CSS 206 *Database Management Systems 1*

*Final Project*

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Description:

**i) Introduction and database description.**

*The topic of this project is Library. Since libraries could have thousands of books or other materials in their inventory, and since a great amount of people rent books, it is difficult task to manage all of the rents and the items in the inventory, that is why it is important for libraries to have convenient database managing utility. That is why we considered to implement our project with this topic to be interesting tasks.*

**ii) What functions should the system perform? For example, inventory control, billing, ordering, etc**

*In general, this is an ordinary library where people can just come and read a book, and to rent a book they must have a special card, they can also buy magazines and newspapers here.*

**iii) Who are the end users? Remember that the DBA is NOT an end user.**

*In this database system, the end user is the Librarian. Its tasks include the delivery and acceptance of books (rent), the sale of magazines and newspapers, the creation and removal of special customer cards.*

**iv) How will data obsolescence be handled?**

*This will be solved by triggers. Let's look at some cases.*

*a) If some book is missing from our library altogether, that is, 30 pieces of this book were originally available and all of them are on loan, then this book will be deleted from the database using triggers.*

*b) If the client has already been absent for a long time, that is, he has not rented books for a long time and his card expires, then he is also deleted from the database.*

**v) Where did you get the idea for this project? Did you make it up, get it from work, or find it in a book? Please mention your sources. The idea may NOT be something solved in a book, nor may it be a simple add-on to an existing database.**

*The whole idea was invented by us, we started from a modern library and tried to recreate the most convenient database*