

Software Design Document

Contents

Section 1 - Project Description

1.1 Project

1.2 Description

1.3 Revision History

Section 2 - Overview

2.1 Purpose

2.2 Scope

2.3 Requirements

Section 3 - System Architecture

Section 4 - Data Dictionary

Section 5 - Software Domain Design

5.1 Software Application Domain Chart

Section 6 – Data Design

Section 7 - User Interface Design

Section 8 – References

Section 9 – Glossary

Software Design Document

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	Chaitanya Yadav

Software Design Document

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
----	--------------

Software Design Document

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

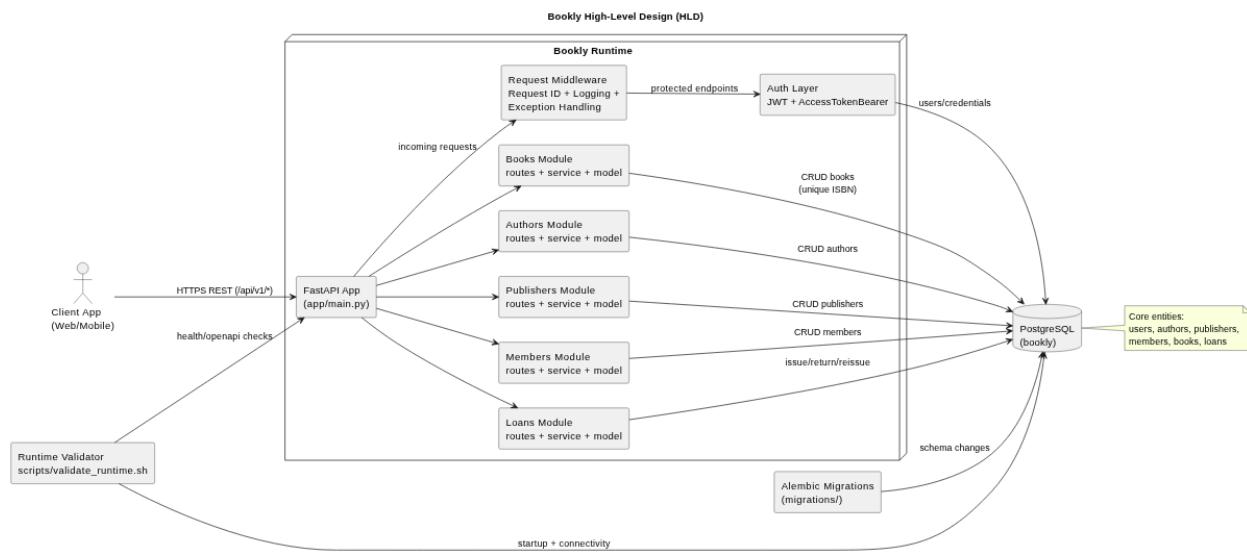
Non-Functional Requirements

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

Software Design Document

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.

