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**Project Title: Modern day Library management system**

**Course Code: CS699B**

**Student Name: Ganesh Kumar Kandula**

**Institution Name: Rivier University**

**Submitted To**

Professor: Vladimir Riabov

Department of Computer science

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**Introduction:**

I'm excited to suggest a project that strives to enhance how students use and access the materials in their school libraries. Libraries are crucial spaces for learning and discovery, and I think that by improving their procedures and resources, we can make students' academic success and a love of reading more likely. My desire to help students study more effectively and easily is what spurred me to start this initiative.

**Objectives:**

These are the main goals of this project are

1. Enhance Library materials: To improve the selection of printed books and online materials that are available to students.
2. Modernize Library Systems: To make it simpler to access materials by updating the library's catalog and management system.
3. Improve User Experience: To make the library atmosphere more hospitable and user-friendly.

**Originality and Novelty:**

This project's distinctive the strategy for strengthening secondary school libraries accounts for its originality and novelty:

For Secondary Schools Only: This initiative primarily targets secondary school libraries in recognition of the unique requirements and preferences of students in this age group. While many library reform programs concentrate on larger institutions.

Student Involvement: Students are actively involved in the conception and implementation of this project. It encourages a sense of ownership and responsibility by giving students the ability to choose books and resources, plan reading activities, and enhance the library's physical environment.

Practicality: The project concentrates on changes that are doable within the constraints of the school's current resources and budget, making it a realistic objective for the administration.

**Information Sources**

Academic Research: I will analyze academic papers and books on library management systems, library AI applications, and user experience in library settings. This will provide the project a solid theoretical basis.

Open-Source Tools: In order to improve upon current solutions while cutting down on expenses and development time, I want to make use of open-source library management systems and development tools. We'll use Koha and Evergreen as a starting point for our analysis.

Code Repositories: For accessing and participating in open-source library management initiatives, code repositories like GitHub and others are essential. The open-source community will be involved in this initiative in a big way.

**Major Outcomes**

For this project, I've established reachable and reasonable goals, including:

1. Improved Library Resources: An expanded, modernized library of printed books and websites.
2. Improved monitoring of library books by librarians.
3. Upgraded library systems include a user-friendly library management system that students may easily utilize.
4. Improved User Experience: A cozier, friendlier library setting.