# Big books

Documentation

#### Introduction

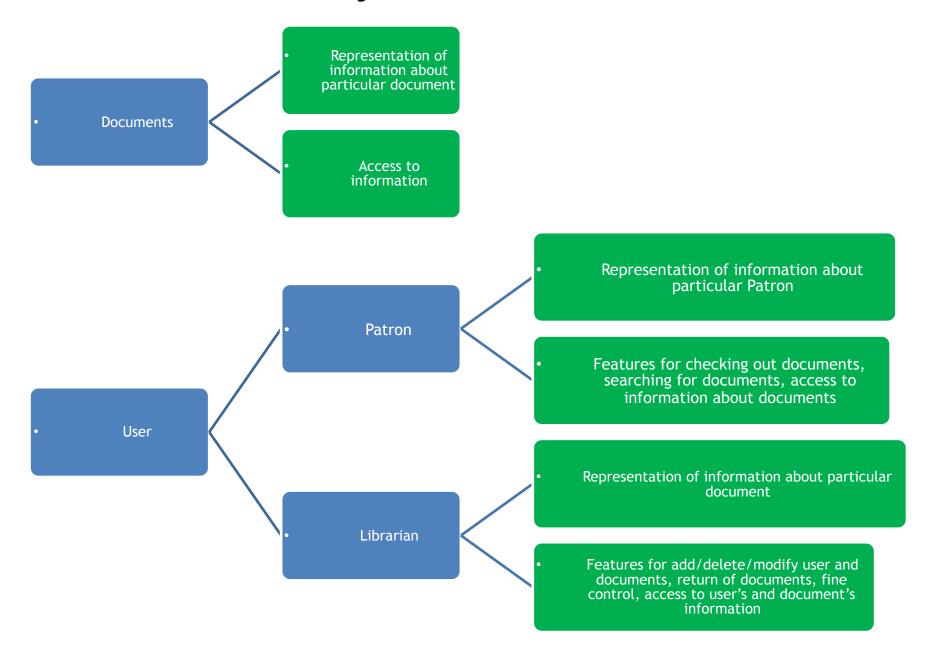
Our system includes in 3 segments

- Database interaction
- Friendly representation of data, understandable interface of all system's part
- GUI, interface for users

# Friendly representation of data, understandable interface of all system's part

- This part of system gives GUI programmer logical and corresponding to the system requirements representation of data.
- It uses data base interface, provided by data base interaction programmer. And represent it in understandable and usable way. Also it edits and deletes information in data base, by data base interaction interface sure.
- All information about data base is hidden for GUI programmer, since all corresponding features are available there.

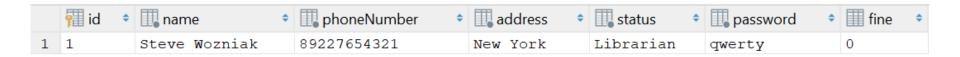
## Structure of system interface classes



#### Database structure

- The database consists of 4 tables:
  - Users (stores information about users)
  - Documents (stores information about documents)
  - Copies (stores information about every copy of he document)
  - Booking (represents a queue for people who wait for the certain book)
- To interact with database there exists FcukBase.java class. It allows to add, change and delete information from the database.

#### Users



- ID: identification number of the user
- (Name, Phone Number, Address): personal information of the user
- Status: information about status (Student, Professor, TA, etc)
- Password: password
- Fine: current fine

#### **Documents**



- Id: identification number of the document
- (Name, Author, Publisher, Year, Edition): information about the document
- Type: type of the document (AV, book, article, etc)
- Counter: the # of documents in the library
- Cost: cost of the document
- (Reference, bestseller): boolean value

## Copies

	copyID •	commonID •	availability •	userID •	date •	renew •
1	1	1	T	0	<null></null>	F
2	2	1	F	1	2018-05-26	T
3	3	1	T	0	<null></null>	F

- CopyID: identification number of the copy
- CommonID: identification number of the document
- Availability: boolean value ("T" for available, "F" for not available)
- UserID: identification number of the user who took the copy (default: 0)
- Date: date of checking out of the certain copy
- Renew: Boolean value ("T" for was once renewed, "F" for wasn't renewed)

#### Booking

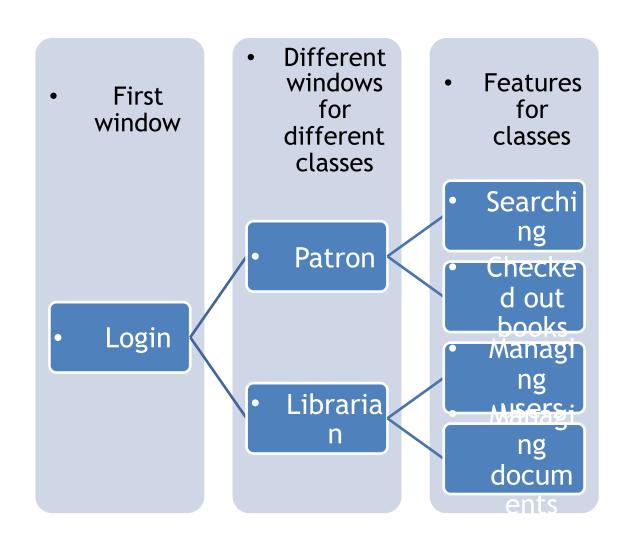


- BookID: identification number of the booked copy
- UserID: identification number of the user
- Priority: priority number according to the type of the user
- Date: date of latest possibility to check out

