

# Software Design Document

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## Section 1 - Project Description

### 1.1 Project

**Project Name:** Neighborhood Library Service  
**Project Type:** Web-Based Library Management System  
**Technology Stack:** Python Backend (REST), PostgreSQL, React

### 1.2 Description

The Neighborhood Library Service is a digital system designed to manage books, members, and lending operations for a small-to-medium neighborhood library.

The system replaces manual tracking with a secure, scalable, and auditable platform that:

- Tracks book inventory
- Manages library members
- Records borrowing and return transactions
- Enables query and reporting of lending data
- Ensures transactional integrity and operational efficiency

The architecture follows enterprise design principles, including layered architecture, transactional consistency, and future scalability readiness.

### 1.3 Revision History

Date	Comment	Author
2026-02-23	Initial Architecture Document	Chaitenya Yadav

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## Section 2 - Overview

### 2.1 Purpose

The purpose of this document is to define:

- System functionality
- Technical architecture
- Data model
- Design decisions
- Interface contracts
- Operational considerations

This document serves as a reference for development, QA, and stakeholders.

### 2.2 Scope

#### In Scope

- Book management
- Author Management
- Publisher Management
- Member management
- Borrow & return tracking
- Overdue tracking
- Basic reporting

#### Out of Scope

- Payment gateway integration
- Multi-branch distributed inventory
- External ERP integration

### 2.3 Requirements

#### Functional Requirements

ID	Requirements
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FR-01	Books CRUD Operations
FR-02	Authors CRUD Operations
FR-03	Publisher CRUD Operations
FR-04	Members CRUD Operations
FR-05	Record book loan (borrow) transaction
FR-06	Record return transaction
FR-07	Record reissue transaction
FR-08	Query borrowed books
FR-09	Prevent double borrowing
FR-10	User CRUD Operations

## Non-Functional Requirements

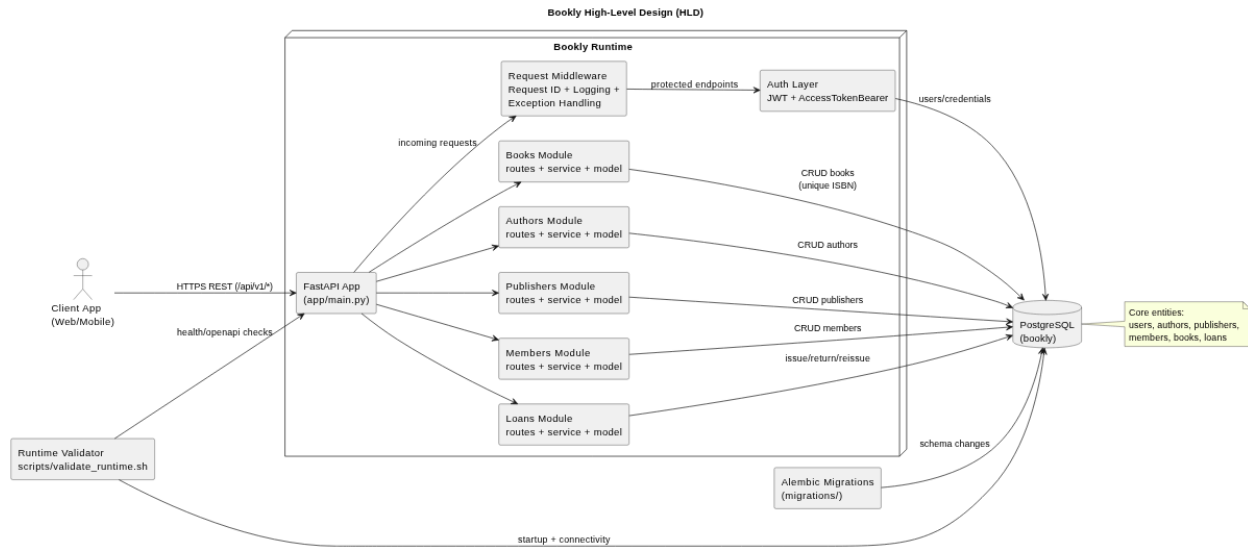
ID	Requirements
NFR-01	ACID-compliant transactions
NFR-02	API response (latency) < 200ms
NFR-03	Secure input validation
NFR-04	Scalable stateless backend
NFR-05	Database integrity via constraints

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## Section 3 - System Architecture

Refer plantUml file “design/bookly\_hld.puml” for more detail



### Key Architectural Decisions:

- Stateless backend
- Separation of borrow records for audit
- Prepared for containerized deployment

