A screenshot of a computer

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**Coursework: 1 Library Management System**

**2023-24 CST2550 Software Engineering Management and Development**

**Coursework 1: Library Management System**

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# Introduction

Within the project I created a Library management System for Coursework 1, the way this program is for the librarian to access the library management system, where they will be accomplishing numerous responsibilities & task that will need regularly updated and preserved within the Library Management System itself. The various tasks that would be accomplished by, adding members, issuing books, returning books, displaying borrowed books, and calculating find which have been overdue for returning and as well the system constantly and consistently tracing all books, which are in use, and in the library system or borrowed by members.

Also, this presentation will consist of relevant information on the library management system, explaining in detail and overall functionalities. The first part will consist of the design, where will be discussing various diagrams such as the UML class diagrams, use case, diagram, and activity diagram, and where will explain it utilisation and is relevancy to the code. The reason for using the time is to provide a plan and a visual reputation to have an idea to create the library management system easy to understand plan of action. Second part consist of the implementation as will be discussing, it is useful to use and Makefile, and discussing on the important version control to avoid error and the possibility to rehash old code or replaced with new existing code this done on GitHub in the repository. The third part will consist of the testing approach that has been used and implemented within the code, further, discussing how various test cases are utilised for preventing error handling. Fourth part consist of software demonstration where this is conducted in a video discussing how the library management system works and looks like in real life. Finally, the conclude will the discuss whole the project and is limitations of that I faced when created the system and how would I approach a similar project in the future.

# 

# Design:

A diagram of a library system

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Figure 1 – UML Use Case Diagram

# Implementation, including:

The method to play this game is via using the mouse or keyboard more specifically the spacebar,

# Testing approach:

The method to play this game is via using the mouse or keyboard more specifically the spacebar,

# Software demonstration:

The method to play this game is via using the mouse or keyboard more specifically the spacebar,

# Conclusion:

The method to play this game is via using the mouse or keyboard more specifically the spacebar,

# The Game Design

## Wireframe’s screenshots 1 & 2 the “Game page”.

## Wireframe’s screenshots 4 the “Login page”.

In the wireframe’s screenshots 4 is the “Login page”, where once a user has created an account, they can login in on multiple times as they like to and do so on various platforms devices.

## Wireframe’s screenshots 6 the “Leader board page”.

## Wireframe’s screenshots 8 the “Contact us page”.