ONLINE LIBRARY MANAGEMENT SYSTEM

Open Source Programming Project

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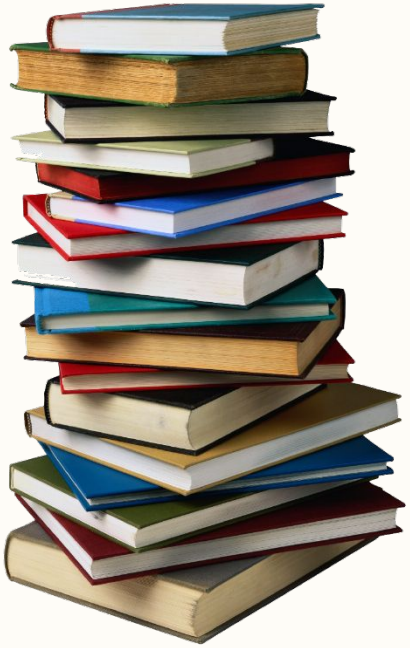


OVERVIEW

1. To build a library management which contains two login :- student and admin(librarian).
2. There will be various features like
   - Searching of books
   - Issuing and returning books
   - Paying fine(if any) online
   - Librarian can read information about any member
   - Librarian can track the books issued by a particular student

Module 1 - Student Login / Admin Login

- Authentication of the user will be there.
- Username and password will be matched from our database. Once both username and password matches, then only a user is allowed to enter into the system.
- Similarly for admin there will be a authentication system.

Module 2 - Signup For New Uses

- For new users there will be sign up option
- Various details like registration number , username , password etc. will be taken from the user and then it will be updated in our database.
- After this , the user will be redirected to the login page.

Module 3 - Student Profile

- After successful login into system, user can see its details
- Various details which will be shown are:-

  Issued books

  - Date of issue
  - When to return
  - Current fine the user has to pay
  - Searching book in the library.

Module 4 - Admin Panel

- After successful login admin can keep track of the books issued
- It can also track various other details such as
  - Fine of all students.
  - Which book is issued by the student
  - The number of copies of book which can help the librarian to know which book to order.

Module 5 – Book Search

- Books present in the library can be searched
- The books can be searched on various parameters such as

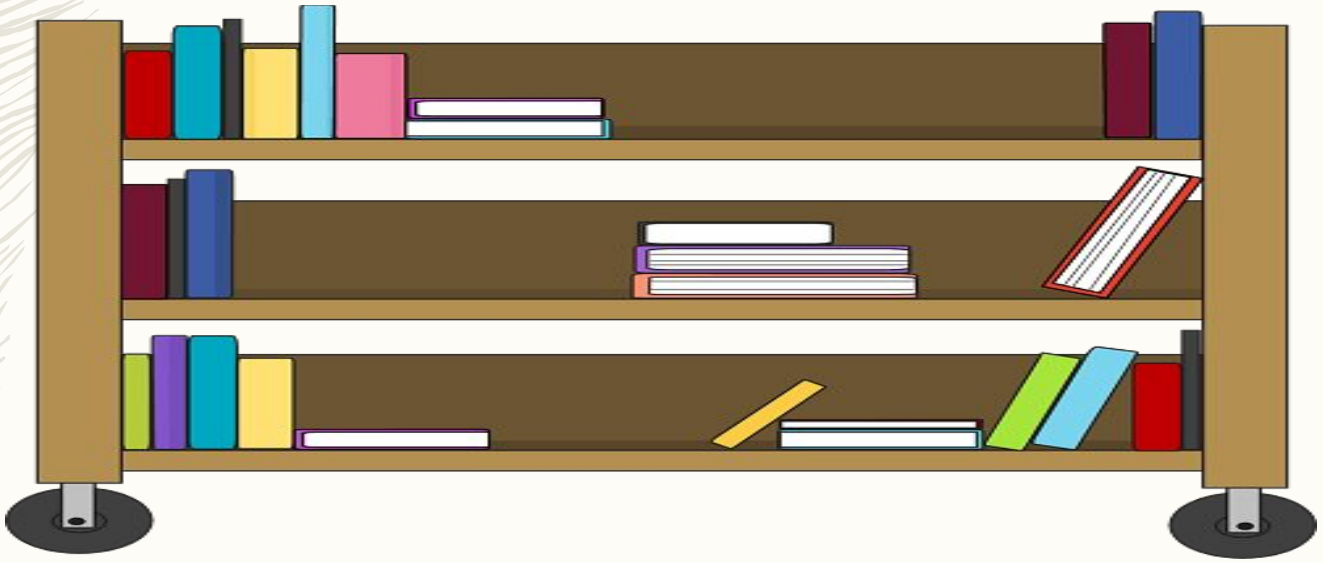
- Subject wise Search- If a student wants a book related to open source programming then system will show all the books related to osp present in the library .
- Author Wise Search- Can search a book on particular author. The system will show all the books on that author available in the library
- Year Wise Search- Searching a book based on particular edition will be available.

