# **Library System**

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# INTRODUCTION

### THE IDEA

My idea was to create a program that simplifies managing library operations. It tracks books, borrowed and returned items. This program makes library management more efficient and user-friendly.

### MAIN STAGES OF DEVELOPMENT

|  |  |
| --- | --- |
| STAGES | MAIN DUTIES |
| 1st | Creating the idea for the application |
| 2nd | Making the design and implementation our ideas through code. |
| 3rd | Developing the code |
| 4th | Creating the documentation and presentation. |

### USED TECHNOLOGIES

* C++ as the main programming language
* Microsoft Office 365 suite for documentation preparation
* Visual Studio 2022 as an integrated development environment.
* GitHub and Git is a cloud storage and control.
* Raylib as an external library that for visualization

### TABLE OF FUNCTIONS

|  |  |
| --- | --- |
| TYPE | NAME |
| void | mainMenu::windowInit() |
| void | dashboard::windowInit() |
| int | dashboard::getTakenBooks() |
| void | dashboard::getTotalBooks() |
| void | dashboard::viewDatabase() |
| void | dashboard::getBooksTaken() |
| void | dashboard::createDatabase() |
| void | book::addBook() |
| void | book::deleteBook() |
| void | book::insertBook() |
| void | book::generateBooks() |
| void | book::DrawInputBox() |

### BLOCK SCHEME

