

## Introduction:

### Digital Library System

A fully functional digital library application that works directly in the browser without requiring any backend server.

The system is built using plain HTML, CSS, and JavaScript, with all data stored locally through the browser's localStorage feature. It provides a clean and simple interface for both regular users and administrators, and it supports English throughout the entire system. The layout is fully responsive and works smoothly on phones, tablets, and desktop devices.

## Objectives:

### For Users:

Make book searching, borrowing, and managing personal accounts fast and effortless.

### For Administrators:

Provide tools to organize books, manage users, and review activity and statistics.

## Technical Goal:

Deliver a lightweight, fast system that runs entirely without server requirements.

## Business Goal:

Digitize traditional library operations to save time, reduce workload, and improve overall efficiency.

## Functional Requirements:

### User Management:

- Login and account registration

- Profile management

- Role-based access (user / admin)

### Book Management:

- Browse and view the book catalog

- Search, filter, and sort books

- Borrow, return, and renew borrowing periods

## Admin Dashboard:

Add, edit, and delete books

Manage user accounts

View system statistics and recent activity

## User Interface:

Responsive design for all devices

Straightforward and user-friendly experience

Notification system for important actions

## Non-Functional Requirements

### Performance:

Quick loading time

Immediate response to user actions

Capable of handling a large number of books and users

## Reliability:

Operates continuously without downtime

Automatic data saving

Option to recover stored data if needed

## Security:

Permission checks for all actions

Local data protection

Preventing unauthorized changes

## Usability:

Simple, intuitive UI

Modern look and feel

Works on all screen sizes and browsers

No internet connection needed after initial load