



- SYSTEM DESIGN -

This application was developed to function on minimum human labor, saving time and labor at libraries. Therefore, this system was designed to intake minimum amount of data input from the librarian and to calculate all the rest of the details with the aid of the data stored in the database. This can be seen clearly in the process of receiving books -as mentioned in an example earlier- when only a valid Book ID is entered, the system is able to find whether the book was lent or not, if lent, whether there any fines, if there are fines, calculates the fines and asks whether to receive the amount now or later.

In addition to that, a good automation system should be able to correct mistakes made by users whenever possible. Some mistakes, such as entering a non-number into price field of a book, entering blank values, entering an invalid date into date of birth or sometimes entering data with single quotes ('') or double quotes (") in the text can crash the software if directly fed into the system. Therefore, each of the user's input is checked for null values, prohibited characters and invalid data types and necessary errors and warnings are shown or necessary corrections are made at each input errors, preventing the system from crashing.

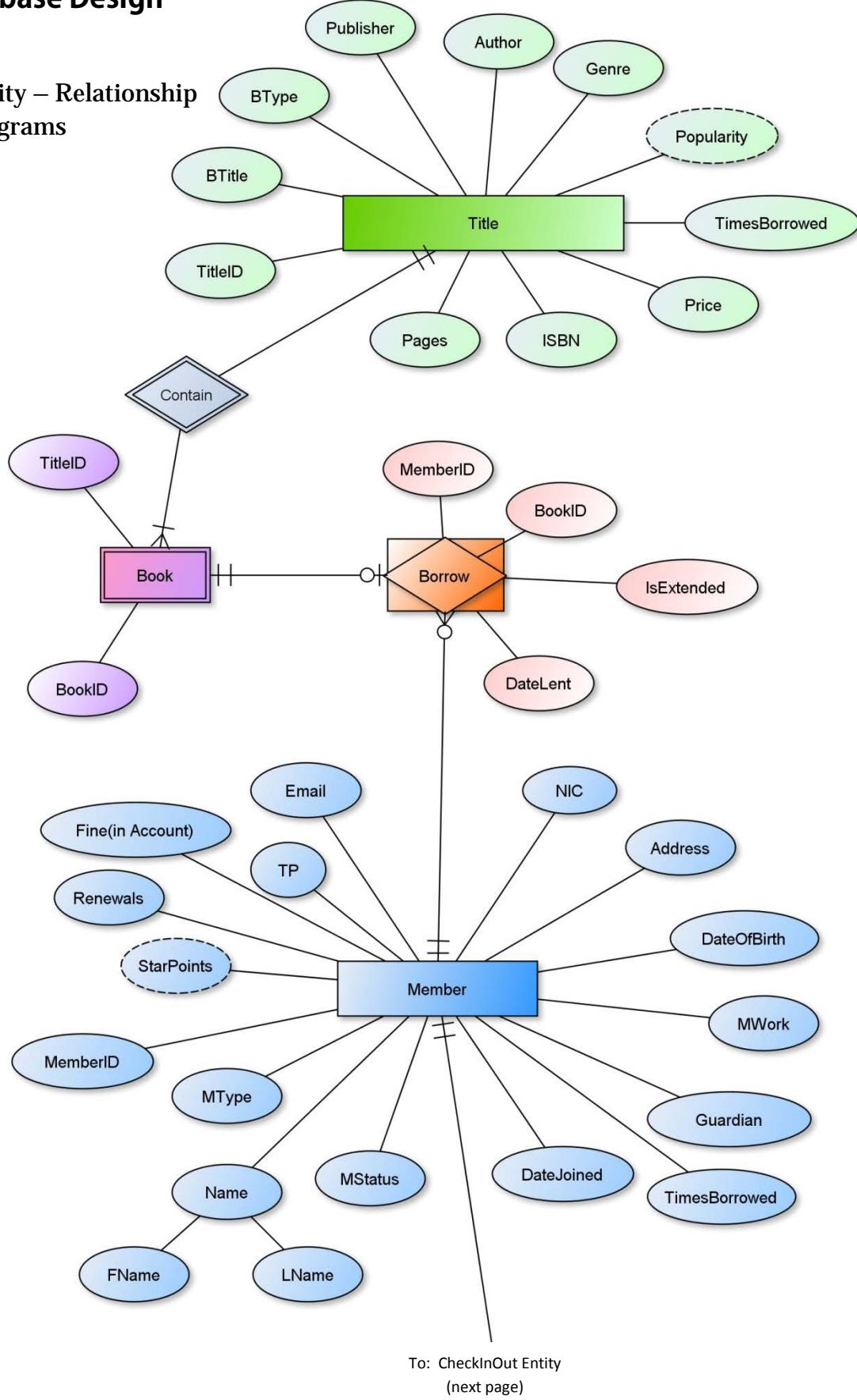
Therefore, it can be conclude that Alexandria is designed to look and feel simple and straightforward to a user, but built to perform complex, powerful calculations in the background, ensuring minimal data redundancy and minimal chances for software crashes when each of the processes are executed in the system.

#### Note on diagrams:

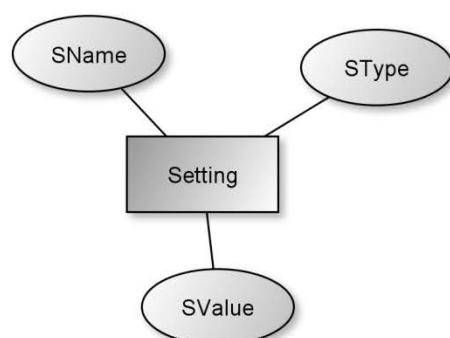
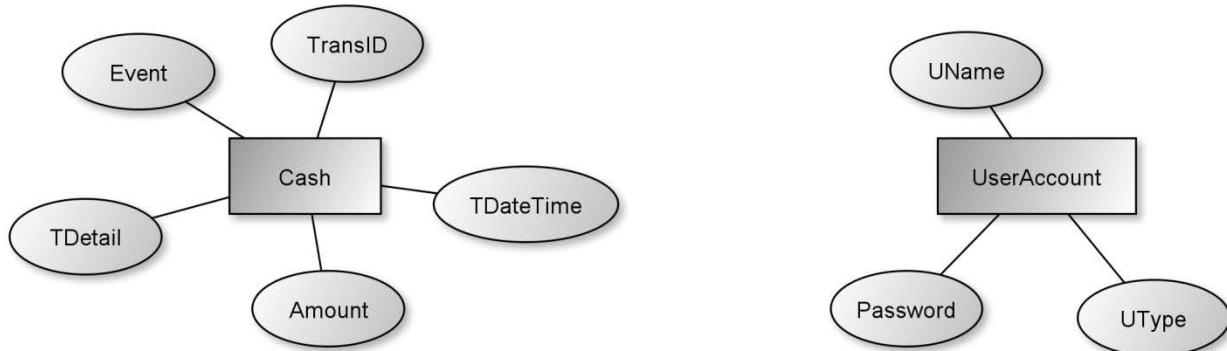
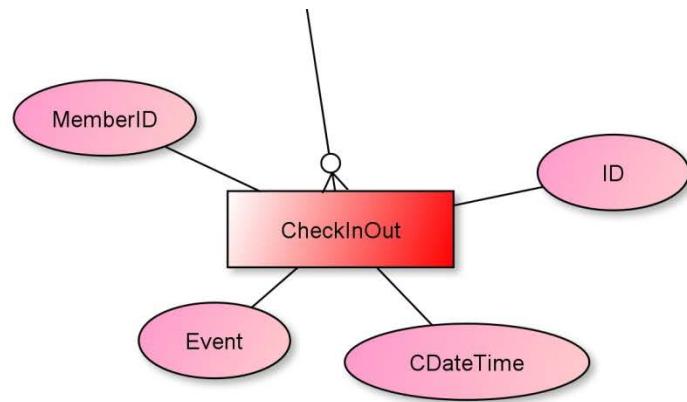
The following diagrams are the blueprints of Alexandria. The Entity Relationship diagram displays the Tables in the database and the relationships between them. Flowcharts show the processes take place when each activity is done in the application. These charts show how complicated the software is and how difficult it is to write all them into codes. Only the flowcharts for complicated processes are presented here. Since many of them are too large to be displayed clearly on papers, images with low resolution are given here. **For higher resolution images please check the 'Documentation\System Design' folder in the Project disk.**

