

Library Book Loan System	Group 9
Project Vision	Date: 07/03/2017



HACETTEPE UNIVERSITY

**Computer Engineering
BBM487 Software Engineering Laboratory**

**Library Book Loan System
Vision**

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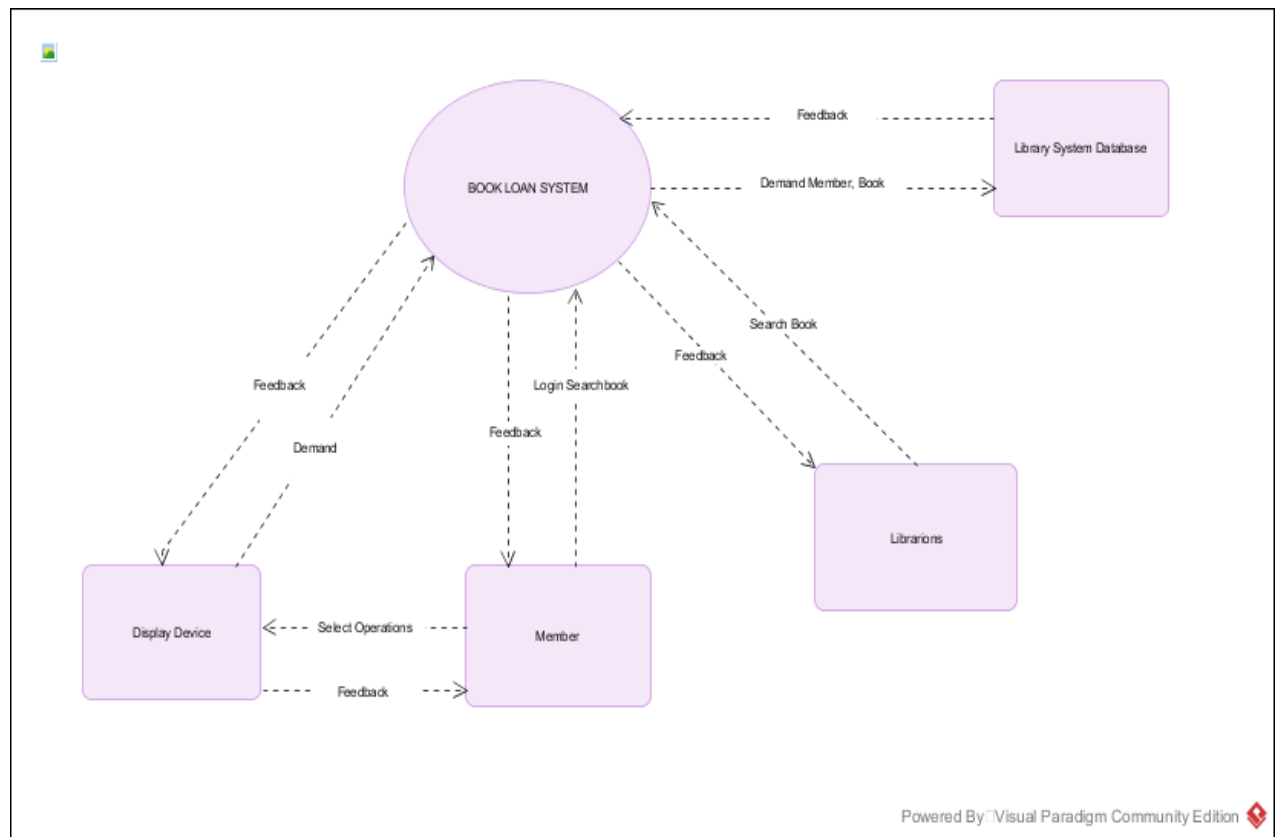
Library Book Loan System Vision

1. Introduction

In this library loan system vision documentation, we will explain problem statement of library loan system, product position statement, Stakeholder Summary, product overview ,Needs and Features ,User Environment and other product requirements. In this document, we aim to an agreement for sharing system coverage, requirements and features. This document is a base for our project assignment also we will update the project if there is a necessity of editing in the improvement process. The success criteria for the system is based in the level up to which the features described in this document are implemented in the system.

2. Positioning

The Library book loan System provides an efficient, easy to use system with any-time access to the users.



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2.1 Problem Statement

The problem of	In this assignment, it is expected from us to develop a library loan management system
Affects	Member of the Library ,librarians
The impact of which is	It is difficult to follow if the user account and books have no credit system.
A successful solution would be	The librarian can book a book. The user can buy and give books via system.

2.2 Product Position Statement

For	Librarians ,members
Who	Remote monitoring of the system and lending of books to help with its goals.
The (product name)	Loaning book system. Desktop Application
That	Book remote tracking, up-to-date bookkeeping.
Unlike	Web based book loaning systems.
Our product	Library book loan system. A desktop application.

3. Stakeholder Descriptions

3.1 Stakeholder Summary

Name	Description	Responsibilities
Manager: Library	The library manager adds, deletes, changes the books. Manages user accounts.	Adding a new book. Register an user. Remove a member
User: Librarian	The system checks the books of the database.	The librarian follows the books in the catalog. He can get information about the members who borrowed or returned the books.

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User: Member	Borrow books from the system, give them. Target users.	They can borrow books. They can see the book period. They can see their borrowed books. They can look at the book catalog. They can update their accounts.
Project Team	The project team consists of Project Manager, developer, architecture designer, planner, tester	To complete the project in accordance with the plan according to the task distribution. To make necessary checks and to update to prevent errors.

3.2 User Environment

The users of the system are members and librarians who maintain the system. For book borrowing system at least two people needed. Our product has not more duties so it is not changing. It is thought that users and librarians have basic knowledge about the computer so that the system can be used. System administrators have more information about the interior of the system to help troubleshoot small problems that may arise from disk crashes, power cuts, etc. to protect the system. We will develop a desktop application for using on library's computers.

4. Product Overview

4.1 Needs and Features

Need	Priority	Features	Planned Release
Login	1	UserLogin (helps to login for members)	At Prototype
Logout	2	UserLogout (helps to logout from system for member)	End of Project
Member Management System	1	Add Member, Return Member, View Members, Return Fines (Manages the system for members' operations)	At Prototype

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Book Management System	1	Add Book, Delete Book, Book Search, Book Loan, Return Book, Update Book, View User Books (Manages the system for books' operations)	End of Project
Search Books	1	SearchBook (Search books that member wants)	End of Project

5. Other Product Requirements

Requirement	Priority	Purpose	Planned Release
Help	2	helping users about how to use program effectively.	End of Project
Database and Language of Code	1	C# and Mysql database system is effective for this product.	End of Project
GUI-User Interface	1	For users to use the application more easily	End of Project