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# Project Report Library Management System

#### Introduction

For my internship project, I developed a Library Management System using Python. The system allows users to add books, search for them, borrow, and return them. Data is stored in a JSON file so that it remains available even after the program is closed.

### **Implementation**

Used Python dictionaries and lists to store book details.

Implemented functions for adding, displaying, searching, borrowing, and returning books.

Used the JSON module for saving and loading data to/from a file.

Created a simple menu-driven interface for user interaction.

### **Problems Faced**

While working on the project, I encountered several challenges:

- 1. File Handling Errors At first, when the JSON file didn't exist, the program crashed. I had to add a condition to check if the file exists before loading.
- 2. Data Persistence Issue Initially, books were resetting after closing the program. I learned to use json.dump and json.load to maintain data.
- 3. Logic Bugs I mistakenly allowed borrowing more books than available or returning beyond the total. Debugging and testing helped me fix this.

- 4. Case Sensitivity in Search Searching didn't work properly if users typed uppercase vs lowercase. I solved it by converting inputs to .lower().
- 5. User Input Validation Sometimes entering invalid data (like text instead of numbers for quantity) caused errors. I realized the importance of input validation, though some improvements are still possible.

## **Conclusion / Learning Outcomes**

This project helped me strengthen my Python basics, especially file handling, JSON data storage, and user input management. I also learned how to debug common logic errors and make the system more user-friendly. Overall, the project gave me a good understanding of how real-world applications manage data persistence.