## Database Design

- Entity – Relationship Diagrams



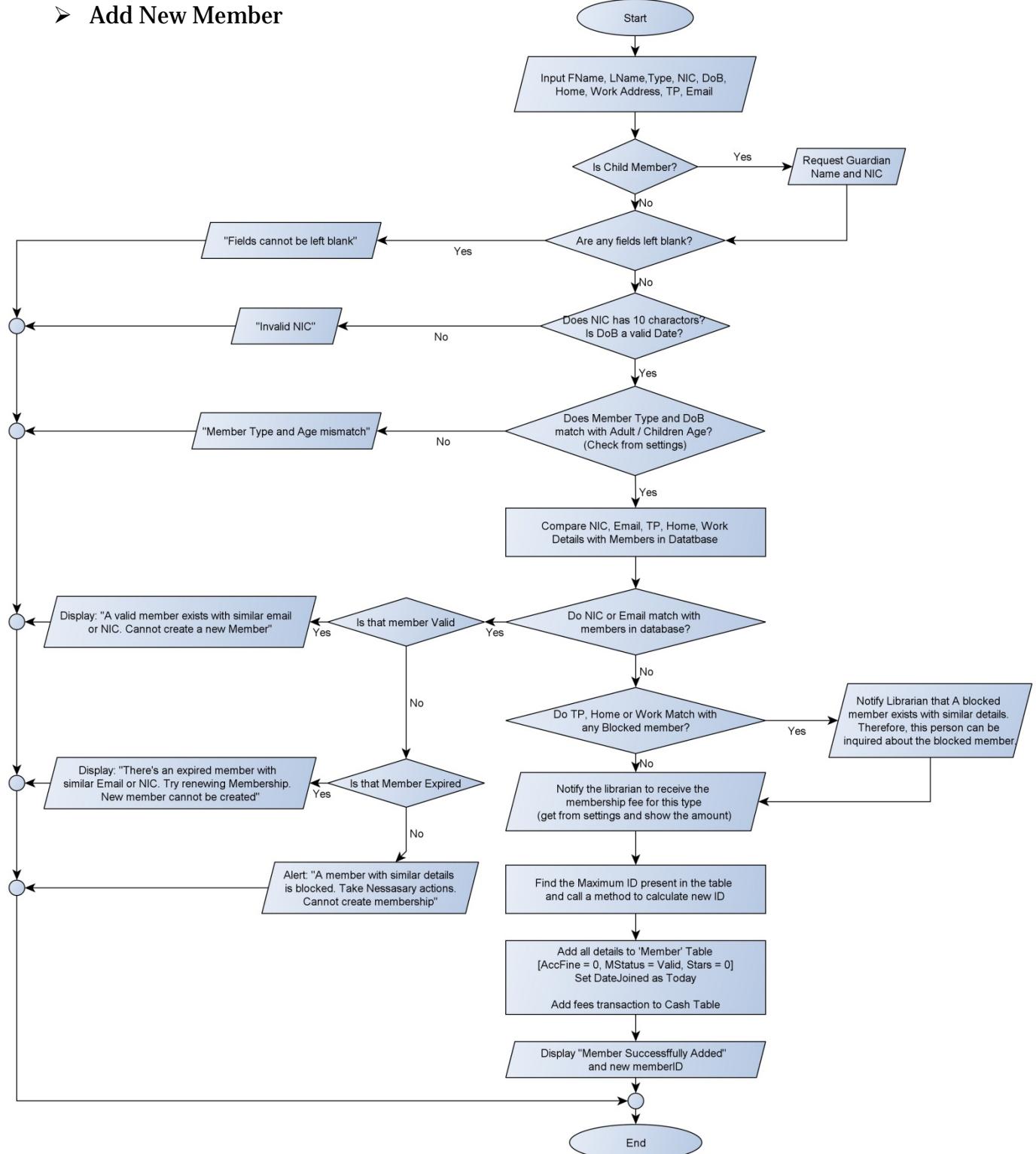
From: Member Entity  
(previous page)



