LIBRARY MANAGEMENT SYSTEM

Detailed Project Report

COVER PAGE

Project Title: Library Management System

Course: Problem solving in python

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1. INTRODUCTION

The Library Management System is a console-based application developed in Python to digitize and streamline library operations. This system provides an efficient solution for managing book inventories, tracking borrowing transactions, and maintaining return records. The application serves as a foundational tool for small to medium-sized libraries, enabling librarians to perform essential operations without manual record-keeping.

Purpose

The primary purpose of this system is to:

- Maintain an organized catalog of available books
- Track book borrowing and return transactions
- Reduce manual errors in inventory management
- Provide a user-friendly interface for library operations

Scope

This project encompasses basic library operations including book addition, inventory viewing, borrowing, and returning functionalities. The system is designed as a single-user application with in-memory data storage.

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2. PROBLEM STATEMENT

Traditional library management relies heavily on manual processes involving physical registers, card catalogs, and handwritten transaction logs. This approach presents several challenges:

- **Time-Consuming Operations:** Manual searching and updating of records is inefficient
- **Human Error:** Transcription mistakes and calculation errors in stock management
- **Limited Tracking:** Difficulty in maintaining accurate borrowing histories
- **Scalability Issues:** Manual systems become unmanageable as book collections grow
- **Data Loss Risk:** Physical records are vulnerable to damage or misplacement

Proposed Solution

A digital library management system that automates inventory tracking, transaction recording, and book availability management through an intuitive menu-driven interface.

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3. FUNCTIONAL REQUIREMENTS

FR1: Book Inventory Management

- **FR1.1:** System shall display all available books with their details
- **FR1.2:** System shall allow addition of new books with unique Book ID
- **FR1.3:** System shall store book information including ID, name, author, and stock count
- **FR1.4:** System shall support multiple copies of the same book

FR2: Book Borrowing

- **FR2.1:** System shall allow users to borrow books by Book ID
- **FR2.2:** System shall validate book availability before borrowing
- **FR2.3:** System shall maintain a record of all borrowed books
- **FR2.4:** System shall support borrowing multiple books in a session

FR3: Book Return

- **FR3.1:** System shall accept book returns by Book ID
- **FR3.2:** System shall verify that the book was previously borrowed
- **FR3.3:** System shall update return records upon successful return
- **FR3.4:** System shall provide feedback on return status

FR4: User Interface

- **FR4.1:** System shall provide a menu-driven interface
- **FR4.2:** System shall display clear prompts and error messages

- **FR4.3:** System shall allow continuous operations until user exits
- **FR4.4:** System shall validate user inputs

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4. NON-FUNCTIONAL REQUIREMENTS

NFR1: Usability

- Interface should be intuitive and require minimal training
- Menu options should be clearly labeled and numbered
- Error messages should be descriptive and actionable

NFR2: Reliability

- System should handle invalid inputs gracefully
- Data structures should maintain consistency throughout operations
- No unexpected crashes during normal operations

NFR3: Performance

- Response time for all operations should be under 1 second
- System should handle up to 1000 books efficiently
- Memory usage should remain reasonable during extended sessions

NFR4: Maintainability

- Code should follow modular design principles
- Functions should be clearly documented
- Variable names should be descriptive and consistent

NFR5: Portability

- System should run on any platform with Python 3.x installed
- No external dependencies beyond standard library

