# DOKUZ EYLÜL UNIVERSITY ENGINEERING FACULTY DEPARTMENT OF COMPUTER ENGINEERING

# CME 2210 Object Oriented Analysis and Design

#### LIBRARY MANAGEMENT SYSTEM

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### CHAPTER ONE INTRODUCTION

#### 1.1 Subject

The subject of the project is library management. Library management system will designed to digitize and simplfy the library management.

#### 1.2 Purpose

The purpose of that document is to present a description of the Library Management System. This document explain the all details this software project that database design, operations, interfaces and use of the application.

#### 1.3 Scope

Library Management System is a desktop base application for students, teachers and managers. The system will allow universities to manage their libraries easily with user friendly interfaces and system tools.

More specifically, the LibraryManagementSystem will also allow students to search for books and request them. Teachers also can search books, request them and add publication to system. Managers can edit all informations about users, books and respond to book requests.

#### 1.4 References

[1] IEEE Software Engineering Standards Committee, "IEEE Std 830-1998, IEEE Recommended Practice for Software Requirements Specifications", October 20, 1998

## CHAPTER TWO REQUIREMENTS

#### 2.1 External Interfaces

**Registiration Screen:** That page is for the user registiration.

**Login Screen:** That page is allow to user and manager login.

**Profile Page:** That page is allow the show user informations and edit them. In this page also show user activity history.

**Collection Page:** In this page books are listed. User can search and request for available book.

Manager Page: Manager can manage all users, books and request in this page.

**Report page:** In this page all reports are listed. For example: book requests and logs.

**Apply Page:** For the users allow the book request. Users can see available date interval to the take book. (In the modal)

#### 2.2 Functions

**Crud Operations:** Users and books can be deleted, updated, created and readed.

**Search Operations:** Collections, authors, publishers, users can be searched.

**Filter Operations:** Category, author, publisher, publication date filter can be applied.

**Request Operation:** User can request for a book.

**Calculation Operations:** Total user, total book, total request, success – unsuccess requests can be calculated.

**Book is Available function:** This function show to users that book is available or not.

#### 2.3 Performance Requirements

We will use hibernate ecosystem for ORM operations. The software should be capable of storing all the data so arraylist, stack and queue structures will be used.

#### 2.4 Logical Database Requirements

All data that user accounts, collections, etc. will be saved in the database. Program requires a fast and simple design to reliability and maintainability. Hibernate ecosystem and mysql will be used.

#### 2.5 Design Constraints

User Interfaces will be written in Java Web Application. N-Tier architecture will be used for reusable and systematic application. React will be used for web frontend.

#### 2.6 Software System Quality Attributes

The program must be reliable, support new versions, maintainable for necessary updates and security is the other important thing for Library Management System. Spring security and

JVT ecosystem will be used for authentication. Test driven development will be used with Junit.

#### 2.7 Analysis Class Model

Class Author: name

Class Book: title, authors, category\_id, publisher\_id, type, isbn, edition, publication\_year, description

Class Entry: book\_id, user\_id, status, request\_date, return\_date, return\_status

Class BookInfo: book\_id, return\_date, availability

Class Category: name Class Publisher: name

Class User: name, email, password, city\_id, phone, address, zipcode, sex, bdate, isadmin