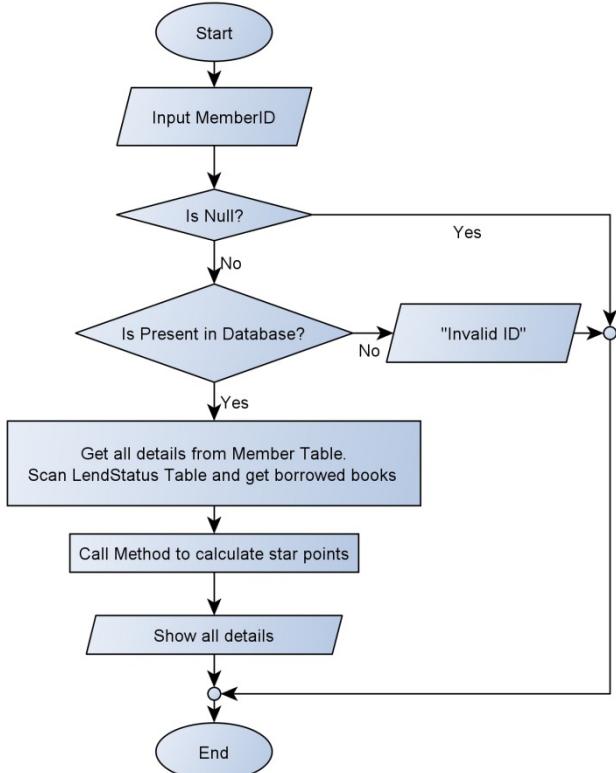
# System Design: Flowcharts

## - Managing Members -

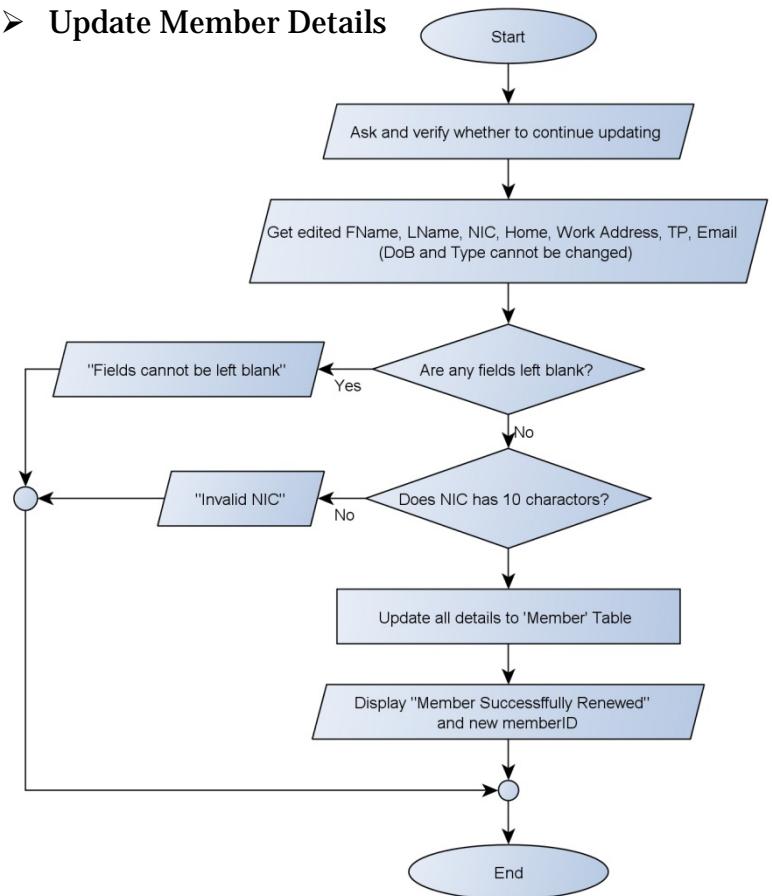
### ➤ Add New Member



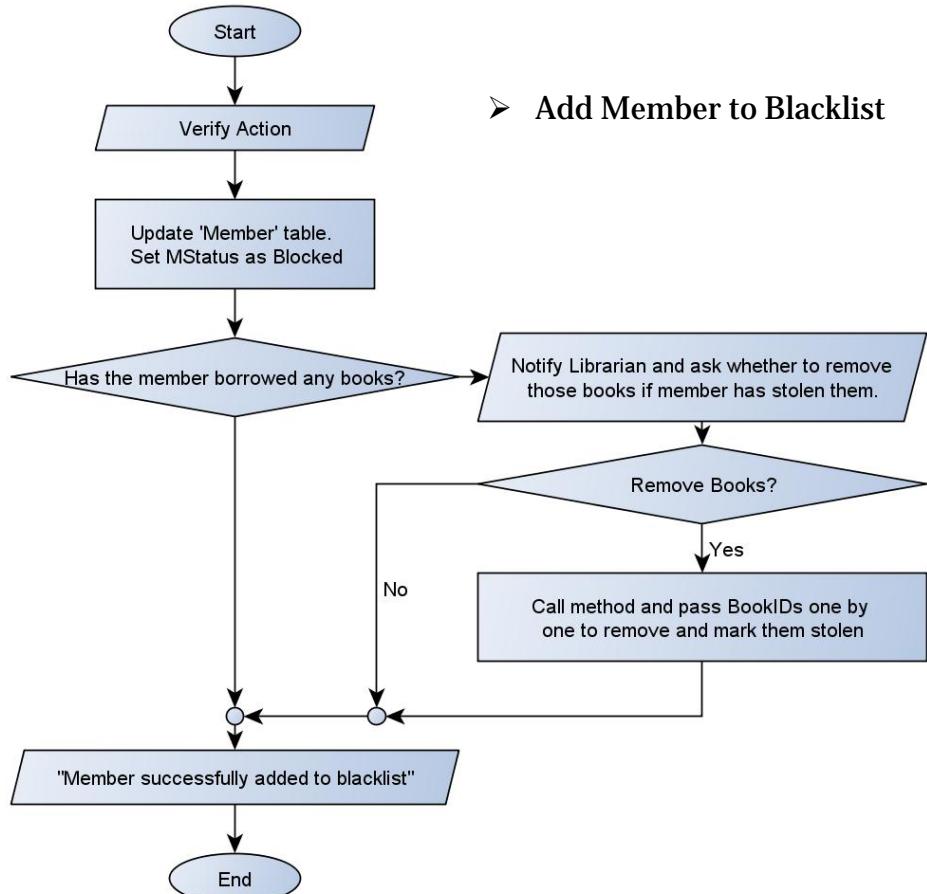
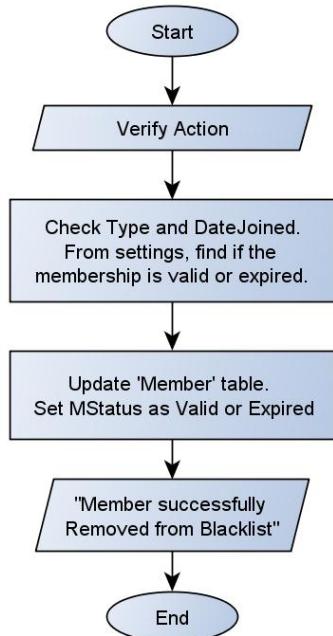
## ➤ Show Member Details



