

Library Book Loan System	- Group 13- Ahmet Ayan (21327661) Burak Enes Atalar (21426658) Arafat Yılmaz (21328581)
Project Plan	Date: 07/03/2017

Library Book Loan System Project Plan

1 Introduction

We are designing a library book loan system for this project. This system should be able to display books on the system and control them. This system is open to access by two actors. These actors are the user and the manager. The system should perform functions such as borrowing, giving back, searching, donating and reserving. It should work stable when doing these.

First, we searched the requirements of the system and then searched how we could provide these requirements as a team. We shared the requirements among ourselves and distributed the tasks.

2 Project organization

The team consists of three people;

- 1- Ahmet Ayan (21327661)
- 2- Burak Enes Atalar (21426658)
- 3- Arafat Yılmaz (21328581)

Our main goal in the project is to create software and report the project. The tasks we have set for this project are writing code, reporting, using GitHub, managing the project process and research. Task sharing is divided into two people reporting, one person coding, the use of GitHub as a team, research as a team and one person to manage the project process.

We communicate via team members through the WhatsApp application. We set Friday's as the meeting day. At the meeting, we will talk about our personal and team progress and do common tasks.

3 Project practices and measurements

We need visual support and background software support for this project. It also needed to work on many operating systems. The languages that provided these conditions are Java and C # languages. If we wanted to be a web-based system, we needed languages like PHP and .Net. We needed more visibility and class system and we decided to use java or C #. Because we are more inclined these. Finally, we choose C #, because access to the database is also important.

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We have planned a project that separates all functions into classes and allows different actors access to different functions. We decided that milestones would be the number of functions to be coded and reported.

4 Project milestones and objectives

Iteration	Primary objectives (risks and use case scenarios)	Scheduled start or milestone	Target velocity
I1	Planning Project 1. Analyse similar projects 2. Investigated the project planning process	01.03.2017 / 07.03.2017	6
I2	Documenting Requirements 1. Listing requirements 2. Creating the requirement documents	07.03.2017 / 14.03.2017	7
I3	Coding 1. Create a system draft 2. Identify ready-made libraries to use in design 3. Setting up classes and functions 4. Creating an interface	14.03.2017 / 25.04.2017	18
I4	Reporting 1. Report project process 2. Reporting phases 3. Report the coding process 4. Reporting of problems and solutions 5. Report the testing process	01.03.2017 / 16.05.2017	77
I5	Testing 1. Creating test cases 2. Black Box testing 3. White Box testing	25.04.2017 / 16.05.2017	21

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5 Deployment

We need to perform CRUD operation on the library book loan system (CRUD = Create, Read, Update, Delete). Only the admin actor can create, update and delete operations. The user actor can perform the Read operation.

Create -> Add books and users to the system

Read -> Book searching, borrowing, delivering and reserving

Update -> Changing book information and user information

Delete -> Delete book and user from system

6 Lessons learned

When we started a project, we learned the importance of the planning process before going straight to coding. This process provides us with convenience, extra time and low cost. The correct construction of the planning process reduces the error rate and provides labour and time-saving. Proper duty distribution reduces delivery on time and decreases responsibility on people. These factors also increase productivity.

We used this slide as an example:

<https://www.slideshare.net/jimmykhan/library-mangement-system-project-srs-documentationdoc>