N-Tier Software Architecture Diagram of Library Management System



Presentation layer (Frontend)

- Frontend components (e.g., login, register, book search, borrowing books).
- Templates:
- HTML: add_book.html, my_books.html, rate_book.html, etc.
- $CSS: styles.css, my_books.css, available_books.css.$
- Static assets: Videos, icons, images (referenced in templates).
- **Endpoints to Backend:**
- /login, /signup, /borrow-book, /return-book, /view-









Application Layer

- Purpose: Processes requests and contains business logic.
- Python Files:
 - main.py: Entry point for the Flask app.
 - auth.py: Manages authentication routes and logic. views.py: Defines routes for various user actions.

 - /login (from auth.py): User login./add-book (from views.py): Adding new books.
 - /borrow-book (from views.py): Borrowing books.
 - Business Logic:
 - User authentication: Login, register, password reset.
 - Book management: Adding, editing, and recommending books.
 Borrowing logic: Borrow, return, overdue fines.
 - Services (Integrated into the logic of views.py and auth.py):
 - UserService: Logic for user authentication and session handling.
 - BookService: Logic for managing book data.
 - BorrowService: Handles borrowing and return operations.





Persistence Layer

- Purpose: Manages database interactions (ORM logic).
- Components:
- Python Files:
 - o models.py: Defines database schema using SQLAlchemy.
 - User2: User data.
 - Book: Book data.
 - BorrowedBook: Borrowing records.
 - Note: Notes attached to users.
 - UserMessage: User-specific messages.
 - Data Access Logic:
 - SQLAlchemy relationships and CRUD operations (handled via models.py).







Database Layer

- Purpose: Stores persistent data for the application.
- Components:
- Database Tables:
 - o User2 Table: Stores user details (id, email, password, etc.).
 - o Book Table: Stores book metadata (id, name, author, genre, etc.).
 - BorrowedBook Table: Tracks borrowing records (id, user_id, book_id, due_date, etc.).
 - o Note Table: Stores user-specific notes (e.g., annotations). o UserMessage Table: Stores user messages.