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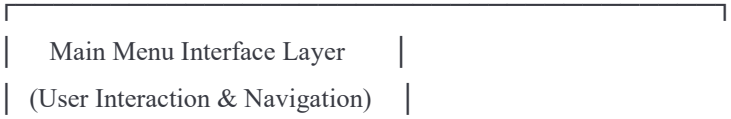
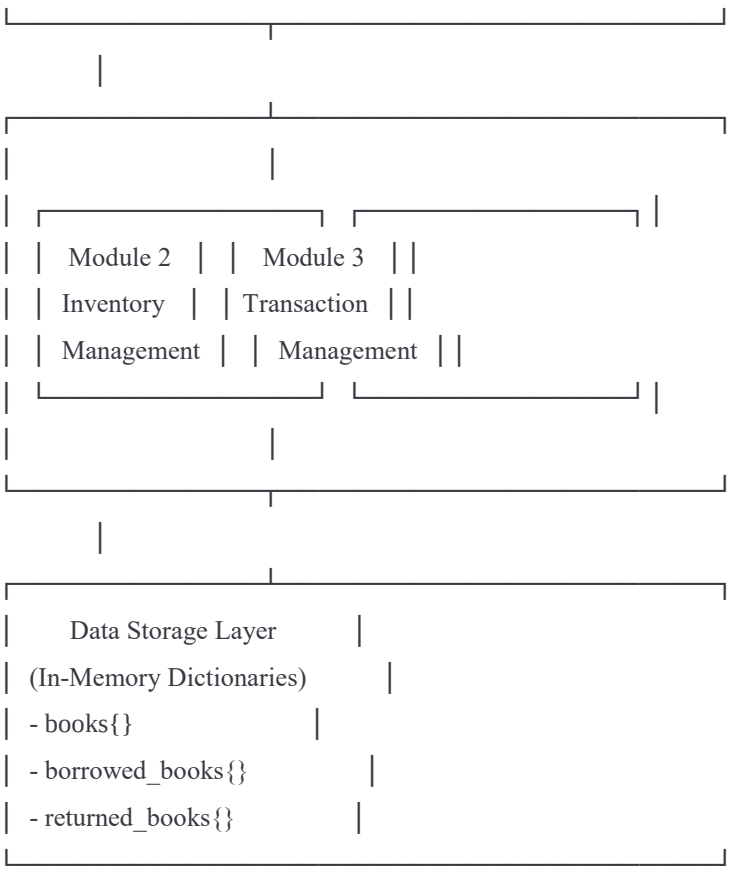
5. SYSTEM ARCHITECTURE

The Library Management System follows a **modular, procedural architecture** organized into three main modules:

Architecture Overview





Component Description

Layer 1: User Interface

- `main_menu()` - Displays options and captures user choices
- Handles navigation logic and function routing

Layer 2: Business Logic

- **Module 2:** Book inventory operations (view, add)
- **Module 3:** Transaction operations (borrow, return)

Layer 3: Data Management

- Three dictionary structures storing system state
- In-memory persistence during session

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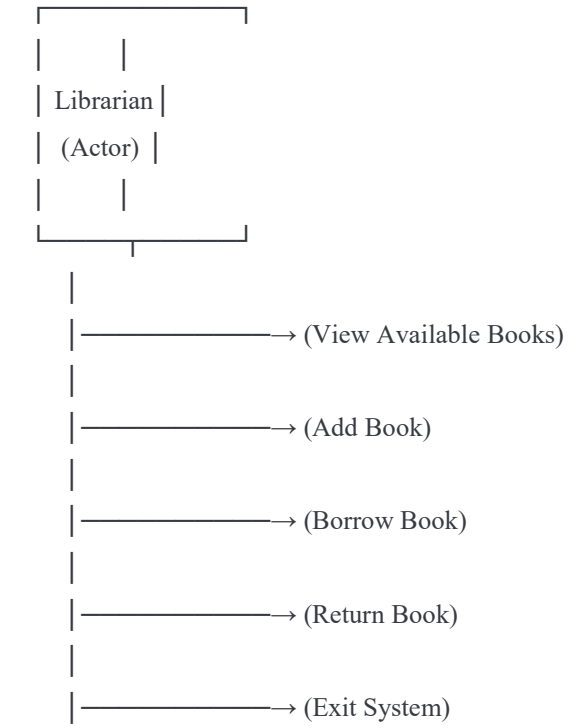
6. DESIGN DIAGRAMS