## Section 4 - Data Dictionary

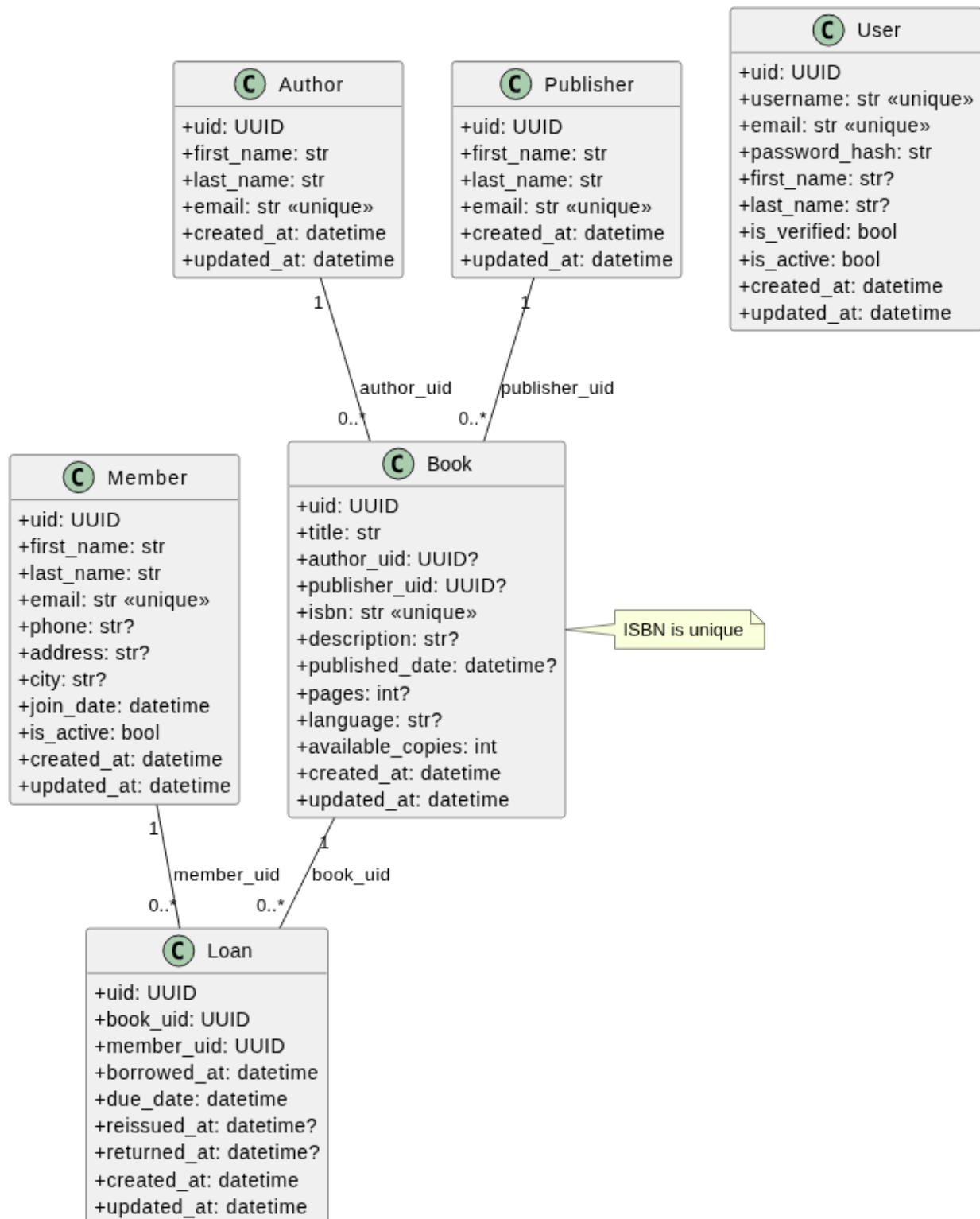
Refer to the ER Diagram for more details.

## Section 5 - Software Domain Design

### 5.1 Software Application Domain Chart

Refer plantUML file “design/bookly\_schema.puml”

