Quick Start UserGuide

for

SQL Library Project

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After the Application is launched, the home screen looks like this.

Graphical user interface

Description automatically generated

**Search Books:**

Graphical user interface, application

Description automatically generated

Enter the desired book search information you have into the field such as ISBN/Title/author name into the text box and click on search. Results are displayed. Select the book that needs to be checked out and click on ‘Checkout’ button. A prompt to enter the borrower number is displayed. Enter the card\_no of the borrower.

Graphical user interface, text, application, chat or text message

Description automatically generated

If the book is successfully checked out, a dialogue box is displayed that the book is checked out and the user is redirected to home. Any time, the user need to go back to home, click on the ‘Home’ button.

**Add Borrower:**

Graphical user interface

Description automatically generated

Enter all details of the borrower to create a new tuple of the borrower in the ‘Borrowers’ table and a Borrower\_ID is generated for the new user.

Any time, the user need to go back to home, click on the ‘Home’ button.

**Check-in:**

Graphical user interface, table

Description automatically generated

Enter Loan\_id/ISBN of the book/card\_no/Borrower Name for the book that needs to be checked out. Select the ISBN number of the appropriate book and click on the ‘Check In’ button. The book is successfully checked in and the date\_in is updated.

Any time, the user need to go back to home, click on the ‘Home’ button.

**Fines:**

Graphical user interface, application

Description automatically generated

If the book check in is late than the due date, enter the borrower ID/Card\_no of the person to check for fines. Select the record and click ‘Pay Fine’ Button to pay fine.

Graphical user interface, text, application

Description automatically generated

Any time, the user need to go back to home, click on the ‘Home’ button.