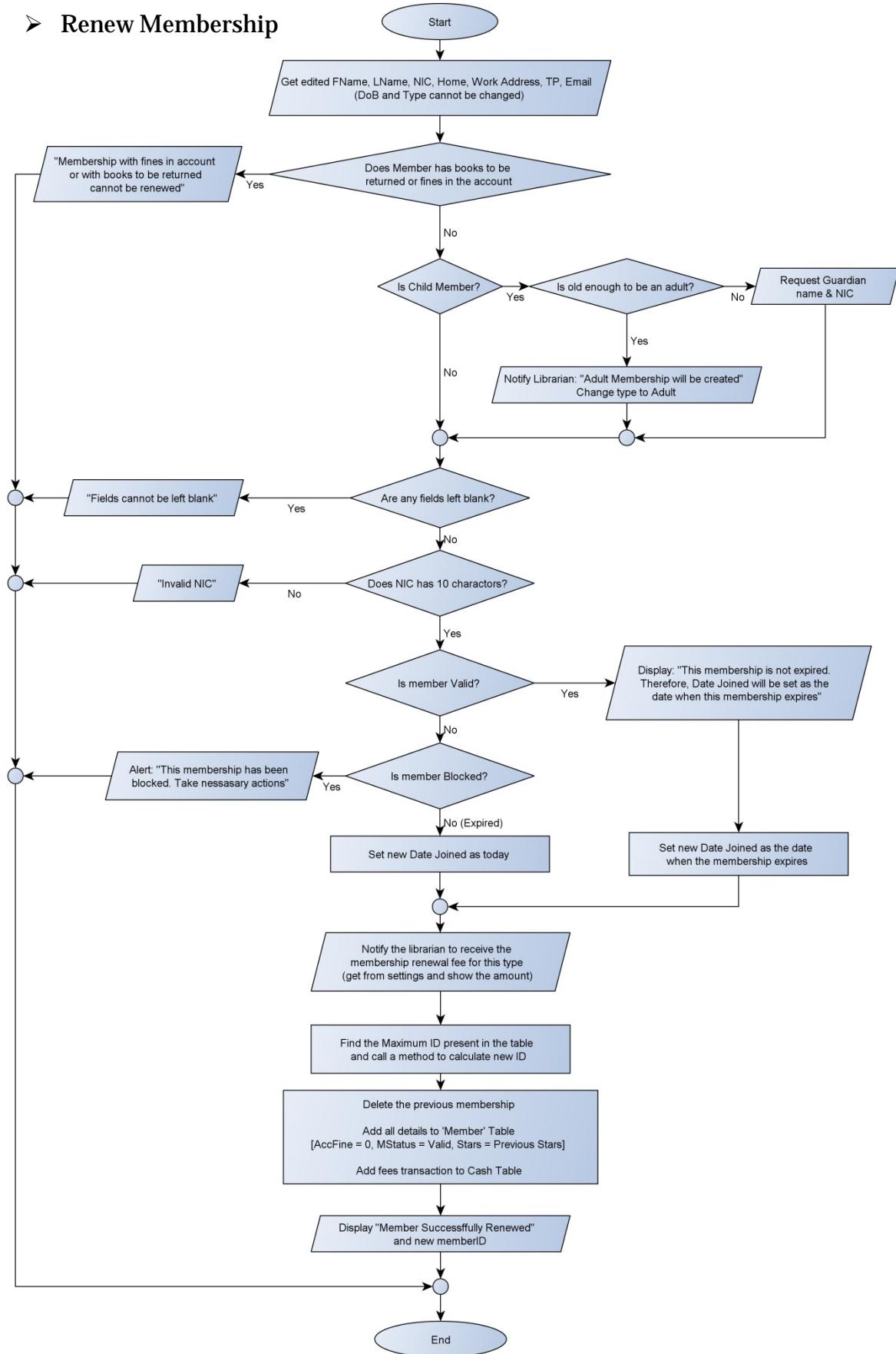
## ➤ Update Member Details



## ➤ Remove Member from Blacklist

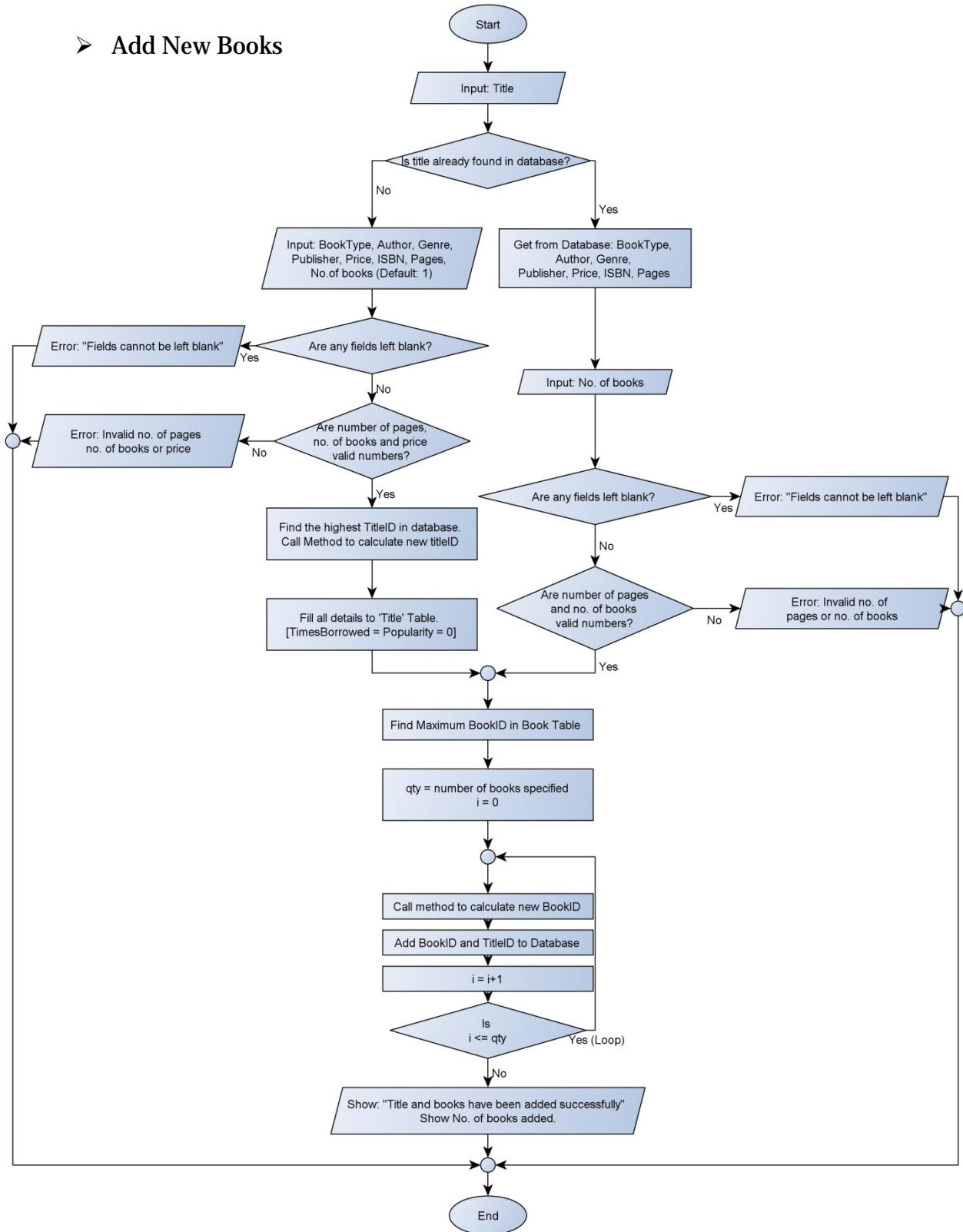


## ➤ Renew Membership

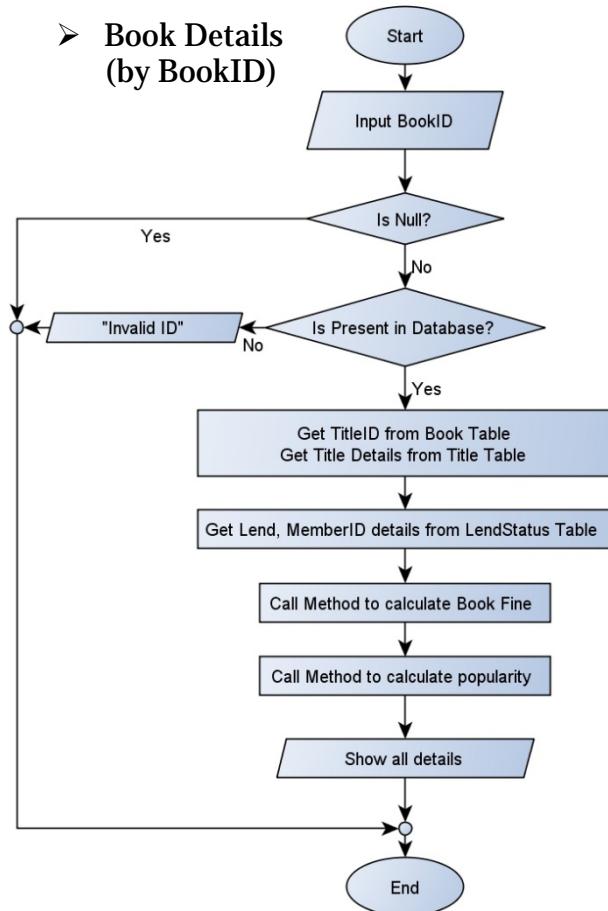