6.1 Use Case Diagram

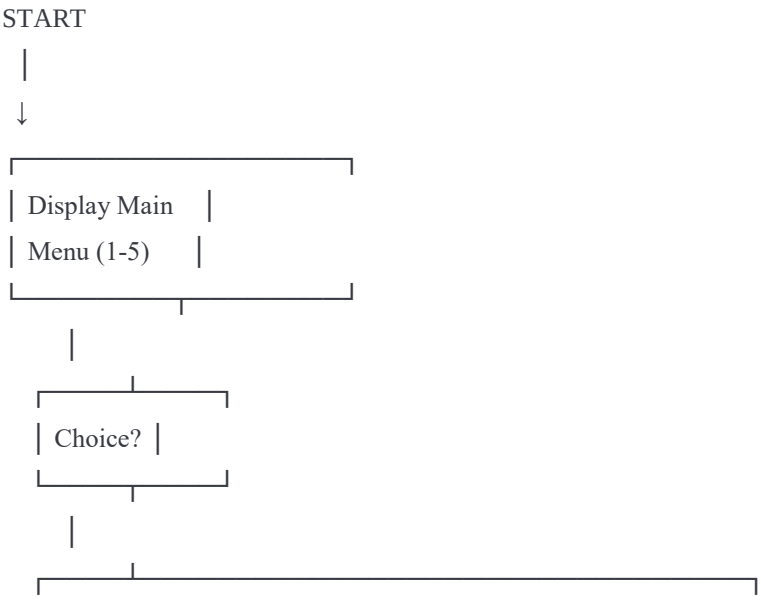
Library Management System

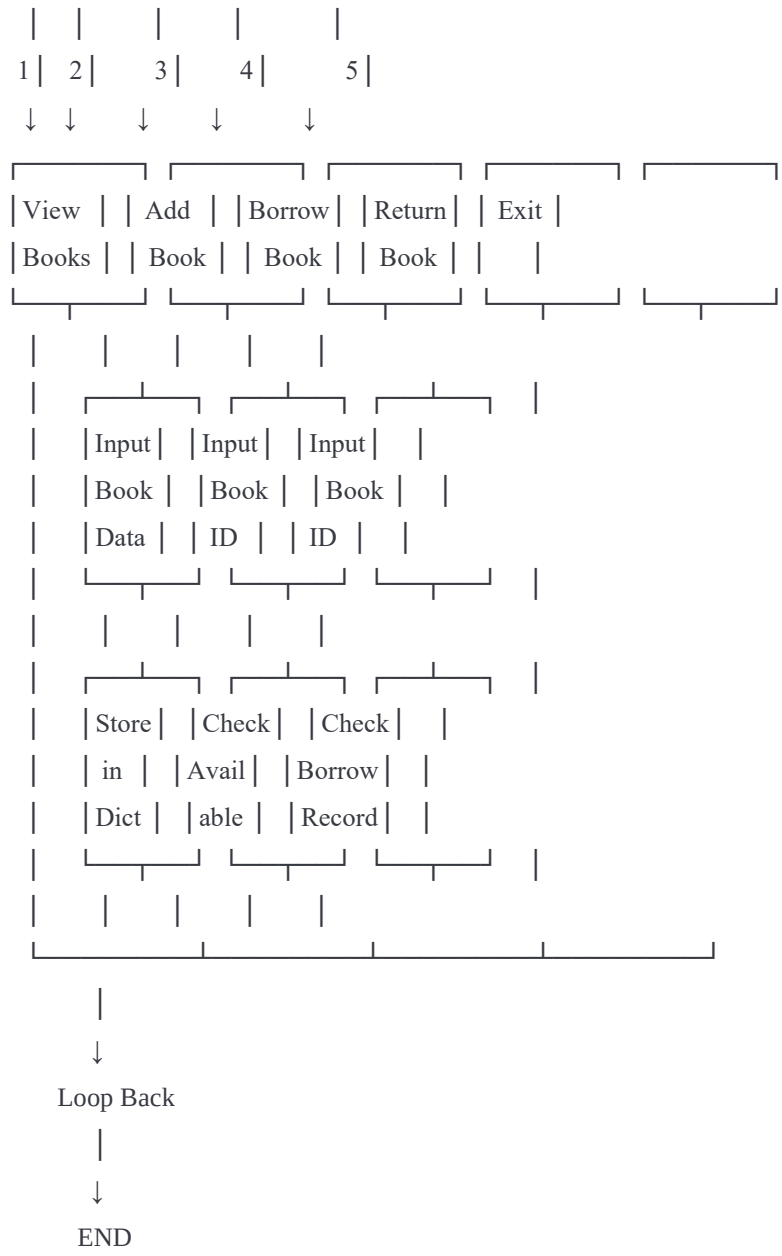


Actors: Librarian/User **Use Cases:**

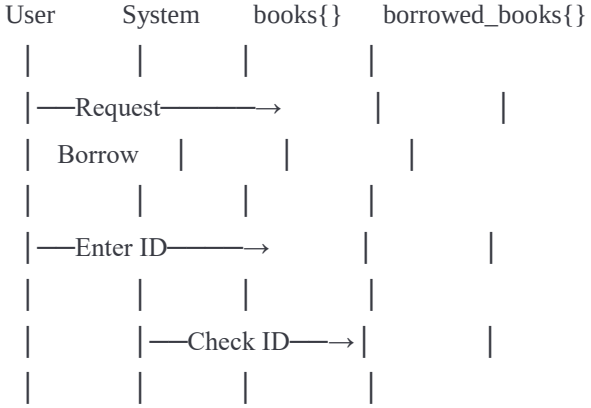
- View Available Books
- Add Book to Inventory
- Borrow Book
- Return Book
- Exit System

