E-Library Management System

1st Noha Mohamed Warda *MSA University* Cairo, Egypt noha.mohamed8@msa.edu.eg 2nd Haidy Aboud MSA University Cairo, Egypt haidy.aboud@msa.edu.eg 3rd Arwa Elsayed MSA University Cairo, Egypt Arwa.elsayed1@msa.edu.eg 4th Nada Elsaid MSA University Cairo, Egypt nada.elsaid@msa.edu.eg

Abstract—The E-Library System aims to streamline library operations, improve resource utilization, and enhance customer satisfaction. It also aims to increase dynamic users, improve resource circulation, and enhance library accessibility. The E-Library System provides information's like details of the books, insertion of new books, deletion of lost books, limitation on issuing books, fine on keeping a book more than one month from the issued date. Also, user can provide feedback for adding some new books to the library.

Index Terms—component, formatting, style, styling, insert

I. INTRODUCTION

The purpose of this specification is to outline the development and implementation of an Electronic Library Management System (E-Library System). This system is designed to enhance the access to and management of digital library resources for a diverse range of users including students, educators, researchers, and the general public. It aims to facilitate an efficient, user-friendly, and secure digital environment for managing electronic documents such as ebooks, journals, articles, and multimedia content.

II. KEY FEATURES

Book Management: Librarians can add new books to the system, update book details. User Management: Users can register, borrow and return books. Access Control: The system enforces access controls to ensure that only authorized users can borrow and access resources.

III. SYSTEM ARCHITECTURE

The E-Library System is built on a robust and scalable architecture to support the growing needs of the library and its users. It consists of the following components:

Frontend: Developed using React, the frontend serves as the user interface for accessing library resources and interacting with the system. It provides an intuitive and responsive interface for users to search for books, view their details, borrow or return books, and provide feedback.

Backend: Built on Node.js, the backend is the server-side logic responsible for managing data, processing user requests, and enforcing business rules. It handles authentication, authorization, and business logic such as book management, user management, and fine calculation. The backend communicates with the frontend and the database to ensure seamless operation of the system.

Database: Utilizing MongoDB, a NoSQL database, the system maintains a centralized repository of information about

books, users, transactions, and other relevant data. MongoDB's flexibility and scalability make it suitable for handling large volumes of data and accommodating the dynamic nature of library collections and user interactions. It stores structured and unstructured data in a document-oriented format, enabling efficient querying and retrieval of information.

This architecture leverages modern technologies and frameworks to provide a scalable, efficient, and user-friendly E-Library System that can adapt to the evolving needs of the library and its users.

IV. USER ROLES

The system supports multiple user roles with different permissions and access levels:

Librarian: Responsible for managing the library collection, handling user requests, and maintaining system integrity. User: Registered users who can borrow and return books, search for resources, and provide feedback. Administrator: Superuser with administrative privileges to configure system settings, manage user accounts, and generate reports.

V. CONCLUSION

The E-Library System represents a significant advancement in the management and accessibility of digital library resources. By providing a user-friendly interface, robust features, and efficient management tools, the system aims to enhance the overall library experience for both librarians and users. Future enhancements may include integration with additional services, support for mobile devices, and further optimization of system performance.