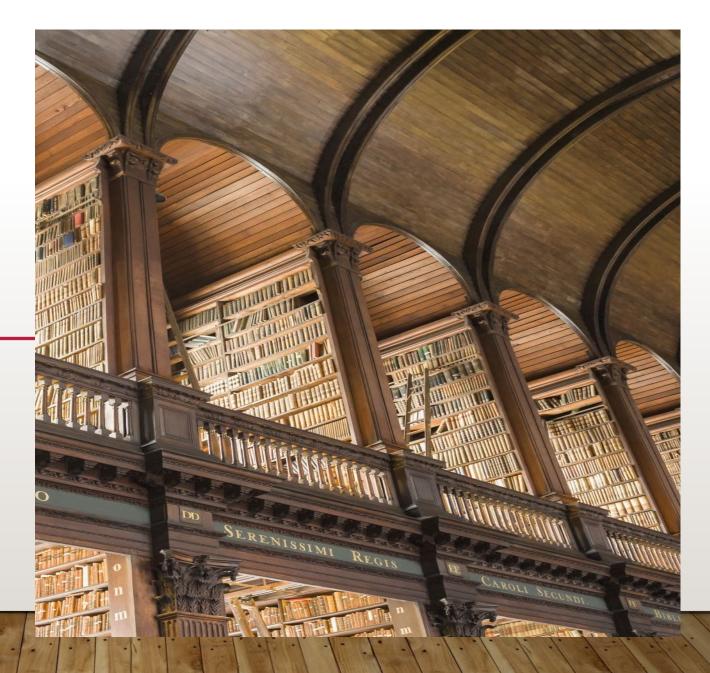# LIBRARY MANAGEMENT SYSTEM

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ABSTRACT:

- In this project, we will develop a library management system that will help us in performing various functions like adding, issuing, and returning books. It will also store the issue and returning date of the book and the fine on the book if the book is not returned. Furthermore, the data of books that are stored can be edited and deleted.

- Python Library Management System is important software which is used in the libraries of schools and colleges for adding new books in the library, deleting books, issuing books, to students and maintaining the record of the book that is returned.

OBJECTIVES:

- More accuracy
- Speed improvement
- Data consistency
- Students can easily take and issue books
- Students delight by delivering on-time and fast services
- Existing system:
- Time manipulation
- Updating records is difficult

PROPOSED SYSTEM:

- Our aim is to provide

- Students can easily take and issue books

- Students delight by delivering on-time and fast services

- More accuracy

- Speed improvement

- Data consistency

TOOLS AND TECHNIQUES:

- Tkinter

- Packages:

- Pip

- Pillow

- Pymysql

- Programming language:

- python

EXPECTED OUTPUT:

- Library management system enables students to issue a book, it also updates the records of returned books quickly , it enable students to see list of book details.

- if we want issue the book to the student, we will have to give book id and name of the person to whom we are issuing the book then we must procced to issuing.

- It also enables to add book details. We will use files to deal with issuing book , deleting book , view books , return books etc.

EVALUATION METHODOLOGY:

- We will build a library management system using Tkinter to make it interactive.

- Python offers various utilities to design the GUI wiz Graphical User Interface, and one such utility is Tkinter which is most commonly in use. It is indeed one of the fastest and easiest ways to build GUI applications. Moreover, Tkinter is cross-platform, hence the same code works on macOS, Windows, and Linux.