



**HACETTEPE UNIVERSITY DEPARTMENT OF
COMPUTER ENGINEERING
BBM487: SOFTWARE ENGINEERING LABORATORY**

VISION

GROUP - 6

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Library Book Loan System

Vision

1. Introduction

In this vision documentation, we will explain problem statement of library book loan system, product position statement, Stakeholder Summary, User Environment, Needs and Features. In this document, we aim to an agreement for sharing system coverage, requirements and features. This document is a base for our project assignment also we will update the project if there is a necessity of editing in the improvement process.

2. Positioning

2.1 Problem Statement

The problem of	<i>In this project we will develop a library book loan system which allows users to see all the books in the library and can borrow these books when logged in to the system</i>
Affects	<i>Developers(students), Customers(T.A.s)</i>
The impact of which is	<i>This assignment helped us to learn working in a group, making critical decisions in short time, sharing and managing to all developing tasks to all group members.</i>
A successful solution would be	<i>-Delivering the product with all conditions in estimated time. -Providing a working environment where all members could work in coordinated and systematic way.</i>

2.2 Product Position Statement

For	<i>Librarians</i>
Who	<i>People who need to loan a book from library</i>
The (product name)	<i>Library Book Loan System</i>
That	<i>To provide an easy way to manage and use of library benefits. Protecting from information missing. Easy to use by customer and attractive user interface.</i>
Unlike	<i>With using databases, we can provide an efficient solution.</i>
Our product	<i>Access book information easily. Manage customer information easily. Useful graphic user interface.</i>

3. Stakeholder Descriptions

3.1 Stakeholder Summary

Name	Description	Responsibilities
Developer Team(Students)	<i>Developing and Testing the system in a systematic way.</i>	<i>Manage all the process, working in a coordinated way with all group members, preparing schedule.</i>
Library Manager	<i>A person who can add, remove and alter books.And can manage user accounts.</i>	<i>Removing book from system that is out of stock. Adding a new book. Register an user. Remove a member.</i>
Library User	<i>A person who can borrow books from library.</i>	<i>Search for books. See the list of books. If it is available, then borrow it. Refund the book.</i>
T.As	<i>They can control the development process.</i>	<i>They evaluate the developed product with analysis and design reports.</i>

3.2 User Environment

In this project we are planning to develop web-based software. For this purpose we will use PHP 5 as programming language. And we will use MySQL to manage all the information that our software requires. We will manage whole process as a team of three people.

4. Product Overview

4.1 Needs and Features

Need	Priority	Features	Planned Release
Library Personnel Account Management	1	<i>Adding, Removing, Altering, Librarian to system</i>	1.0
Book Management	1	<i>Adding, Removing, Altering, Book</i>	1.0
User Account Management	2	<i>Adding, Removing, Altering, User to/from System</i>	2.0
Searching Books	2	<i>Searching for books in system</i>	2.0
Books Reservation	3	<i>Reserving books from system</i>	3.0
Loaning Book	2	<i>Borrowing books from system</i>	3.0
Refunding Book	2	<i>Refunding books to system</i>	3.0

5. Other Product Requirements

Requirement	Priority	Description	Planned Release
Useful GUI and System	1	<i>Easy to use. Users can easily manage books and accounts</i>	1.0
Security	1	<i>All the user information will be kept in a database in encrypted form.</i>	1.0
Platform Independent	1	<i>Since this software will be web-based program, users can access it through internet.</i>	1.0
Help	2	<i>There will be a Help button in the program for Frequently Asked Questions.</i>	2.0