## **GUI**

- Made with JavaFX
- Using Scene Builder

## GUI steps

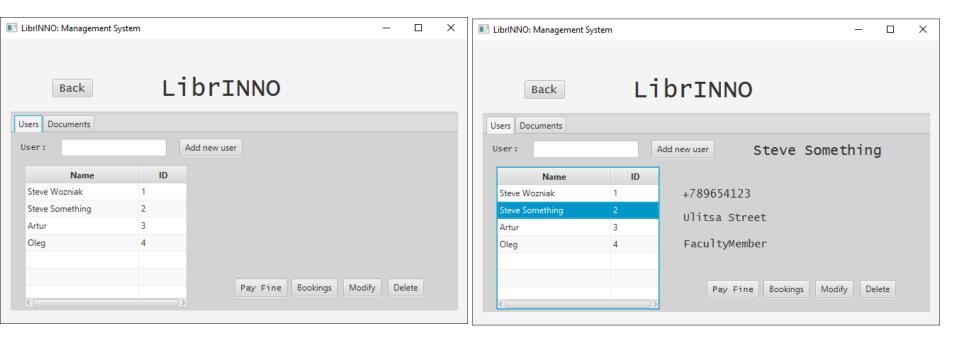


# Login

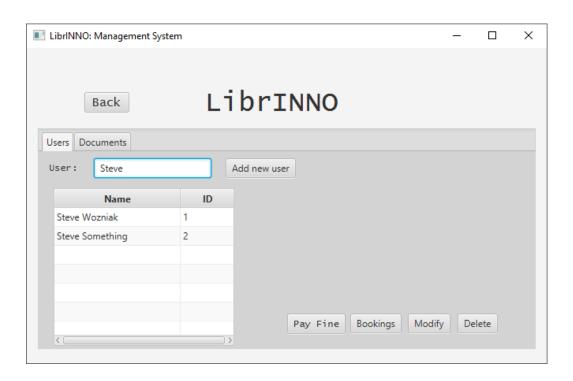
Expecting user ID and password



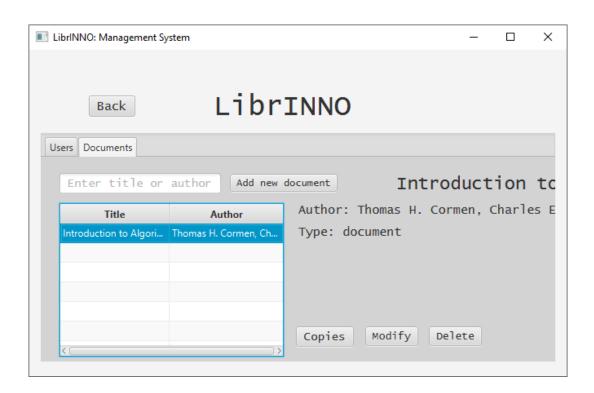
- Managing users
- Information on selecting from the list



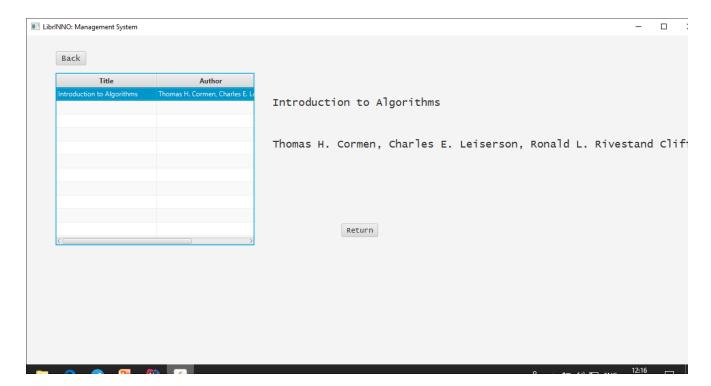
- Searching users by name or ID
- Searching documents by title or author



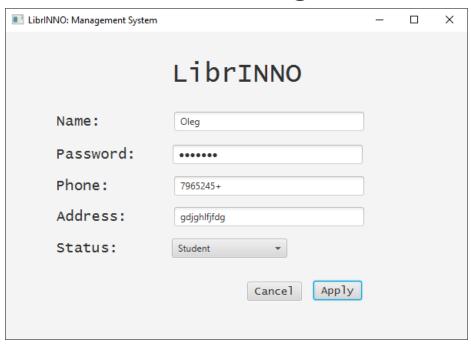
- Managing documents
- Full functional, but developing design



