

PROJECT OWNER : JAMES M GITHIRE
PROJECT NAME : ONLINE LIBRARY MANAGEMENT SYSTEM

Introduction

A library is a collection of materials, books or media that are accessible for use and not just for display purposes.(ap1)

The history of the book starts with the [development of writing](#), and various other inventions such as paper and printing, and continues through to the modern-day business of [book printing](#).(ap2).

And throughout this time, people have developed ways of storing, sorting and classifying books. Library classification system groups books together.

Problem Statement

It takes a lot of time and energy for a librarian to find a book in a hardcopy catalog of books that the library owns. The librarian has to cross check that data with the data kept after borrowing for each book that has been checked out and fill the necessary information. This can lead to boredom and strain on the body for sitting for too long.

Solution

Create a system to update the catalog that can be accessed from a mobile device. Web-app and mobile applications suffice the needs of the librarians.

MVP

Single page web-application that does the crucial task of updating a library catalog.

Appendix

ap1 :

<https://en.wikipedia.org/wiki/Library#:~:text=A%20library%20is%20a%20collection,a%20virtual%20space%2C%20or%20both.>

ap2 : https://en.wikipedia.org/wiki/History_of_books