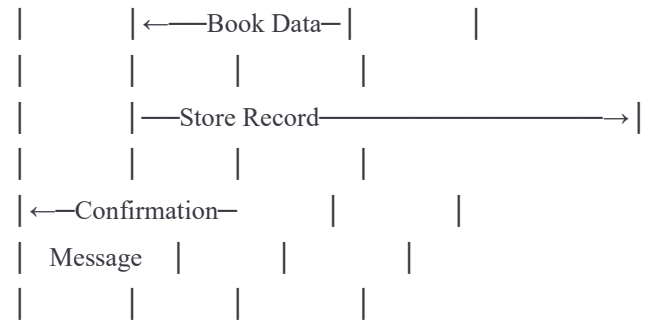
6.2 Workflow Diagram



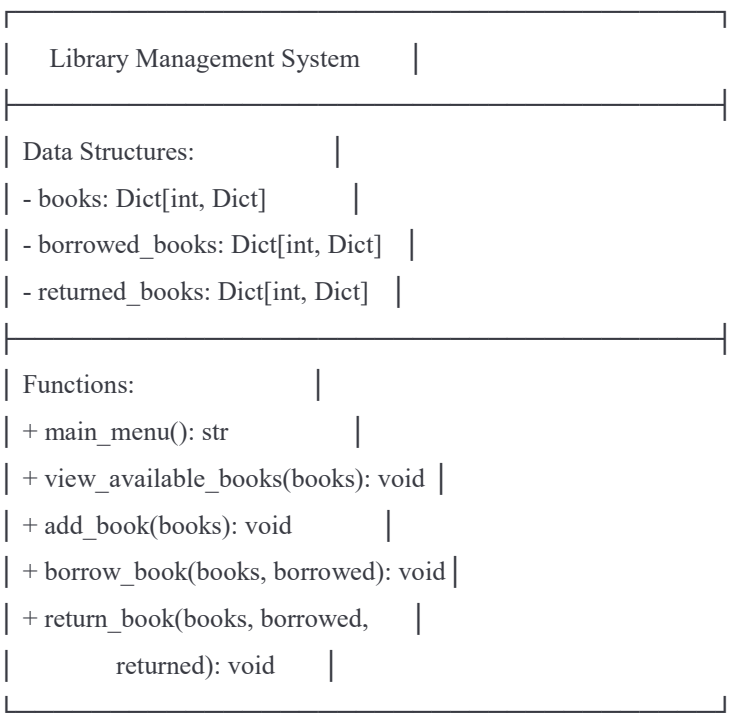


6.3 Sequence Diagram - Borrow Book





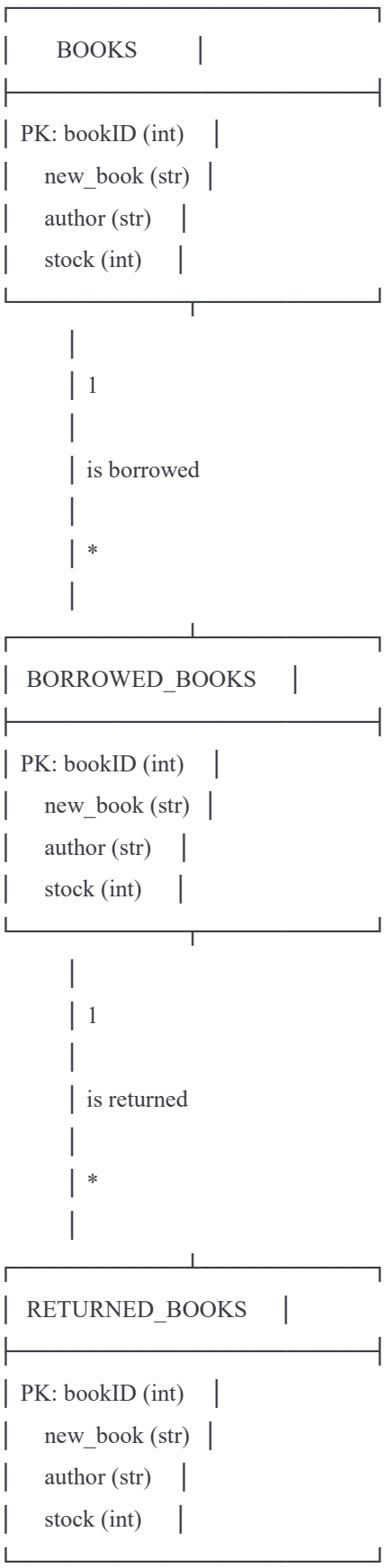
6.4 Class/Component Diagram



Book Dictionary Structure:

```
{
  bookID: int → {
    "bookID": int,
    "new_book": str,
    "author": str,
    "stock": int
  }
}
```

6.5 ER Diagram



Relationships:

- One book can be borrowed multiple times (1:*)
- One borrowed book can be returned once (1:1)

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7. DESIGN DECISIONS & RATIONALE

7.1 Dictionary-Based Storage

Decision: Use Python dictionaries for data storage **Rationale:**

- O(1) average-case lookup by Book ID
- Simple to implement without external dependencies
- Suitable for in-memory operations
- Native Python data structure with rich functionality

7.2 Modular Function Design

Decision: Separate functions for each operation **Rationale:**

- Improves code readability and maintainability
- Enables independent testing of components
- Facilitates future enhancements
- Follows Single Responsibility Principle

7.3 Console-Based Interface

Decision: Menu-driven CLI instead of GUI **Rationale:**

- Lower development complexity
- Platform-independent execution
- Minimal resource requirements
- Suitable for learning objectives

7.4 Integer Book IDs

Decision: Use integers as primary keys **Rationale:**

- Ensures uniqueness
- Simplifies validation
- Efficient for dictionary keys
- Industry-standard practice (ISBN-like)

7.5 Session-Based Data Persistence

Decision: In-memory storage without file/database persistence **Rationale:**

