Dennis Krupitsky, Matthew Connelly, Andrew Teterycz

CSC 330 – Object Oriented Programming

Project #01 – Library Systems Information - Phase 2 (Design Specification)

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**Design Specifications**

**System:** The goal with the creation of the library systems information is to allow the library to have a more efficient way of keeping track of their books when lending them out. From a designer standpoint, our system would allow many different features to be utilized by the librarian. The system would allow the storage of the complete book inventory, withdrawal or return multiple books, store the locations of particular books, check the availability of a books, keep track of due dates, fines per day overdue, circulation periods, and store book prices. Every borrower will also have their personal information stored in the system, along with a tracker for any fees they might owe. A well written, easy to use menu will also be implemented that would allow the librarian to utilize the system with ease.

The system architecture will be written in C++, and is comprised of many different subsystems:

* Book Information System: Stores book inventory, information, location, book return details.
* Borrower Information System: Stores personal information, and books they currently hold.
* Book Inventory System: Used to store the books
* Menu System: Utilized to output all information

Combining these 4 sub-systems will make up the main Library System.

**System Utilization:** Provided below is a diagram of the behavior of the library system, there are several sub-sections in the menu included for the utilization of the system.

Update Inventory Status

Enter Borrower Information

Search entire Inventory

Search for particular book

Lend Books

Borrower Information

Book Inventory

Return Books

MENU

Enter Borrower Information

View Borrower Attributes and book status

The design of this system starts you off at the main menu, which provides you with 4 possible choices. The first choice allows you to check in books being returned by the borrowers, the second option allows you to check out various books for the borrower, the third option allows you to search for a specific book, or view the entire inventory both per request of the borrow, and the final option allows you to view borrower information. 3 of the options, which are return books, lend books, and borrower information will require to ask for the borrowers I.D in order to proceed. When the program is initially loaded, all customer data and book data is loaded into memory via 2 files, so it can be utilized in the system. Every time a new person signs up at the library, they get added to the customer list. When a book is returned or borrowed, the system automatically updates all its data.

**Classes:** The classes that are utilized in this program are book information, borrower information, menu, and book inventory. The book information class will store book attributes, such as title, author, publisher, book I.D, etc. This class has a purpose of storing information that can be utilized by other classes to perform functions. The borrower information class will store person attributes, such as name, phone number, I.D number, etc. Along with the attributes, this class will utilize an advanced class feature in C++ called composition, along with the STL library. This will be done as one of the private members will be a vector of objects of the book class, in order to store the current book/books the borrower has. This class stores information that can be utilized or changed by other classes. The book inventory system will store the complete list, and amount of books in the library utilizing composition once again by having a vector of book objects. On top of that it will also include methods to change inventory status based on the return or withdrawal of books. The final class which is the menu class will provide an interface for the librarian to manipulate the system, as it will provide information from all the other classes, in order to perform certain operations.

**Class BookInformation**

Data Members: Functions:

Title Get/set Title Author Get/set Author Subject Get/set Subject Call Number Get/set Call Number Publisher Get/set Publisher Publishing Date Get/set Publishing Date Location Get/set Location Status Get/set Status Due Date Get/set Due Date Fine Per Day Get/set Fine Circulation Period Get/set Circulation Due Date Get/set Due Date

The title, author, subject, publisher, publishing date, call number and location would be set when the program starts, while the other data members would be set when a book is taken out.

**Class BorrowerInformation**

Data Members: Functions:

Name Get/set Name Address Get/set Address Phone Number Get/set Phone Number ID Get/set ID Vector of Book Information Class Get/set Book Information Class Fee Balance Get/set Fee Balance

The name, address, phone number, ID, book and fee balance will all be initialized every time a new customer is added.

**Class BookInventory**

Data Members: Functions:

Vector of Class Book Information Get/set BookInformation Quantity Get/set quantity Change Inventory Status for return/withdraw Search Book Inventory

The vector of books will be initialized when the program starts as the data will be read from a file, and the quantity will be updated accordingly.

**Class Menu**

Data Members: Functions:

Class BorrowerInformation Get/set BorrowerInformation Class BookInventory Get/set BookInventory Print Menu Print Sub Menus for Book return, Book checkout, book inventory, person info This class will have the borrower information class, and book inventory class at its disposable to perform the operations in its functions.