Class city: name

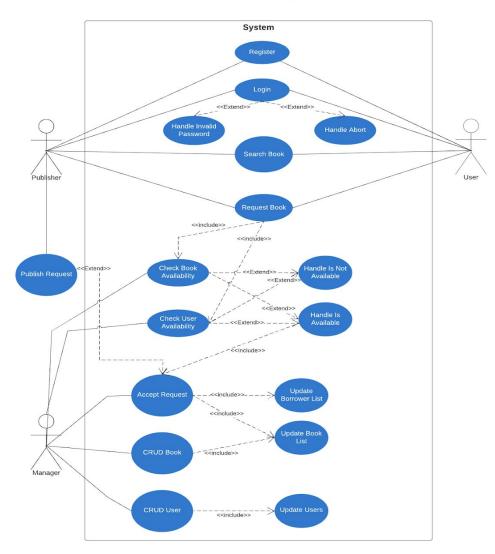
Class genre: id, name, description

#### **CHAPTER THREE**

#### **UML DIAGRAMS**

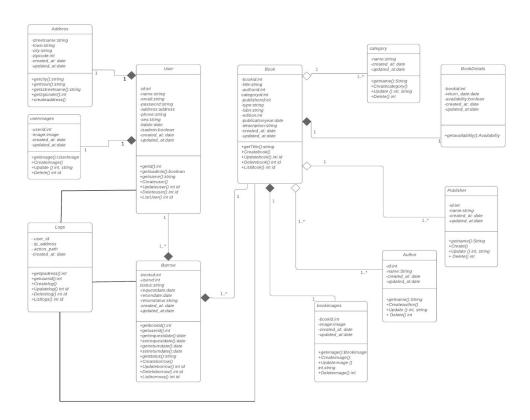
#### 3.1 Use Case Diagram

**UML Use Case Diagram** 



This diagram shows the abilities of the actors in the program in general. The program has 3 actors which are Manager, Standart User(Generally Students) and Publisher. Standart User has ability for registering, searching and requesting books. Publishers, in addition to Standart User they can publish publishment. Managers can access all managerials functions such as deleting, creating, updating and reading all data. Other manager task is the control requests and accept or decline them. Managers perform this task based on book and user status.

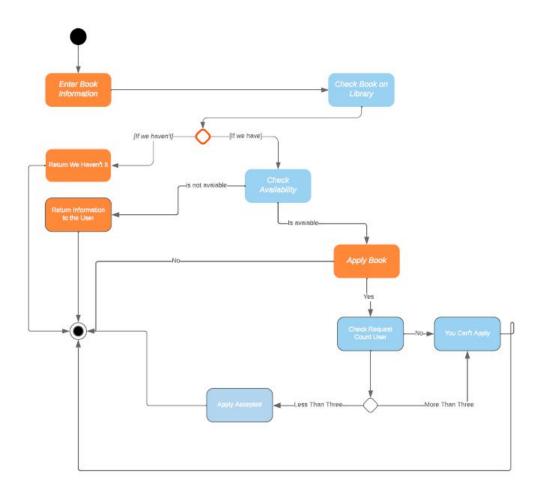
#### 3.2 Class Diagram



Class diagram is listed above. We have user and book class like a main class. Barrow class connected user and book classes. All user types having address, image class and some attributes. Books also have category, details, publisher, author and images classes. Barrow

class connected user and book classes. Logs class keeping records belong to user and book operations.

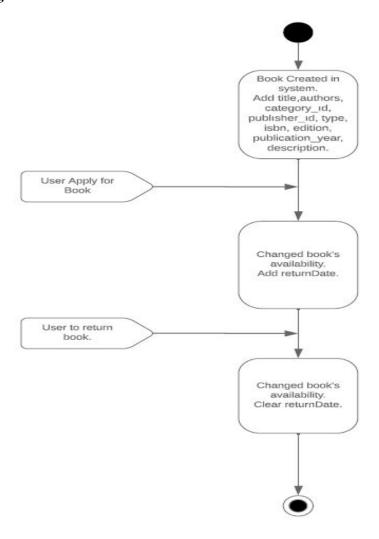
#### 3.3 Activity Diagram



This diagram show us the path of books when hire. First time user enter a book then Book checked on the system if it can be borrow user can apply it but if it can't available system return the book isn't available. When user apply for book system checks request count of user.

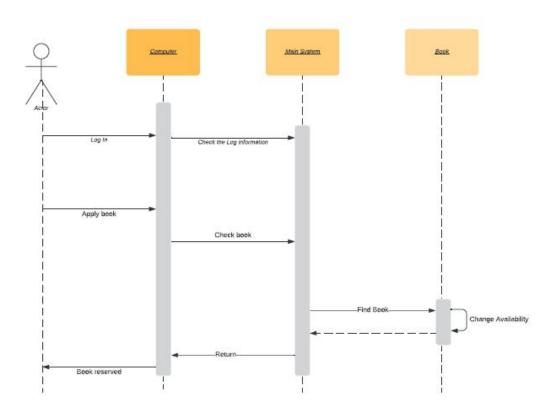
If it more than three user can't apply for borrow a book if less than three he can apply and borrow the book.

