Maven Based Java Project for Library Management System

Name: Pawar Rohit S.

Roll No.: 115

1. Introduction

This documentation presents a comprehensive overview of a Java-based Library Management System project developed using Apache Maven. The aim of this project is to simulate a simple library application that includes functionalities such as adding books, issuing and returning books, and displaying book/member details. By using Maven, the project benefits from simplified build management, dependency control, and a standardized structure.

2. Objectives

- To develop a modular and maintainable library system using Java.
- To utilize Apache Maven for efficient project management and build automation.
- To apply Object-Oriented Programming (OOP) principles in real-world applications.
- To implement basic library functionalities through a console-based interface.
- To manage external libraries and dependencies using Maven.

3. Technologies Used

- Programming Language: Java
- Build Tool: Apache Maven
- IDE: IntelliJ IDEA / Eclipse
- JDK Version: 11 or higher

- Dependencies: JUnit, MySQL Connector (optional), Log4j (optional)

4. Key Maven Concepts

- POM (Project Object Model): Central configuration file (pom.xml) that contains information about the project and configuration details used by Maven.
- Dependencies: External libraries that the project needs to compile and run.
- Build Lifecycle: Maven phases like validate, compile, test, package, verify, install, and deploy.
- Repositories: Sources where Maven searches for dependencies (local, central, remote).

5. Project Structure

```
LibraryManagementSystem/

Src/

Main/java/com/library/ # Java source files

Lest/java/com/library/ # Unit tests

Larget/ # Compiled bytecode and packaged files

pom.xml # Maven configuration file
```

6. Implementation Details

Modules and Functionalities:

- 1. Book Module: Add a new book, Display book details.
- 2. Transaction Module: Issue book, Return book, View transaction history.
- 3. Admin Module (Optional): Admin login, View all members and books.
- 4. Database Integration (Optional): Store and retrieve data using MySQL.

```
Sample Java Class - Book.java:
```

```
public class Book {
  private String bookId;
  private String title;
  private String author;
  private int quantity;
  public Book(String bookId, String title, String author, int quantity) {
     this.bookId = bookId;
     this.title = title;
     this.author = author;
     this.quantity = quantity;
  }
  public void issueBook() {
     if (quantity > 0) quantity--;
     else System.out.println("Book not available!");
  }
  public void returnBook() {
     quantity++;
  }
  public void displayDetails() {
     System.out.println("Book ID: " + bookId);
     System.out.println("Title: " + title);
     System.out.println("Author: " + author);
     System.out.println("Available Copies: " + quantity);
```

```
}
Main Class - Main.java:
public class Main {
  public static void main(String[] args) {
     Scanner sc = new Scanner(System.in);
     Book book = null;
     while (true) {
       System.out.println("\n--- Library Management Menu ---");
       System.out.println("1. Add Book");
       System.out.println("2. Issue Book");
       System.out.println("3. Return Book");
       System.out.println("4. Display Book Details");
       System.out.println("5. Exit");
       int choice = sc.nextInt();
       switch (choice) {
          case 1:
            sc.nextLine();
            System.out.print("Enter Book ID: ");
            String id = sc.nextLine();
            System.out.print("Enter Title: ");
            String title = sc.nextLine();
            System.out.print("Enter Author: ");
            String author = sc.nextLine();
            System.out.print("Enter Quantity: ");
            int qty = sc.nextInt();
            book = new Book(id, title, author, qty);
            break;
          case 2:
            if (book != null) book.issueBook();
            else System.out.println("Add book first.");
            break;
          case 3:
            if (book != null) book.returnBook();
            else System.out.println("Add book first.");
            break;
          case 4:
            if (book != null) book.displayDetails();
            else System.out.println("Add book first.");
            break;
          case 5:
```

```
System.out.println("Thank you for using Library Management System.");
System.exit(0);
break;
default:
System.out.println("Invalid choice!");
}
}
}
```

7. Steps to Create Maven Project

Using Command Line:

8. Sample pom.xml File

```
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
    xsi:schemaLocation="http://maven.apache.org/POM/4.0.0
    http://maven.apache.org/xsd/maven-4.0.0.xsd">
 <modelVersion>4.0.0</modelVersion>
 <groupId>com.library</groupId>
 <artifactId>LibraryManagementSystem</artifactId>
 <version>1.0-SNAPSHOT</version>
 <dependencies>
  <dependency>
   <groupId>junit
   <artifactId>junit</artifactId>
   <version>4.13.2</version>
   <scope>test</scope>
  </dependency>
 </dependencies>
</project>
```

9. Conclusion

The Maven-based Java Library Management System provides a practical understanding of project development using Maven. It helps in automating builds, managing dependencies, and organizing the project in a standard way. This assignment enhances Java skills and promotes industry-standard practices in software development.

10. References

- 1. https://maven.apache.org/guides/index.html
- 2. https://maven.apache.org/guides/getting-started/maven-in-five-minutes.html
- 3. https://docs.oracle.com/en/java/
- 4. https://www.baeldung.com/maven
- 5. https://www.geeksforgeeks.org/apache-maven/
- 6. https://www.tutorialspoint.com/maven/index.htm