## ONLINE LIBRARY MANAGEMENT SYSTEM

#### Problem statement:

- To develop an online library management system that addresses the shortcomings of traditional library management methods.
- To create a system that enables efficient cataloging, tracking, and retrieval of library resources.
- To provide a user-friendly interface for patrons to search for resources, manage their accounts, and access digital content.
- To facilitate real-time monitoring of resource availability, user borrowing history, and overdue items.
- Developing an efficient online library management system to streamline cataloging, user authentication, and borrowing processes, enhancing accessibility and organization for users while optimizing administrative tasks for library staff.

### List of patterns:

## 1. Singleton

Used in file handling under 2 scenarios one for user and the other for books

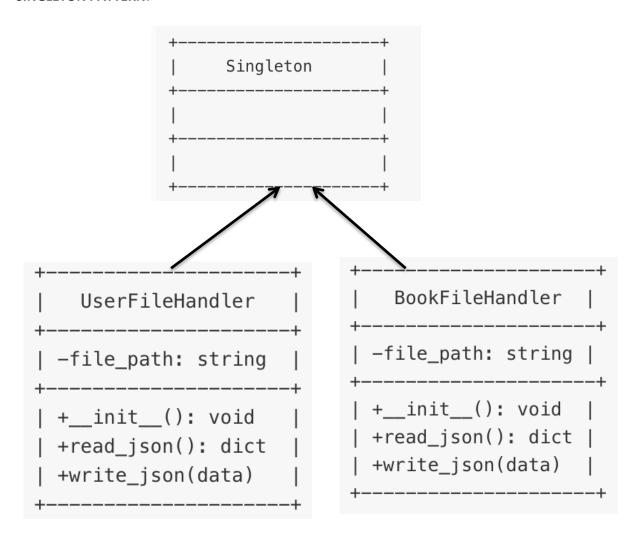
#### 2. Decorator

Used in authentication and adding books where it allows modification in behaviour of functions without changing the actual code

#### 3. Observer

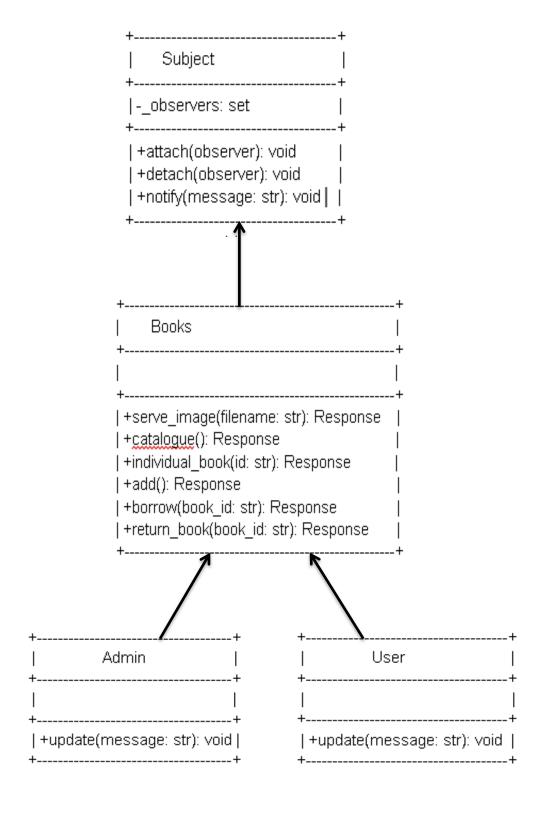
Notifys the user when a book has been borrowed and also maintains a log file in the admin panel

#### **SINGLETON PATTERN:**



#### **DECORATOR PATTERN:**

#### **OBSERVER PATTERN:**

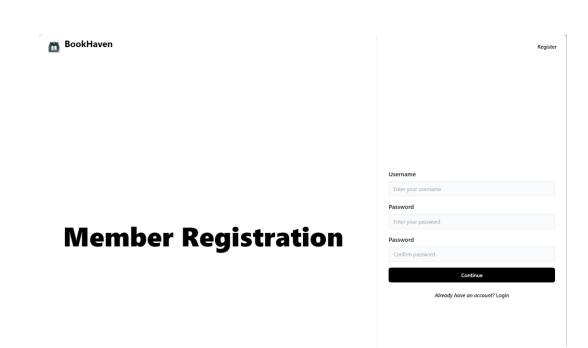


## **OUTPUT SCREENSHOTS**

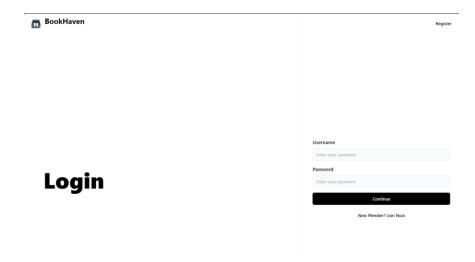
## 1)Landing page:



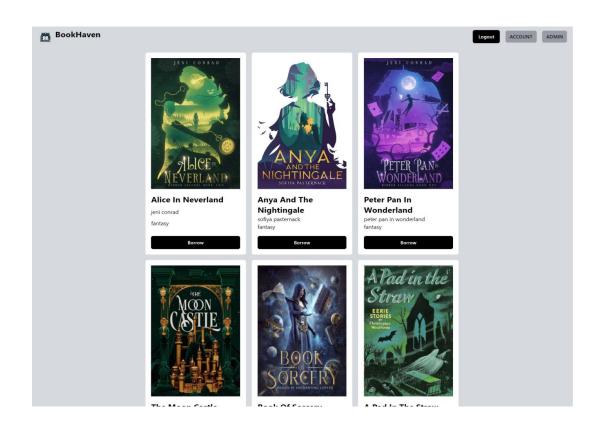
# 2)Registration for new user



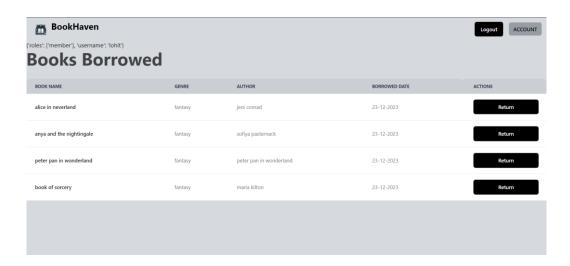
# 3)Login page



## 4)Home page (books are displayed)



## 5)Books borrowed page



### 6)Admin panel (log page)