#### 3.4 State Diagram



In this state diagram we tell book status. First time book created in system we add some information about book. Then when user apply for book book's availability status is change and system add a returnDate. When user to return the book system made book status available and clear the returnDate.

#### 3.5 Sequence Diagram



In this diagram our objects ae computer main system and book. First action is logged in system by user then system check the information about the user if the information true user can apply for books. Second action is applying book. In this diagram we calculate best case scenario so user applied book and system confirm book in the system and return book can borrow. So computer return this information to user. The object book just change its availability.

#### **CHAPTER FOUR**

#### **IMPLEMENTATIONS**

#### 1) Project Structure

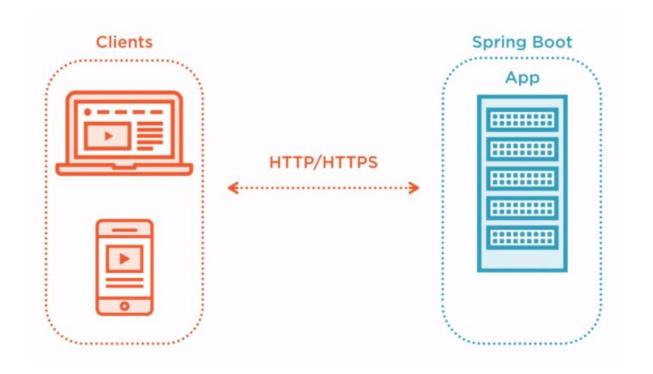
Database connections are indispensable in our projects, it will not be very accurate to load the entire load UI (user interface) when we want to perform operations such as pulling, adding, deleting, updating data from the database.

#### Data Transfer Object

DTO is an object that carries data between processes. When you're working with a remote interface, each call it is expensive. As a result you need to reduce the number of calls. The solution is to create a Data Transfer Object that can hold all the data for the call. It needs to be *serializable* to go across the connection. Usually an assembler is used on the server side to transfer data between the DTO and any domain objects. It's often little more than a bunch of fields and the getters and setters for them.

Service objects are doing the work that the application needs to do for the domain you're working with. It involves calculations based on inputs and stored data, validation of any data that comes in from the presentation, and figuring out exactly what data source logic to dispatch, depending on commands received from the presentation. A Service Layer defines an application's boundary and its set of available operations from the perspective of interfacing client layers. It encapsulates the application's business logic, controlling transactions and coordinating responses in the implementation of its operations.

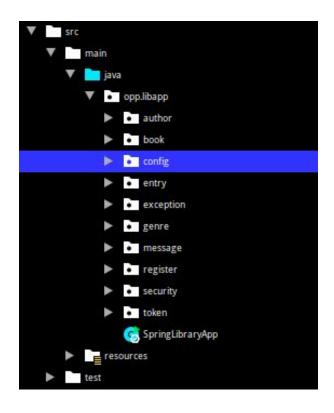
RESTful (Representational State Transfer) is an architectural design pattern. It describes that the different independent components of your application should communicate with each other through simple HTTP/HTTPS calls. If an application satisfies this criterion it can be considered as a RESTful web application.



In a RESTful web application, you should utilize the different HTTP verbs for the CRUD operations:

*REST* is the underlying architectural principle of the web. The main benefit of it is that the client and the server can not know anything about each other. Therefore, you can use any client or server technology, which can send, accept, and can respond to HTTP requests. This is the method that shows how the different microservices can communicate with each other in Spring Cloud.

After all TL;DL and descriptions, We look our project structure.



#### 2) Entities



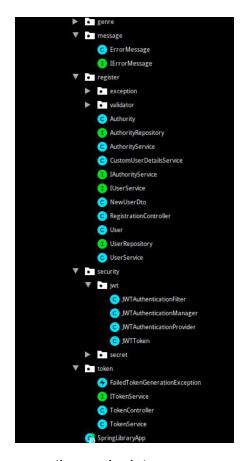


We have implements our previously mentioned classes in the their disctinct package. We have implemented the JAVA implementation because we have the idea to turn the project into an API-based one. To give an example, let's show our preme on the main scheme of the USER class.

First of all, we have implemented our attributes.

Then we added our constructor and getter / setter methods.