## - Managing Books -

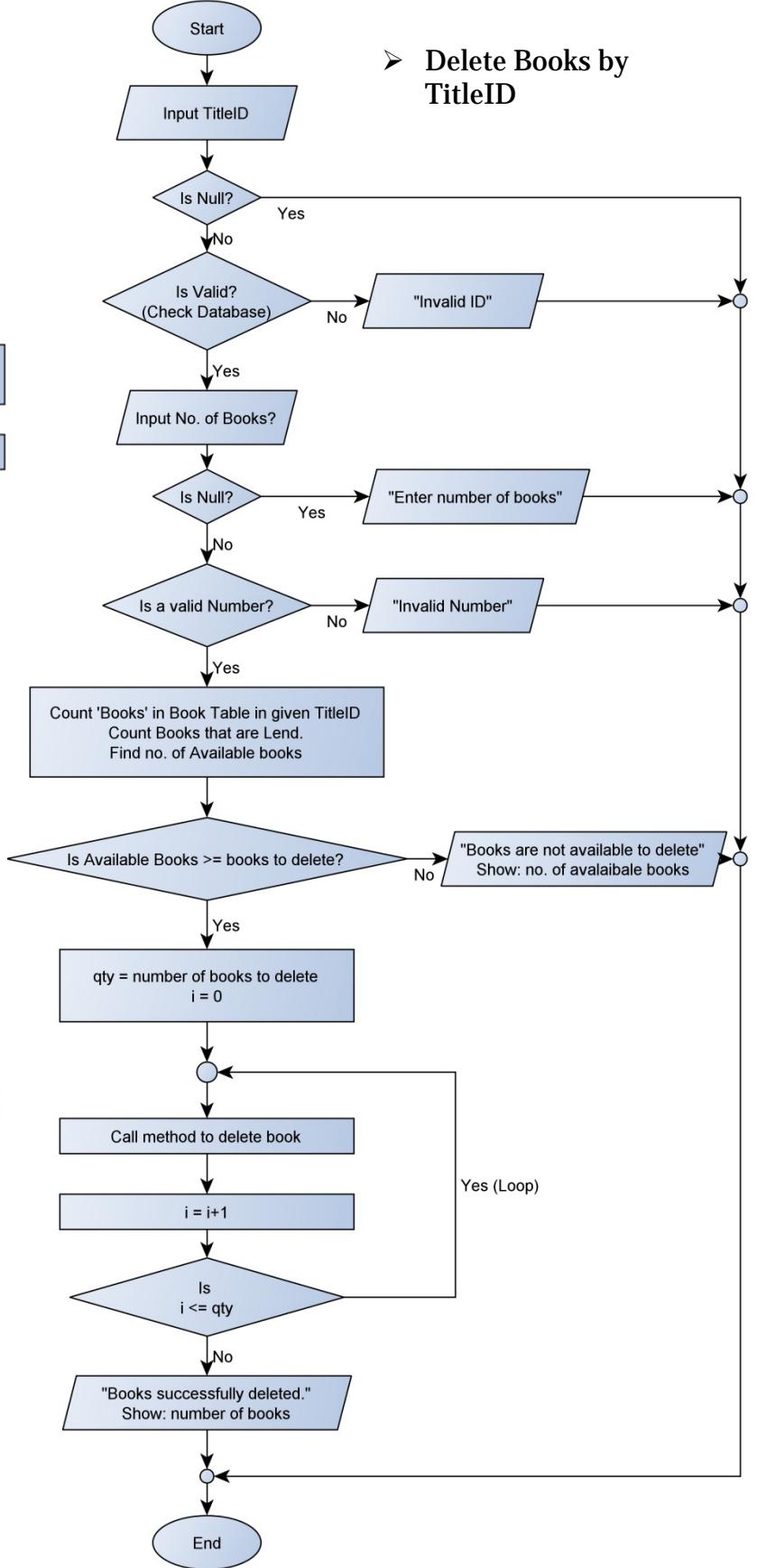
### ➤ Add New Books



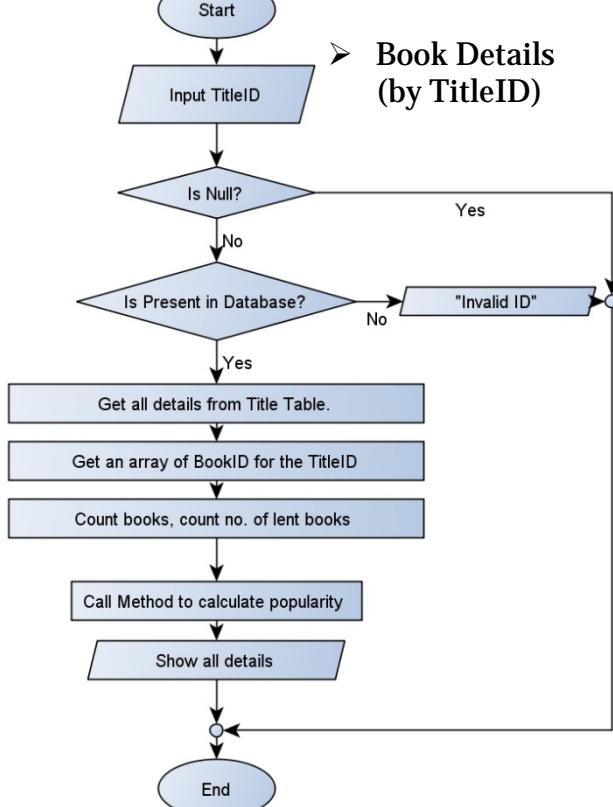
### ➤ Book Details (by BookID)



