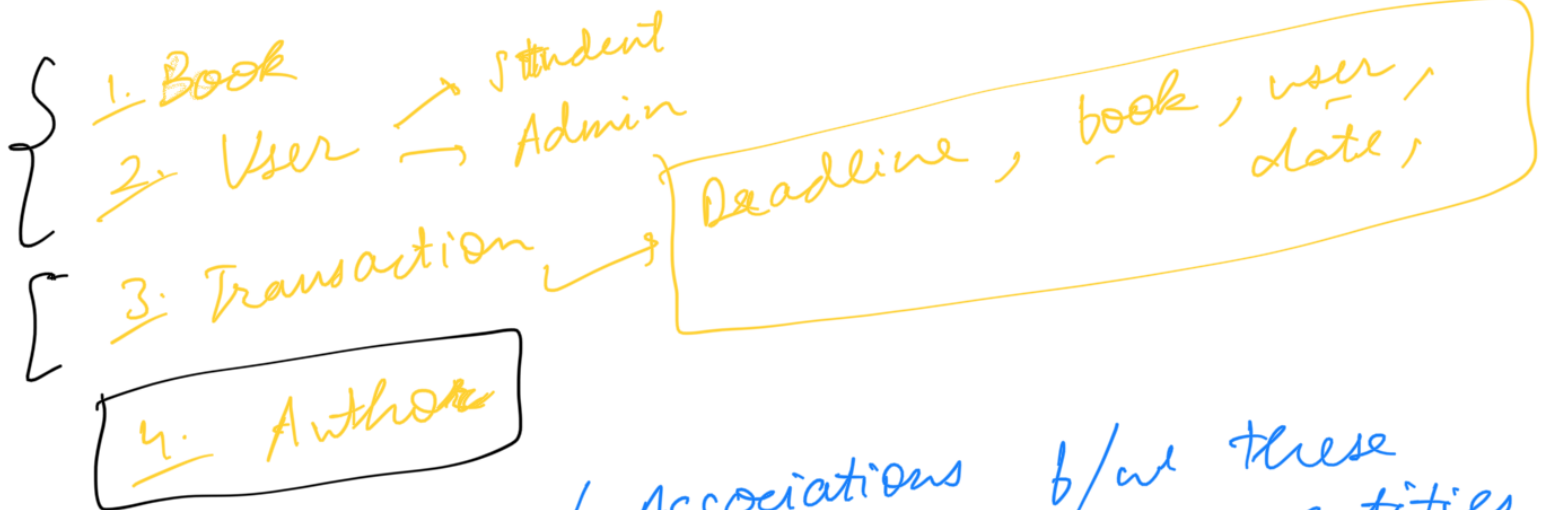


# Minor Project →

## Library Management System →

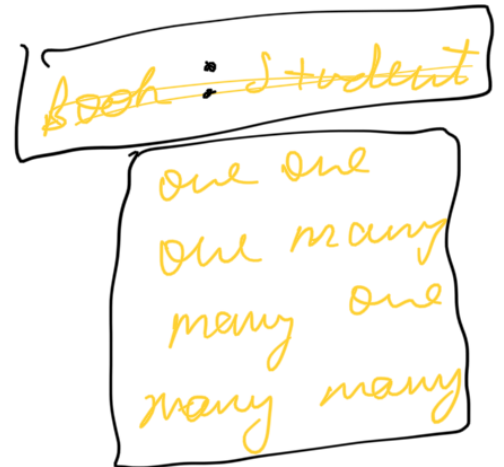
There is no limit, we need to design a system in 1 hour in a typical SD interview

① Identify all the actors/entities/object/model something which can be transaction upon



② Relationships / Associations b/w these entities

Book [n:1] Author\*  
Book [n:1] Student  
Transaction [n:1] Student  
User [n:1] Book  
User [n:1] Admin



③ Functionalities

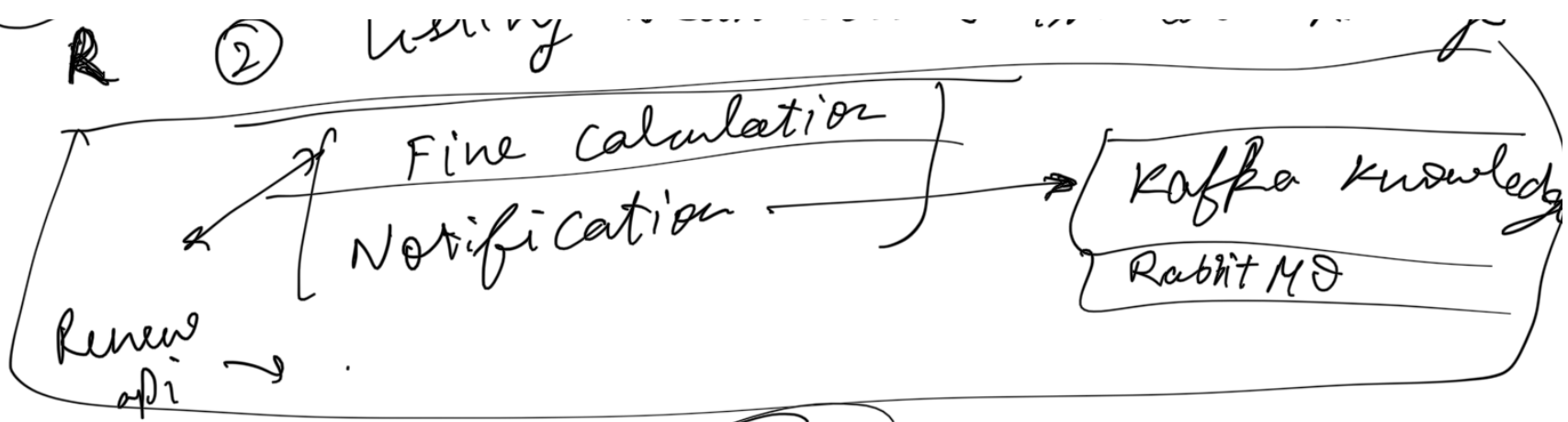
\* Some functionalities can be overlapping as well

Transaction

① Issuing/Returning a book

↳ Involves Book, Admin, Student

(D, V) ... transactions in last n days



CRUD

Book →

- ① C [Adding] → Admin
- ② R [Get Book] → Student/Book
- ③ U [Updating a Book] → Admin
- ④ D [Deleting a Book] → Admin

CRUD

Student →

- ① Creation → Admin
- ② Updation → Admin
- ③ Get Student detail → Admin/Student
- ④ Get All → Admin
- ⑤ Student deletion → Admin

Lost Book →

Txn →

b → delete Book