#### Some of classes;

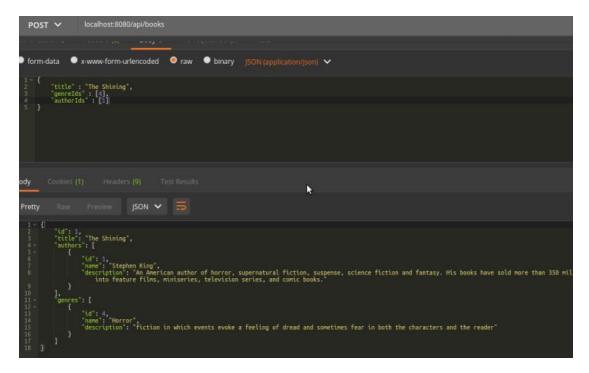


Registration and token generation endpoints

| Endpoint         | Method | Data sent with the request                          | Description  |
|------------------|--------|---|--|
| /users/register  | POST   | JSON  | On this endpoint new users can be registered   |
| /users/get-token | GET    | Basic<br>authentication<br>data must be<br>provided | After successful authorization, token that is going to be valid for 3 days is generated and returned |

| Endpoint                | Method | Data<br>sent<br>with the<br>request | Description  |
|-------------------------|--------|-------------------------------------|--|
| /api/authors            | GET    |                                     | Display all existing authors.  |
| /api/authors?name=      | GET    |                                     | Display authors filtered by name   |
| /api/authors/{id}       | GET    |                                     | Display the author with specified id   |
| /api/authors            | POST   | JSON                                | Create a new author  |
| /api/authors/{id}       | PUT    | JSON                                | Replace old author data with new data  |
| api/authors/{id}        | DELETE |                                     | Delete the author that has specified id  |
| api/genres              | GET    |                                     | Display all existing genres  |
| api/genres/{id}         | GET    |                                     | Display the genre with specified id  |
| api/genres              | POST   | JSON                                | Create a new genre   |
| api/genres/{id}         | PUT    | JSON                                | Replace old genre data with new data   |
| api/genres/{id}         | DELETE |                                     | Delete genre that has specified id   |
| api/books               | GET    |                                     | Display all existing books   |
| api/books?title=        | GET    |                                     | Display books filtered by title  |
| api/books?author=       | GET    |                                     | Display books filtered by author name  |
| api/books?genre=        | GET    |                                     | Display books filtered by genre name   |
| api/books/{id}          | GET    |                                     | Display the book that has specified id   |
| api/books/{id}/bookInfo | GET    |                                     | Display book info of the book that has specified id  |
| api/books/{id}/bookInfo | PATCH  | JSON                                | Update chosen fields of book info  |
| api/books               | POST   | JSON                                | Create a new book  |
| api/books               | PATCH  | JSON                                | Update chosen fields of book   |
| api/books/{id}          | DELETE |                                     | Delete book that has specified id  |
| api/entries             | GET    |                                     | Display all existing entries   |
| api/entries?returned=   | GET    |                                     | Display entries filtered by "returned status". This parameter accepts "true"/"false" values.   |
| api/entries?bookTitle=  | GET    |                                     | Display entries filtered by book title   |
| api/entries?username=   | GET    |                                     | Display entries filtered by exact username   |
| /api/entries?since=     | GET    |                                     | Display entries added since specified time. Accepted values:<br>day/week/month/year. If the parameter value does not belong to<br>accepted values, all entries are going to be displayed |
| /api/entries/{id}       | GET    |                                     | Display entry that has specified id  |
| api/entries             | POST   | JSON                                | Create a new entry   |
| /api/entries/{id}       | PATCH  | JSON                                | Update status of the entry that has specified id   |

#### Create book API response;



Get books API response;

Filter book by filter API response;

#### Stack Usage;

#### Get Single book;

#### Update Book Info;

#### Delete Book;

#### Apply Entry;

```
Pretty Raw Preview JSON V

| Test Results | Test User | Test User
```

#### Entry Status;

#### Filter Entry by Status;

#### **CHAPTER FIVE**

#### **CONCLUSION AND FUTURE WORKS**

Project functions are finished and running successful. UI designs will be finished in the next phase. In the project, react will be used for frontend instead of swing.