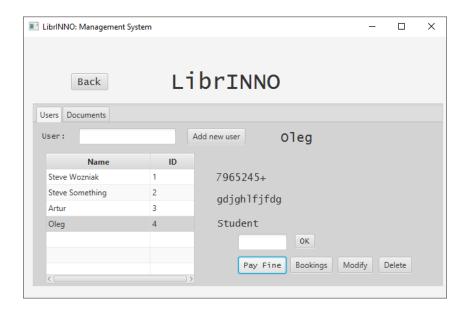
- For particular user you can see checked out documents
- Return only through librarian



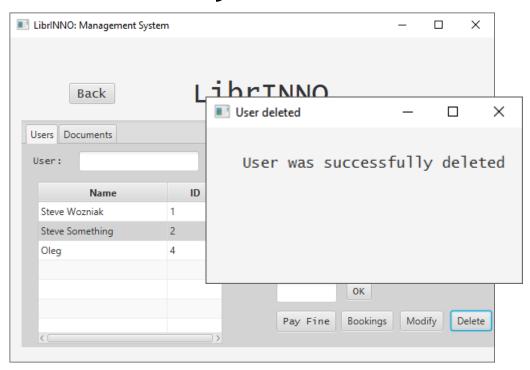
- Modify user
- Automatically filled fields
- Empty fields for adding user



- Through librarian you can pay fine
- Press "Pay Fine", enter amount and press
  OK

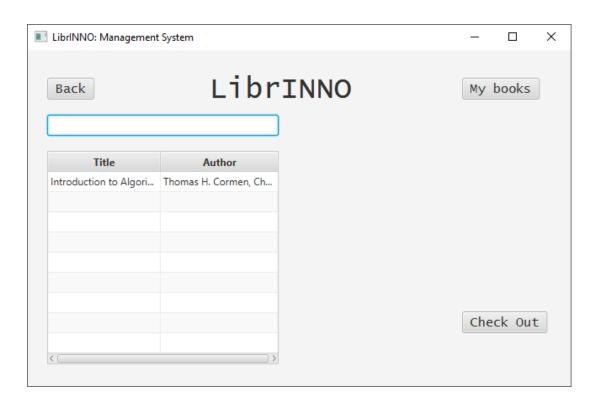


- Deleting user
- Immediately deleted from the list



### Patron

Searching books



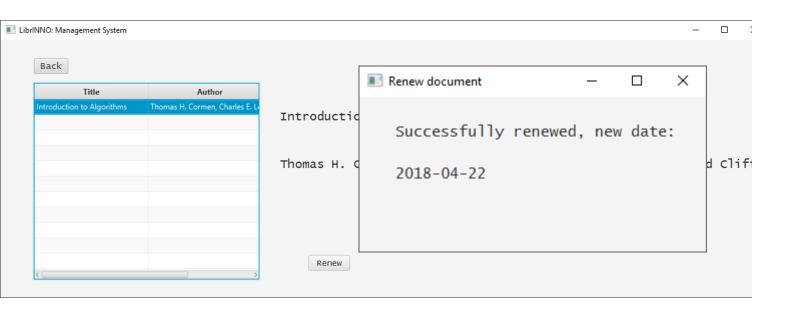
#### **Patron**

 Check out document and informing about date (if it is available now)



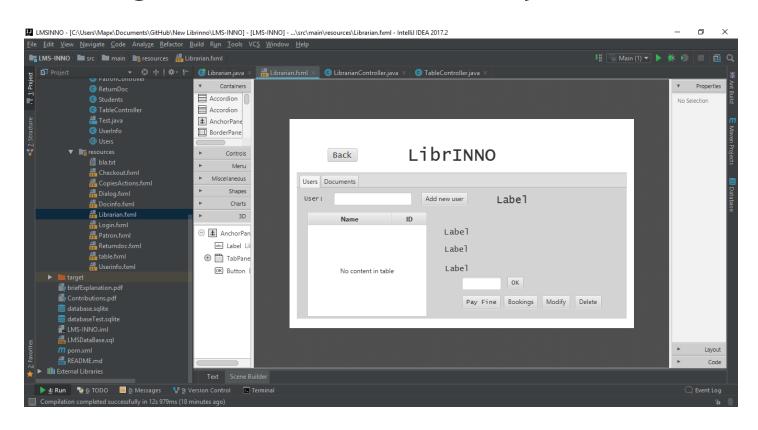
#### Patron

- List of checked out books
- Feature to renew selected one



# GUI development

- Working with Scene Builder
- Creating .fxml files for every window



# GUI development

 For each .fxml creating .java controller to interact with elements and actions

