Step 1. Define the purpose of your application. How will it be useful for future users?

The future users, the readers, will use the application to reserve the resources of a library. This will provide them the advantage of not reaching the actual library location to find out about the availability of a book and to reserve it. They can reserve the books they want remotely, and then take the book from the library.

Step 2. Clarify the users' objectives. Why will the users want to use your app? Once they have launched the application, what will they be looking for in the first place? Secondly? Define a basic scenario and an advanced one.

There can be situations, when one goes to the library to reserve a book, and suddenly finds out that the book is not available. So, the time and energy spent on getting to the library become useless.
 If the library had this application, its readers would know if the books they want are available or not beforehand, and would not spend their valuable time for a book that is not available.

Once opening the application, the user will first sign in. Then the second step will be searching for a book with the title. If the book is found, the third step will be looking at its description and/or reserving it. For searching for another book, the user will then go back to the home page.
In the library, the user can inspect through his/her reservation history and remember what books have been reserved, to take them home

Step 3. Identify the most important elements and content for the users. How will you place it on the page?
Create a set of schematic wireframes.

Header Title
nav link   nav link

image

some extremely
smart quote
by a very smart
person

search bar

(search button)

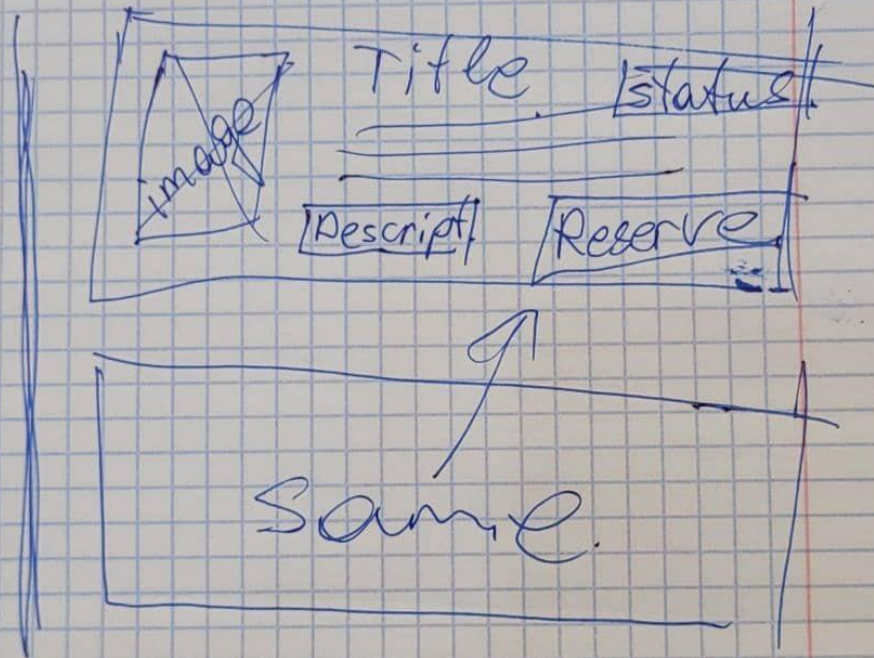Something   Something   smthng
(find us online)   (phone)   (email)

Header Title   link   link

search Result

Title   Status

image

Descript   Reserve

same.

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footer info