### ➤ Delete Books by TitleID

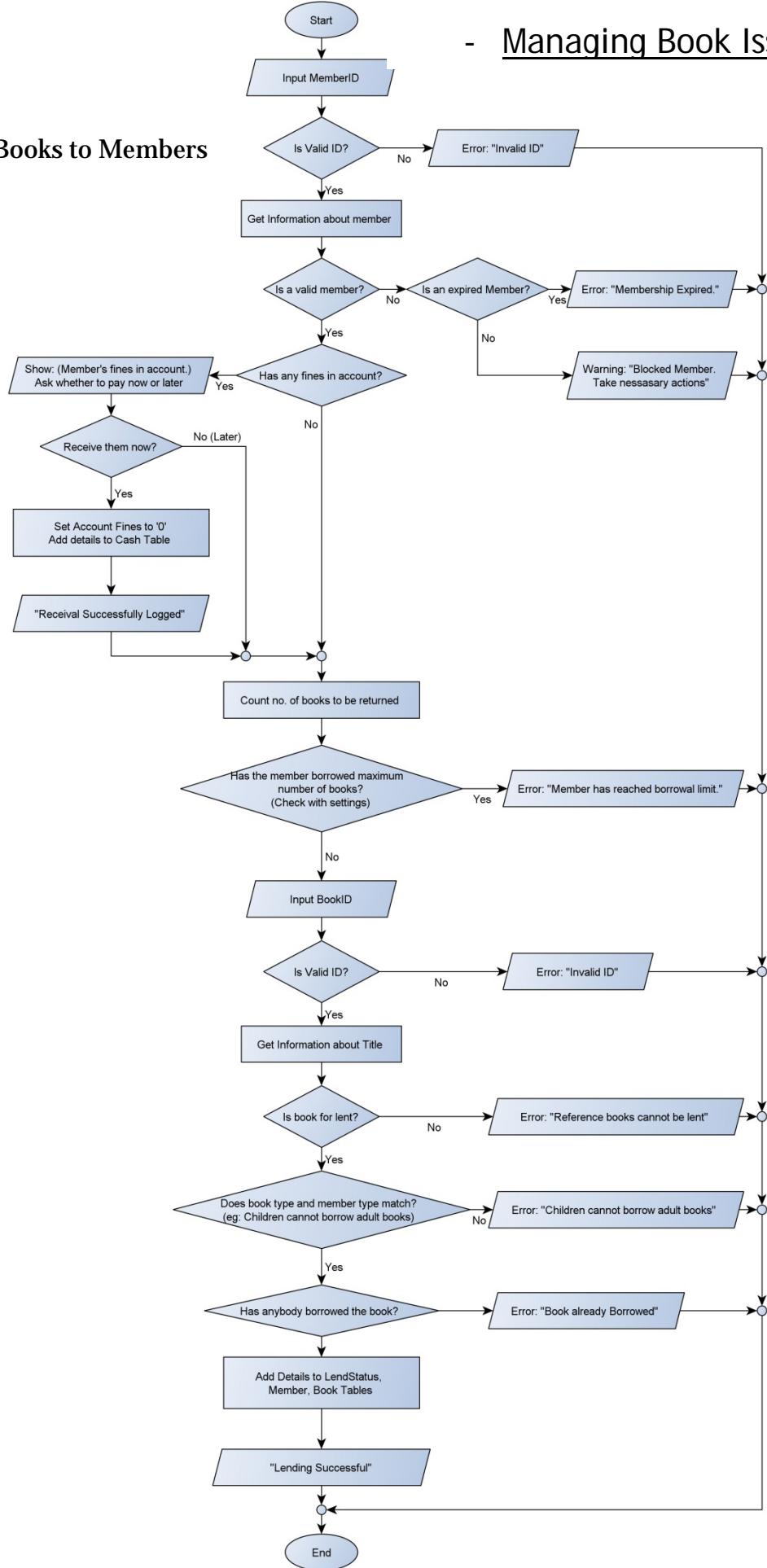


### ➤ Book Details (by TitleID)

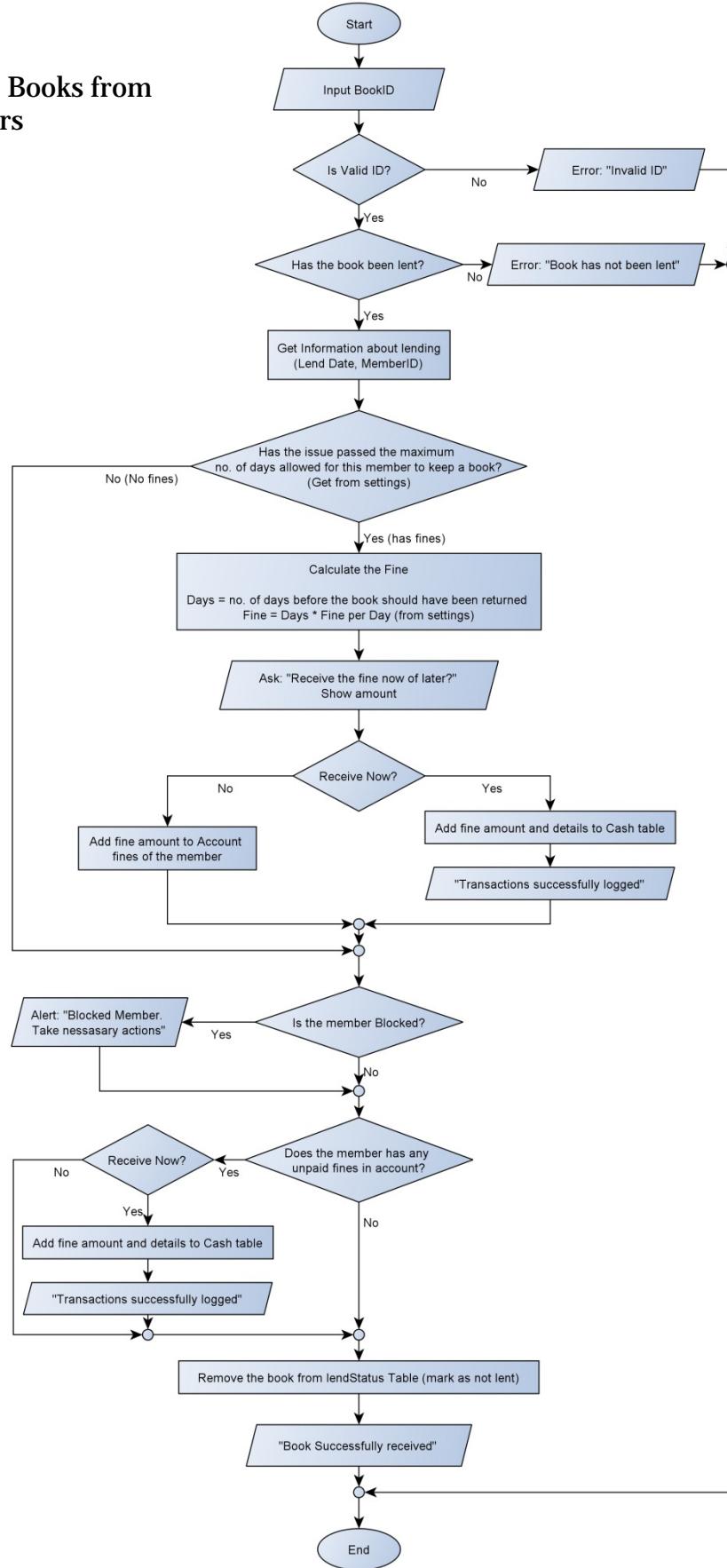


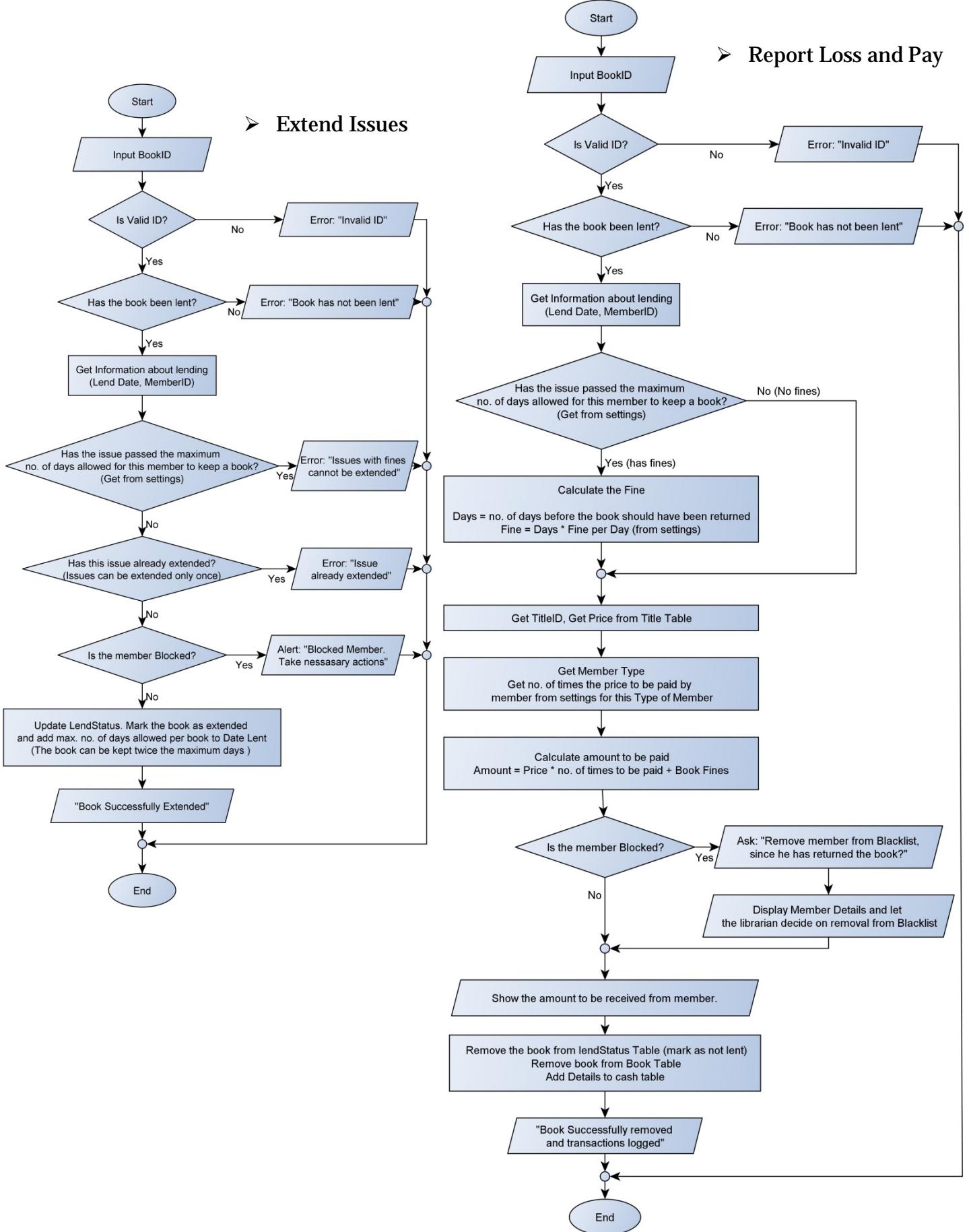
## - Managing Book Issues -

### ➤ Lend Books