

COMPUTER SCIENCE

LIBRARY MANAGEMENT

SYSTEM

[SUBMISSION OF SYNOPSIS]



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SECTION: I

PROJECT ON LIBRARY MANAGEMENT SYSTEM

INTRODUCTION

This project is all about a software for library. It helps the Librarian to have a full-fledged control over his/her space. It adds new entries, updates an existing entry and of course prints a receipt to the borrower. Besides it displays a graph of the service of the current month.

OBJECTIVES OF THE PROJECT

The objective of this project is to let the students apply the programming knowledge into a real- world situation/problem and exposed the students how programming skills helps in developing a good software.

1. Write programs utilizing modern software tools.
2. Apply object oriented programming principles effectively
3. Write effective procedural code to solve small to medium sized problems.
4. Students will demonstrate a breadth of knowledge in computer science
5. To conduct a research or applied Computer Science project, requiring writing and presentation skills which exemplify scholarly style in computer science.

INPUT OF PROPOSED SYSTEM

Firstly, there should be a record of the books, author, publisher, genre, code, language, number of copies issued, member issued to, and quantity should be there in the form of a CSV file or a MySQL database. This database can be updated by the librarian. Secondly, there should be a table of member, book issued, member id, age, image, address, phone number, deadline of book issued present in the form of a CSV file or a MySQL database, which can be accessed and updated by the system-in-charge. On requirement, the book information, or member information can be accessed, updation or addition or deletion of data, etc. can be done.

OUTPUT OF PROPOSED SYSTEM

When required, information can be accessed and the output can be shown, for example, number of copies left, whose submission deadline has been over, or when the book has been issued, etc.

FUNCTIONS OR FEATURES OF PROPOSED SYSTEM

- Manage the complete records of the entire library through the software's easy nterface.
- It removes manual process of issuing books by easy and simplified way of issuing books and saving time and efforts.
- Add, update, search and view library items, their availability status, rtc. online.

FRONT-END AND BACK-END TO BE USED

Front-end can be imply any Python IDE or tkinter based GUI or Data Visualization modules. Back-end may e MySQL or CSV files or Binary Files or text files.

HARDWARE AND SOFTWARE REQUIREMENTS

- I. OPERATING SYSTEM : WINDOWS 7 AND ABOVE
- II. PROCESSOR : PENTIUM(ANY) OR AMD
ATHALON(3800+- 4200+ DUAL CORE)
- III. MOTHERBOARD : 1.845 OR 915,995 FOR PENTIUM OR MSI
K9MM-V VIA K8M800+8237R PLUS
CHIPSET FOR AMD ATHALON
- IV. RAM : 512MB+
- V. Hard disk : SATA 40 GB OR ABOVE
- VI. CD/DVD r/w multi drive combo: (If back up required)
- VII. FLOPPY DRIVE 1.44 MB : (If Backup required)
- VIII. MONITOR 14.1 or 15 -17 inch
- IX. Key board and mouse
- X. Printer : required

SOFTWARE REQUIREMENTS:

- I. Windows OS
- II. Python
- III. MySQL

SCOPE OF THE PROJECT

Library management system is a resource planning and enterprise management software, used to operate and manage the huge amount of data generated from libraries. It is also used to track bills, books, and customers who have borrowed books from the library.

LIMITATION OF THE PROJECT

- The data stored is prone to cyber hacks.
- Risk of computer virus
- Unlike online systems that utilize cloud computing, Open-source systems store data on computer hard drive. This increases the risk of data loss.

ROLE OF STUDENT

Resource Manager – to make sure the team has all materials needed to complete the task.