- Create and manage databases
- Write SQL queries
- Analyze SQL queries

Chapter 2: Project

Project title: Library Management System[GUI,Database]

Features:

- Book Details
- ADD DATA
- SHOW DATA
- UPDATE DATA
- DELETE
- RESET
- EXIT

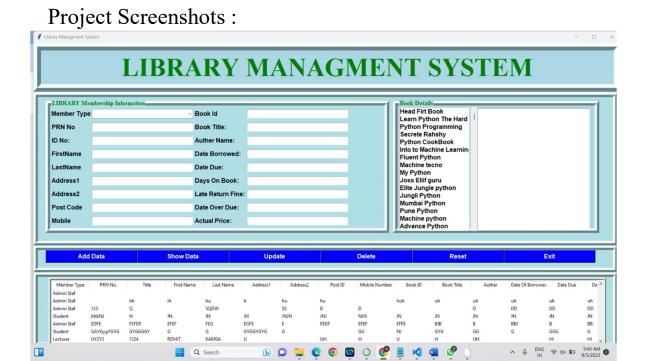
Language: Python [tkinter, sql]

Program Logic/Flow:

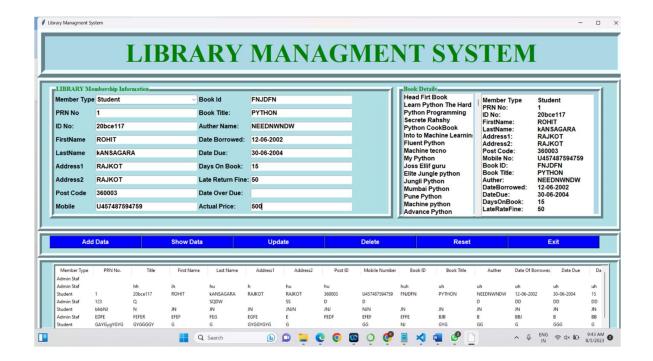
1. Initialize the main application window, set its title and size.

- 2. Create variables to store the information entered by the user (e.g., member type, PRN number, book details).
- 3. Design the GUI elements (labels, text boxes, buttons, etc.) using the Tkinter library to create a user-friendly interface.
- 4. Create a database connection using MySQL Connector and define a cursor to execute SQL queries.
- 5. Implement methods for adding data to the library database (adda_data), updating existing data (update), fetching data from the database (fetch_data), and deleting data (delete).
- 6. Implement the get_cursor method to populate the GUI elements with the data selected from the database.
- 7. Define methods for displaying the information entered by the user in the text box (showData) and resetting the GUI elements (reset).
- 8. Define an exit method (iExit) to confirm if the user wants to exit the application.
- 9. Bind the ListBox widget to the SelectBook method to display book details when a book is selected from the list.
- 10. Design the right section of the GUI to show a list of books available in the library and its details.
- 11. Create a Treeview widget to display the library data in tabular format.
- 12. Add functionality to the buttons (Add Data, Show Data, Update, Delete, Reset, Exit) to perform corresponding actions using the defined methods.
- 13. Run the main event loop (root.mainloop()) to start the application.

Overall, the project follows a GUI approach with user, and also allow to add, update, delete, view information of the user and it is also store data in MYSQL database and this project provide user friendly interface for managing library data.



ADD AND SHOW DATA:

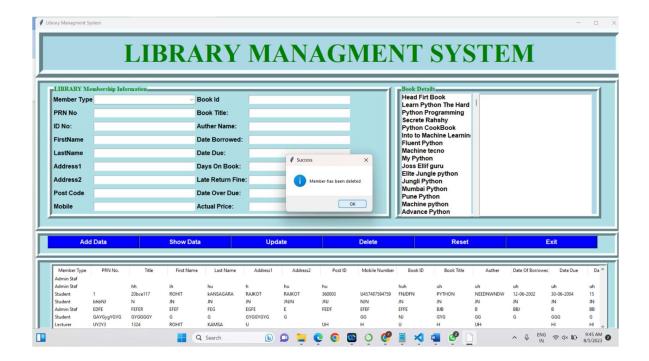


DELETE:

select the row



Now, click the delete button:



Update:

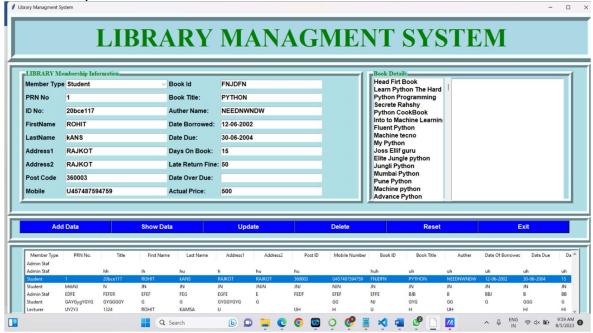
Click the row you want to update.

Fill the details which you want to update in LIBRARY membership information table.

And after click the update button.

For ex.here I am select 20bce117 id no.'s row:

I want to update lastname here therefore in this table I enter current lastname and then enter the update button.



Entry is updated successfully.

We also see that id: 20bce117 row there lastname is updated successfully LIBRARY MANAGMENT SYSTEM LIBRARY Mer Book Details
Head Firt Book
Learn Python The Hard
Python Programming
Secrete Rahshy
Python CookBook Member Type Book Id PRN No ID No: Into to Machine Le Fluent Python Machine tecno LastName Date Due My Python Joss Ellif auru Address1 Days On Book: Elite Jungle python Jungli Python Mumbai Python Address2 ost Code **Pune Python** OK RAIKOT NJN EFEF GG GYGGYGYG GYG KAMSA Q Search

RESET:

If you want to reset the table or add new details in table then you click the reset button for reset the table value.

EXIT:

If you want to exit this system then click the exit button.

Conclusion:

In conclusion, the code implements a Library Management System using the Tkinter library for the graphical user interface and MySQL Connector for the database connectivity. It is allows users to perform various actions related to library management, such as adding, updating, deleting, and viewing library member details and book information.

Database Connectivity: The system uses MySQL as the database to store and manage library-related data. It establishes a connection with the database, executes SQL queries, and fetches or updates data as per the user's actions.

Overall, the serves as a foundation for building a functional Library Management System and can be further expanded and customized based on specific requirements and user needs.