## Bookly Class Schema



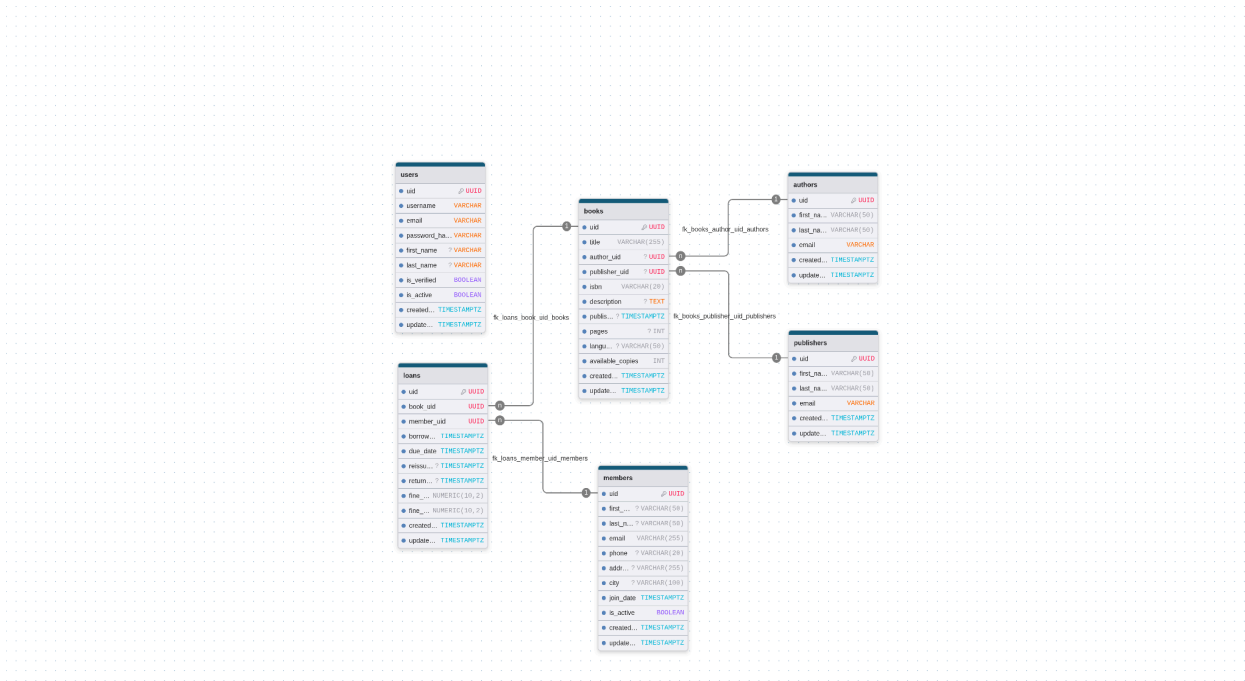
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## Section 6 – Data Design

Refer DBML file “design/schema.dbml”

ER Diagram



## Section 7 - User Interface Design

Refer API Doc link

## Section 8 – References

Reference

## Section 9 – Glossary

### A

#### ACID

Atomicity, Consistency, Isolation, Durability — database properties that guarantee reliable transactions.

#### API (Application Programming Interface)

A contract that defines how software components communicate with each other.

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## **ADR (Architecture Decision Record)**

A document that captures important architectural decisions along with context and consequences.

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## **B**

### **Backend**

Server-side application responsible for business logic and database interaction.

### **Borrow Record**

A transactional record representing a book borrowed by a member.

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## **C**

### **CRUD**

Create, Read, Update, Delete — basic data operations.

### **Concurrency Control**

Mechanisms to ensure correct behavior when multiple transactions occur simultaneously.

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## **D**

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## **E**

### **ER Diagram (Entity Relationship Diagram)**

A visual representation of database entities and their relationships.

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## **F**

### **FK (Foreign Key)**

A database constraint that links one table to another.

### **Functional Requirement (FR)**

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A requirement that defines system behavior.

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## G

### **GUI (Graphical User Interface)**

The visual interface users interact with.

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## H

### **HLD (High-Level Design)**

Architecture-level system design document.

### **HTTP (HyperText Transfer Protocol)**

Protocol used for communication between web clients and servers.

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## I

### **Index (Database Index)**

A structure that improves database query performance.

### **Isolation Level**

Defines visibility of transactions in concurrent operations.

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## J

### **JWT (JSON Web Token)**

A secure token format used for authentication and authorization.

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## L

### **Layered Architecture**

Architectural pattern dividing system into layers (UI, Service, Repository, DB).

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## M

### **Microservice**

An independently deployable service responsible for specific functionality.

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## N

### **NFR (Non-Functional Requirement)**

A requirement defining system qualities (performance, scalability, security).

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## O

### **ORM (Object-Relational Mapping)**

A technique to map database tables to programming objects.

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## P

### **PK (Primary Key)**

A unique identifier for each record in a database table.

### **PostgreSQL**

Open-source relational database used as the system data store.

### **Protocol Buffers (Protobuf)**

Serialization format used by gRPC.

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## R

### **REST (Representational State Transfer)**

Architectural style for building web services.

### **Repository Layer**

Layer responsible for database interaction.

### **RBAC (Role-Based Access Control)**

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Authorization model based on user roles.

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## S

### **SLA (Service Level Agreement)**

Defines service availability and performance guarantees.

### **SLO (Service Level Objective)**

Target performance metric within an SLA.

### **Stateless**

No client session data stored on server between requests.

### **SQL Injection**

Security vulnerability allowing malicious SQL execution.

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## T

### **Transaction**

A unit of work executed atomically in a database.

### **Traceability Matrix**

Mapping between requirements and implementation/testing artifacts.

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## U

### **UUID (Universally Unique Identifier)**

A unique identifier used for primary keys.

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## V

### **Validation**

Process of ensuring input data meets defined rules.

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## W

### **Web Client**

Frontend application interacting with backend services.