**SDLC (Software Development life cycle) for a Client – Server model Application**

Application name :- Library Management Service

**Justification for Library Management Services is a “Client – Server Application”**

* In this application we “CLIENTS” request the data of the books present in the library . The “DATA” required must be uploaded first and stored in a “SERVER (database) ” to be accessed and hence this app can be justified that it is based on “Client- Server” model.

**Requirements** :-

* **Physical requirements** :-

Server , Network - LAN (or) WAN , Client machine (To access the required data) .

* **Software requirements** :-

Application , Data (which should be stored in the server’s database) , Database Management System (Any application to mange the data in databases).

* **Application requirements** :-

1) To be able to display the data required , when accessed.

2) To be able to request , access and retrieve data from a server.

3) To be able to “Authenticate” the users with a Username and Password.

**Analysis** :-

* A UI to Login.
* Server management.
* Database management.
* Able to interact with the server.
* Restricted access for other users.
* Customer support and help.

**Design** :-

**LIBRARY MANAGEMENT SYSTEM LMS(logo)** Home Support Logout

LMS (logo) LOGIN DATA Title :

Availability:

Uname :- xxxxx poster

Pass :- \*\*\*

Add to list

**Coding** :-

* Should select (Available languages are :- PYTHON , C , C++ , JAVA , HTML)
* Databases available :- PHP , MySQL.

**Testing** :-

* Project has been started now . Will test further

**Deployment** :-

* After completing the coding part on the application , Deployment phase will start after testing the application thoroughly.