Module 6 - Book Recommendation

- In this , user will be allowed to recommend any book he/she require .
- This information will go into the admin login where he can inform the higher authorities for supply of the books.

Module 7 - Feedback

- Feedback will be taken from the user related to our system and all the feedback will be stored in a database and will be displayed in admin login which will help us to remove all the bugs and improve our library management system.

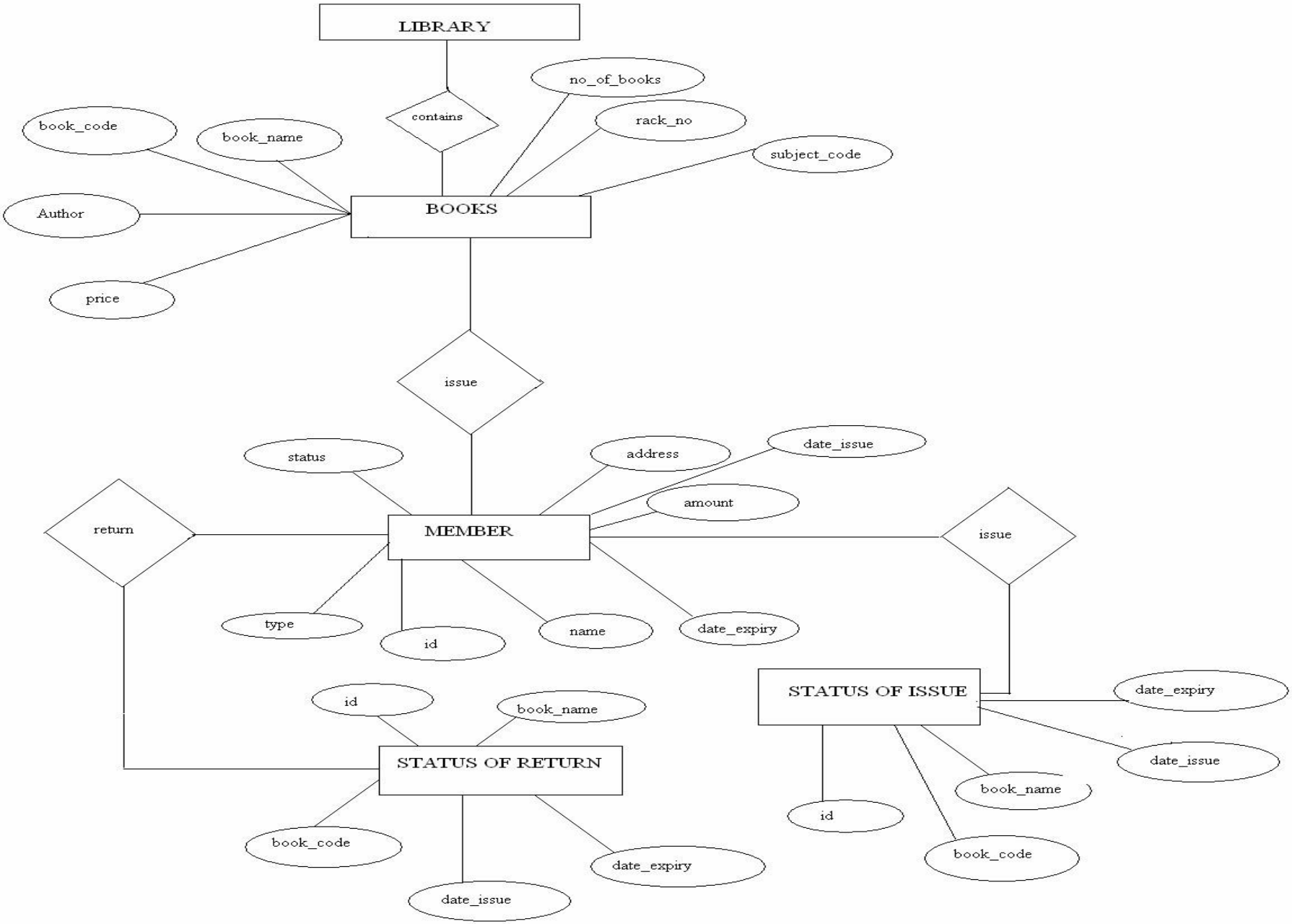


Other Functionalities

- Like in Facebook until and unless the user logs out whenever he goes on the website his/her session remains active. Similarly in our management system the user will not be logged out from the system until he clicks on the logout button .

ER DIAGRAM

- It is clear that the physical objects from the previous section – the member, books, library – correspond to entities in the Entity-Relationship model, and the operations to be done on those entities – holds, checkouts, and so on – correspond to relationships. However, a good design will minimize redundancy and attempt to store all the required information in as small a space as possible.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THANK YOU!!