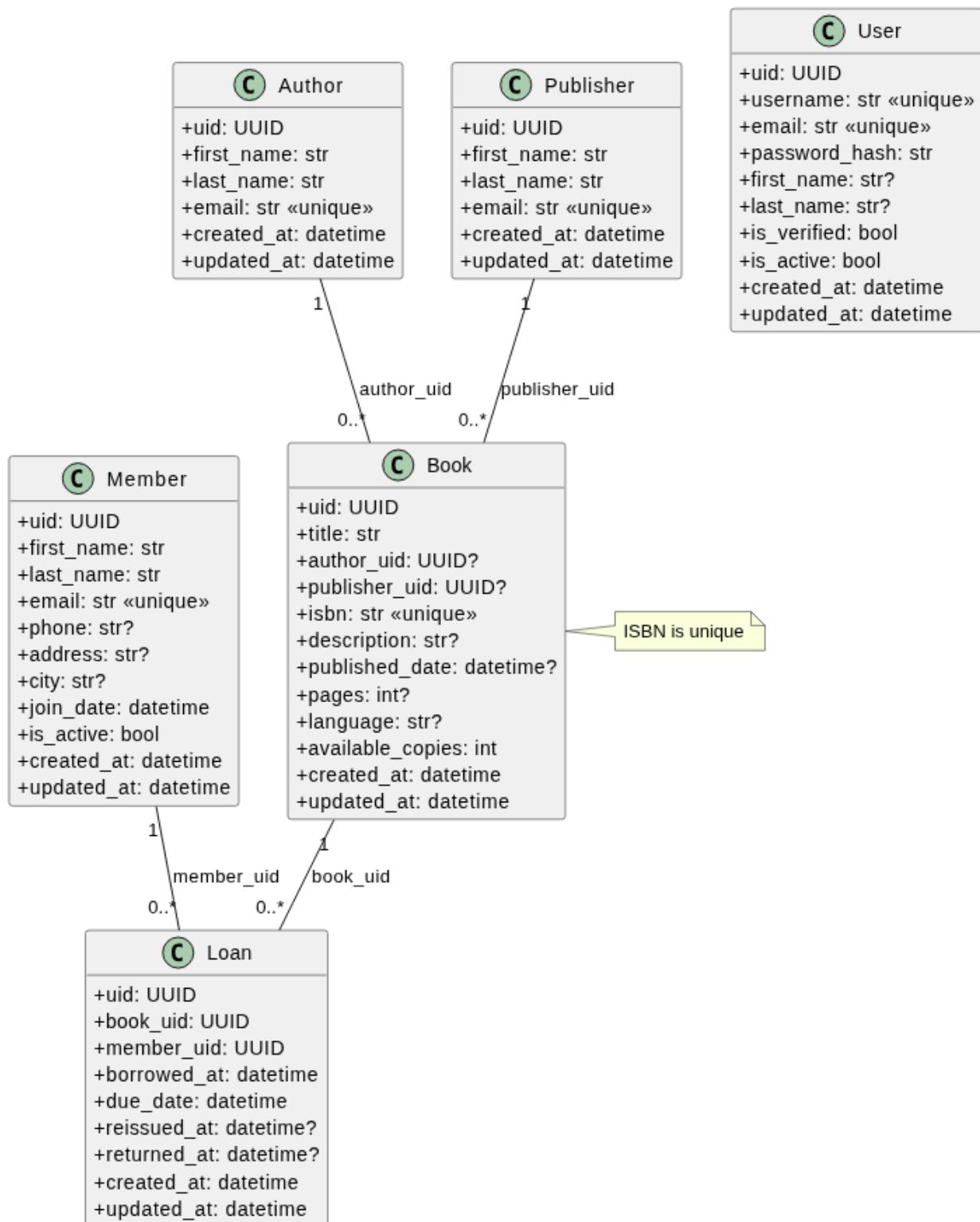
Section 5 - Software Domain Design

5.1 Software Application Domain Chart

Refer plantUML file “design/bookly_schema.puml”

Software Design Document

Bookly Class Schema

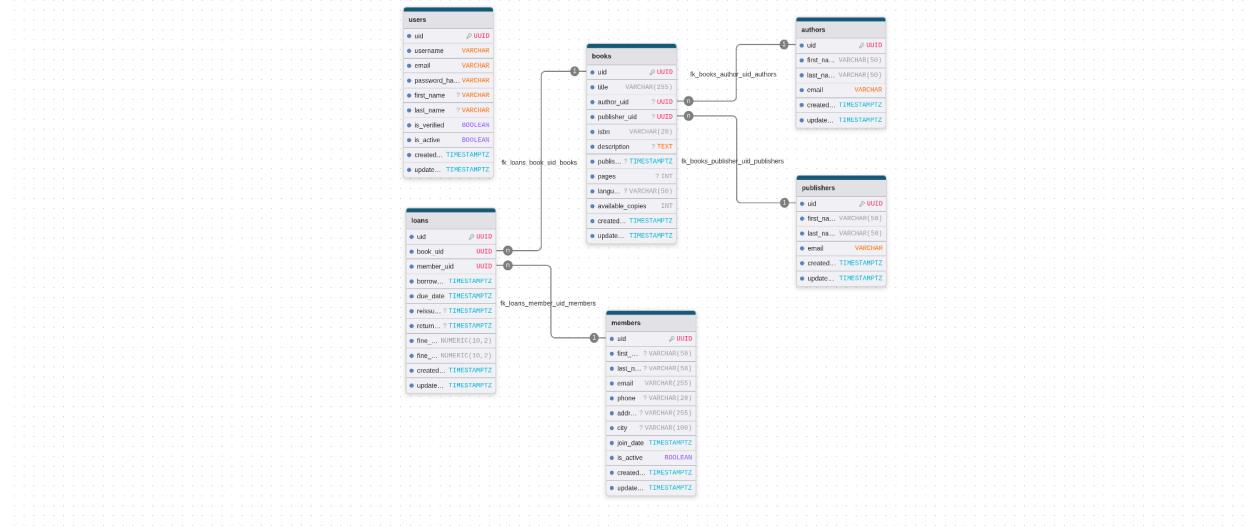


Software Design Document

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.

Software Design Document

ADR (Architecture Decision Record)

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

B

Backend

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

Borrow Record

A transactional record representing a book borrowed by a member.

C

CRUD

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

Concurrency Control

Mechanisms to ensure correct behavior when multiple transactions occur simultaneously.

D

E

ER Diagram (Entity Relationship Diagram)

A visual representation of database entities and their relationships.

F

FK (Foreign Key)

A database constraint that links one table to another.

Functional Requirement (FR)

Software Design Document

A requirement that defines system behavior.

G

GUI (Graphical User Interface)

The visual interface users interact with.

H

HLD (High-Level Design)

Architecture-level system design document.

HTTP (HyperText Transfer Protocol)

Protocol used for communication between web clients and servers.

I

Index (Database Index)

A structure that improves database query performance.

Isolation Level

Defines visibility of transactions in concurrent operations.

J

JWT (JSON Web Token)

A secure token format used for authentication and authorization.

L

Layered Architecture

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

Software Design Document

M

Microservice

An independently deployable service responsible for specific functionality.

N

NFR (Non-Functional Requirement)

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

O

ORM (Object-Relational Mapping)

A technique to map database tables to programming objects.

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.

R

REST (Representational State Transfer)

Architectural style for building web services.

Repository Layer

Layer responsible for database interaction.

RBAC (Role-Based Access Control)

Software Design Document

Authorization model based on user roles.

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.

T

Transaction

A unit of work executed atomically in a database.

Traceability Matrix

Mapping between requirements and implementation/testing artifacts.

U

UUID (Universally Unique Identifier)

A unique identifier used for primary keys.

V

Validation

Process of ensuring input data meets defined rules.

Software Design Document

W

Web Client

Frontend application interacting with backend services.