Library Management System

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Introduction

- The Library Management System is a simple Java-based application designed to manage books in a library.
- It allows users to add new books, issue books to members, return books, and view the list of available and issued books.
- The system uses **functions** (**methods**) for modular code and **ArrayList** as the primary data structure for efficient book storage and management.

Working

- **1.Add Book** Allows the user to input the title and author of a book and store it in the system.
- 2.Display Books Shows all books with their status (Available/Issued).
- **3.Issue Book** Marks a book as "Issued" when borrowed.
- **4.Return Book** Changes the status of a book from "Issued" back to "Available".
- **5.Exit** Terminates the application.

The system is fully menu-driven, where the user chooses an option from the menu, and the application executes the respective function.

Uses

- •Manages book inventory for small libraries, schools, or colleges.
- •Keeps track of which books are available and which are issued.
- •Helps librarians or users efficiently manage the borrowing/return process.
- •Can serve as a base model for developing larger and more complex library systems.

Advantages

- •Simple to Use User-friendly menu interface.
- •Fast Search & Updates Uses ArrayList for quick data handling.
- •No Need for Manual Records Reduces paper work.
- •Modular Design Easy to understand, maintain, and upgrade.

Disadvantages

- •No Data Persistence Data is lost after the program is closed (no database).
- •Limited Features Only basic operations are implemented.
- •Single-user Operation Cannot handle multiple users simultaneously.

Future Scope

- •Integration with a database (MySQL, PostgreSQL) for storing data permanently.
- Addition of search functionality by book name or author.
- •Implementation of user accounts for librarians and members.
- Adding fine calculation for late returns.
- •Development of a web or mobile app interface for remote access.

THANK YOU