Library Management System

Project is implemented using modules and object oriented programming in python.

For gui tkinter is used and database connectivity mysql workbench is used

Keypoints:

- Library login and registration system.

- Add books and Delete books.

- Search books, issue book and return books.

- Graphical representation of dataset to understand data for specific topic/point.

Login and Registration:

When you run the program the first window come that is a GUI window. GUI (Graphical User Interface).

In this window, there are 2 inputs username and password.

If you are already registered then enter your username and password.

To register, the user has to enter a unique username, email, and password.

To log in, one has to enter a username and password.

If one forgot the password, the user can use the forgot password feature in it, one can get the password by entering the username and email.

Add Book:

Add book is one functionality of this library management system.If you are a librarian so you can add a book.

In this functionality, we can add a new function also students can write a book name or author name so librarians add these books according to need.

Or if students want some book which is not in a library so here student can easily add book name then this is easy to find which book are need more in the library

Delete Book

librarian can use this function to delete from the database by entering the book id.

Book search function: It allows the user to search the book in the database in different ways.

Search by book id

View all books in the library database

View all available books in the library database

Search book by category of book

Search by title of the book

Issue book

From this functionality, we can issue a book.

You can issue a book by entering book id and check for its availability

Return book:

We can return a book by this function.