System Implementation Project: Library Management System

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Library Management System

- Product is used to manage users, inventory, and activity for a library. The goal is to make library processes simple while accurately managing the associated data in real time.

- Onsite librarians use an app to process check outs, searching inventory, returning items, and placing holds

- Users can remotely access their checkouts and holds, as well as search the catalogue remotely using a web application

- A relational database allows access to all inventory, user, and activity data when appropriate in real time for users both onsite and on their own devices

Use Cases

- Traditional App (functions occurring onsite)
    - Check Out Item
    - Return Item
    - Place Hold

These are the most basic, essential library functions, establishing the business goal of simple library operations.

- Web Applications (remote functions)
    - View User Information (current checkouts/holds, checkout history)
    - Search Catalogue

These are simple operations that users might want to perform when not onsite at the library, making this a better experience for library users.

Plan for rest of the Semester:

- Implementing GUI for application

- Log in/out screens

- Implementing functions to add, edit, and remove inventory items

- Better inventory search function within the app

- Function allowing users to place or remove holds from web application

- Adding more detail to search results by making each item expandable

- Making layout and design more attractive

- Testing and adapting