNOPSIS**

**ON**

**Library Books Management System (LBMS)**

**Submitted to: Submitted by:**

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**OBJECTIVE**

The prime objective of the project is to fulfill the requirements of KIST College, Kamalpokhari, Kathmandu,Nepal. This project has been developed to replace the existing manual system for keeping books records with computerized automated books record processing system. This project will automatically reduce the human efforts, time and cost and increases efficiency and accuracy of storing books records. The library staffs can get the right information in time and make further planning.

New features can be added as per requirements.

**TOOLS AND TECHNOLOGY USED**

**Tool**:

* **Visual Studio Code**: Microsoft Visual Studio is a powerful IDE that ensures quality code throughout the entire application lifecycle, from design to deployment. Whether you’re developing applications for SharePoint, the web, Windows, Windows Phone, and beyond, Visual Studio is your ultimate all-in-one solution.
* **Turbo C**: Turbo C was a software development tool for writing programs in the C language. As an IDE, it included a source code editor, a fast compiler, a linker and an offline help file for reference.
* **Dev C++**: Dev-C++ is a full-featured IDE for Win32. It uses GCC, Mingw or Cygwin as compiler and libraries set.

**Technology:**

* **C Programming**: - C is a powerful general-purpose programming language. It can be used to develop software like operating systems, databases, compilers, and so on.

**TIME FRAME REQUIRED FOR VARIOUS STAGES OF PROJECT IMPLEMENTATION**

|  |  |  |
| --- | --- | --- |
| Sr. No. | PHASES | TIME DURATION |
| 1. | Analysis | 2 days |
| 2. | System Design | 1 day |
| 3. | Coding | 5 days |
| 4. | Implementation | 3 days |
| 5. | Testing | 2 days |

**Hardware and Software requirement**

|  |  |  |
| --- | --- | --- |
| Sr. No. | System | Requirements |
| 1. | Processor | Pentium and above |
| 2. | Hard disk | 5MB or above free space |
| 3. | RAM | 128 MB or above |
| 4. | Output Unit | Monitor |
| 5. | Input Unit | Keyboard |

**REFERENCES**

* www.tutorialspoint.com