to Members

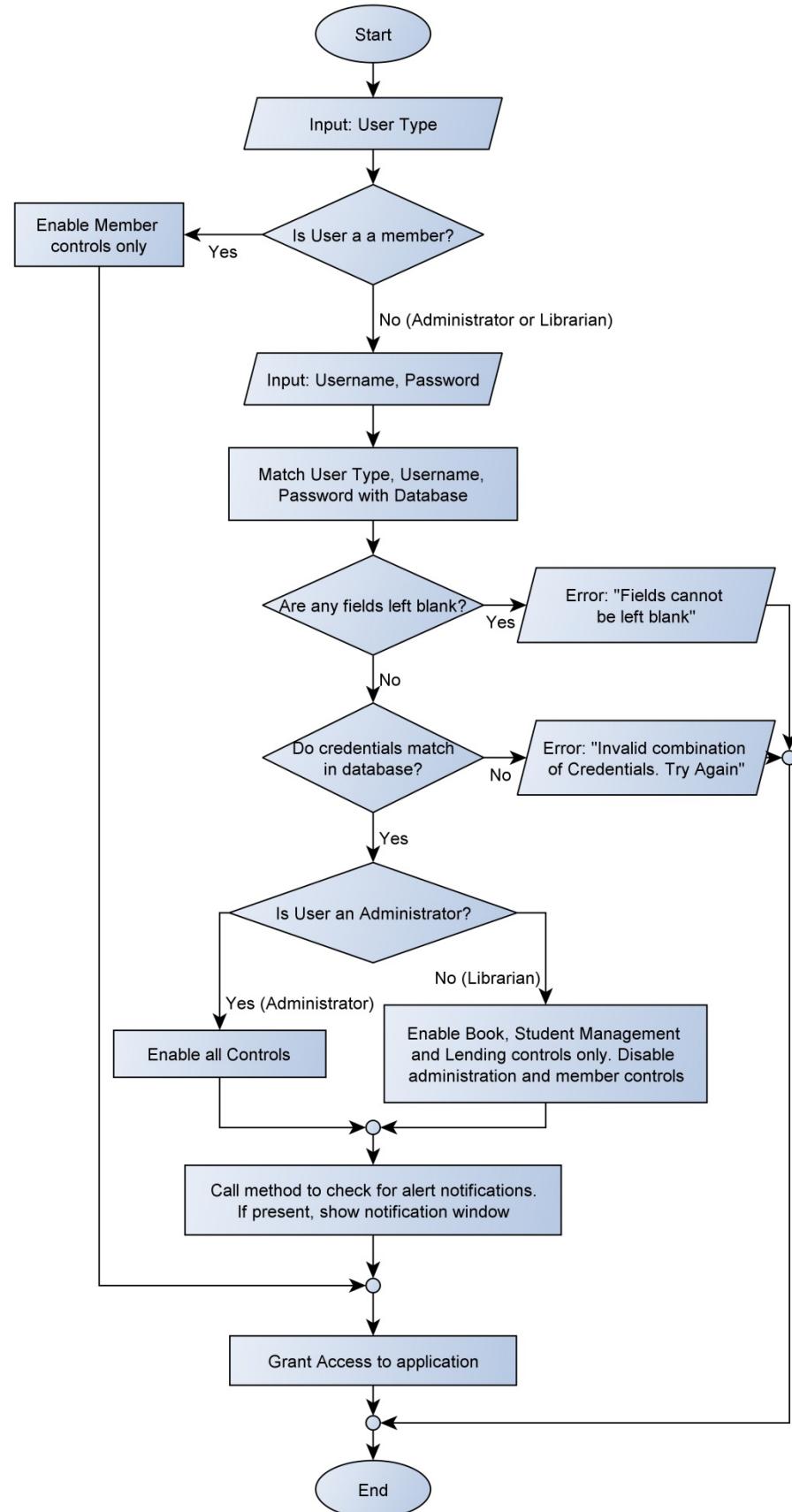


## ➤ Receive Books from Members

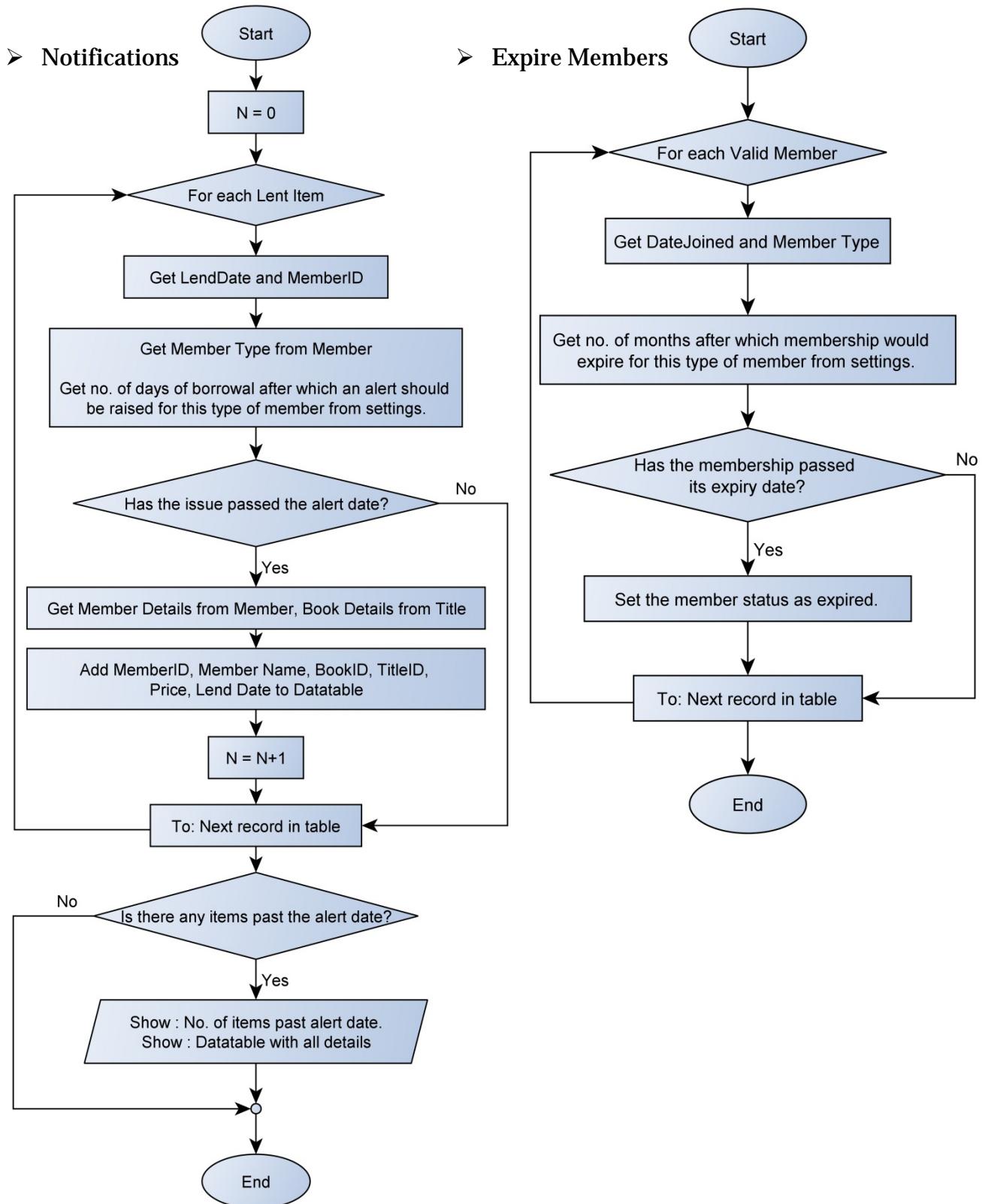




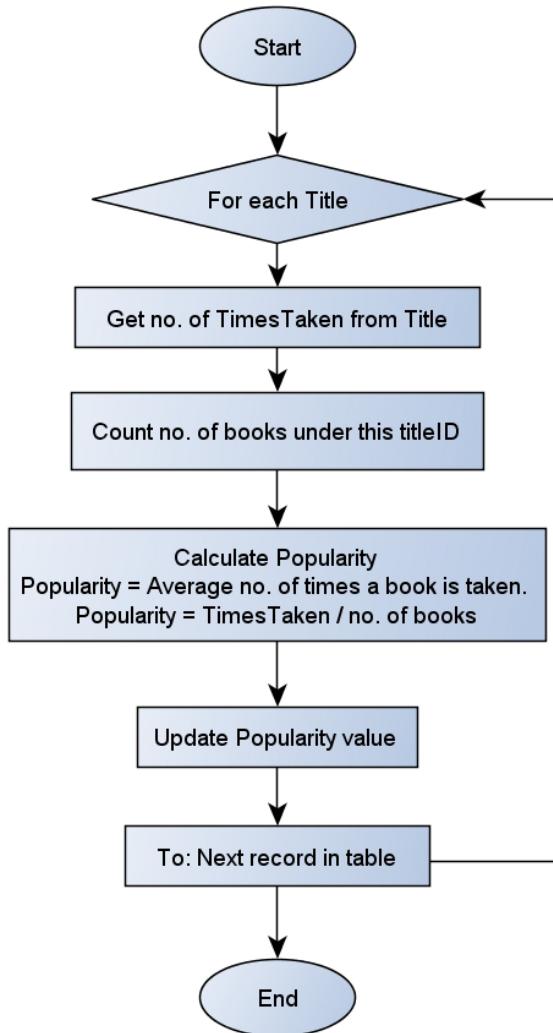
## - User Login -



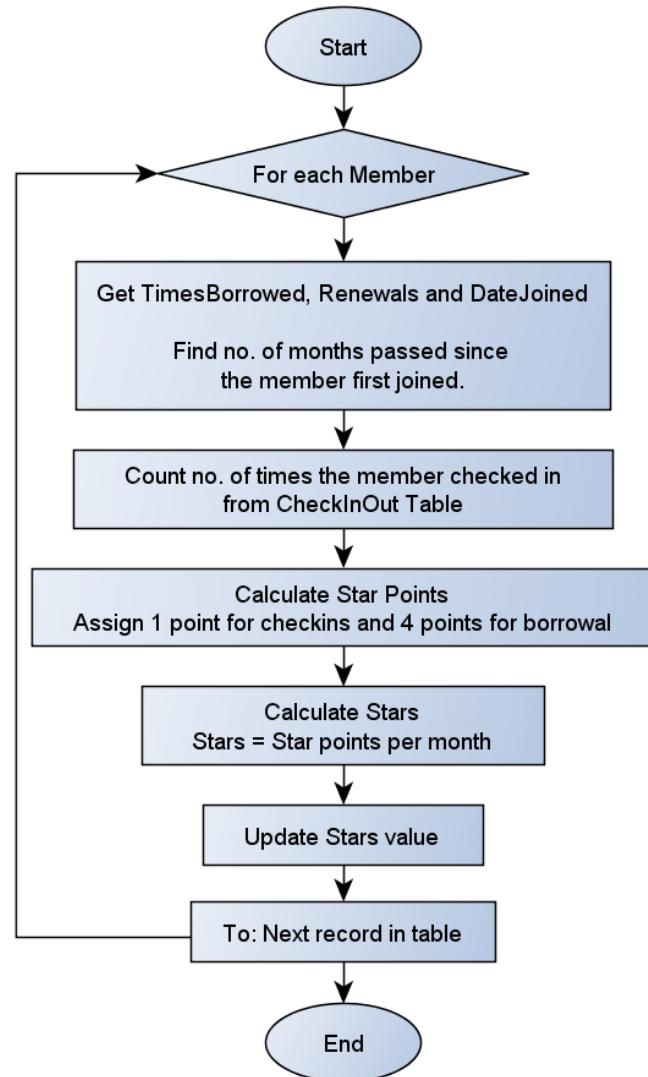
## - Common Methods for Automatic tasks -



➤ Calculate & Update Popularity of Titles



➤ Calculate & Update Star Points of Members



For higher resolution images please check the 'Documentation\System Design' folder in the Project disk.