III. <u>Library Management System</u>
Software Requirement Specification - SRS

1. Introduction:

1.1 Purpose of this document
Outlines the requirement and specifications of a library Management system. It acts as a guide to the developers and outlines functionalities, objectives and constraints

1.2 Scope of the document
It includes catalogs, circulation, patron management and reporting of function - alities

1.3 Overview
Designed to streamline operations such as book acquisition, cataloging, circulation, etc.

2. General Description
• will cater to the needs of librarians and patrons
• Some features are:
   • Cataloging : Allows librarians to catalog books, media including metadata
   • Circulation : Facilitate borrowing and returning of library material
   • Reporting : Generating regular periodic reports

3. <u>Functional Requirements</u>
- User Interface: VI and how information is presented to the user
- Library User account Management System: Display account information, user ID, name, positioning, priviledge, uses a GUI which allows librarians to change the info
- Book Records: List of available books, ISBN, Title
- Book Borrowing System: Check out books, show book borrowing information

4. <u>Interface Requirements</u>
- User Interface : Intuitive interface for librarians and patrons
- Book Detail View: Display of book information, options, access to history, reviews
- User profile: user friendly interfaces for registeration, login, access to history
- Notifications: System for alerts on overdue books, recommendations

5. <u>Performance Requirements</u>
- Response time: Check in and out in than 5-10 seconds
- Search functions in less than 12 seconds

6. <u>Design Constraints</u>
- Each user has an ID used for book issuing, time payment, etc.
- Compatibility with multiple platforms and

databases

- Scalability to accomodate growth, adherence to security standards, accessibility for all users

7. Non Functionality Requirements
- Minimal latency, reliability to operate without crashes or errors, user friendly interfaces

8. Preliminary Budget
- Costs for developement, infrastructure, maintainance, training, beta testing, integration, security