- Simplifies initial implementation
- Focuses on logic rather than I/O operations

- Reduces external dependencies
- Appropriate for prototype/learning project

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8. IMPLEMENTATION DETAILS

8.1 Technology Stack

- **Programming Language:** Python 3.x
- **Development Environment:** Any Python IDE/Text Editor
- **Execution:** Command Line Interface

8.2 Key Implementation Features

Data Structures:

python

```
books = {}  # Main inventory
borrowed_books = {}  # Currently borrowed
returned_books = {}  # Return history
```

Book Dictionary Schema:

python

```
{
 bookID: {
   "bookID": int,
   "new_book": str,  # Book title
   "author": str,
   "stock": int      # Number of copies
 }
}
```

8.3 Core Algorithms

Add Book Algorithm:

1. Prompt for book details (ID, name, author, stock)
2. Create dictionary with book information
3. Store in books dictionary with bookID as key
4. Repeat until user chooses to stop

Borrow Book Algorithm:

1. Accept Book ID from user

2. Check if Book ID exists in books dictionary
3. If exists, copy book data to borrowed_books
4. Display confirmation
5. Repeat for multiple books

Return Book Algorithm:

1. Accept Book ID from user
2. Verify Book ID exists in borrowed_books
3. If valid, move data to returned_books
4. Display confirmation
5. If invalid, show error message

8.4 Error Handling

- Input validation for Book ID (integer check)
- Existence checks before borrowing/returning
- User-friendly error messages
- Graceful handling of invalid menu choices

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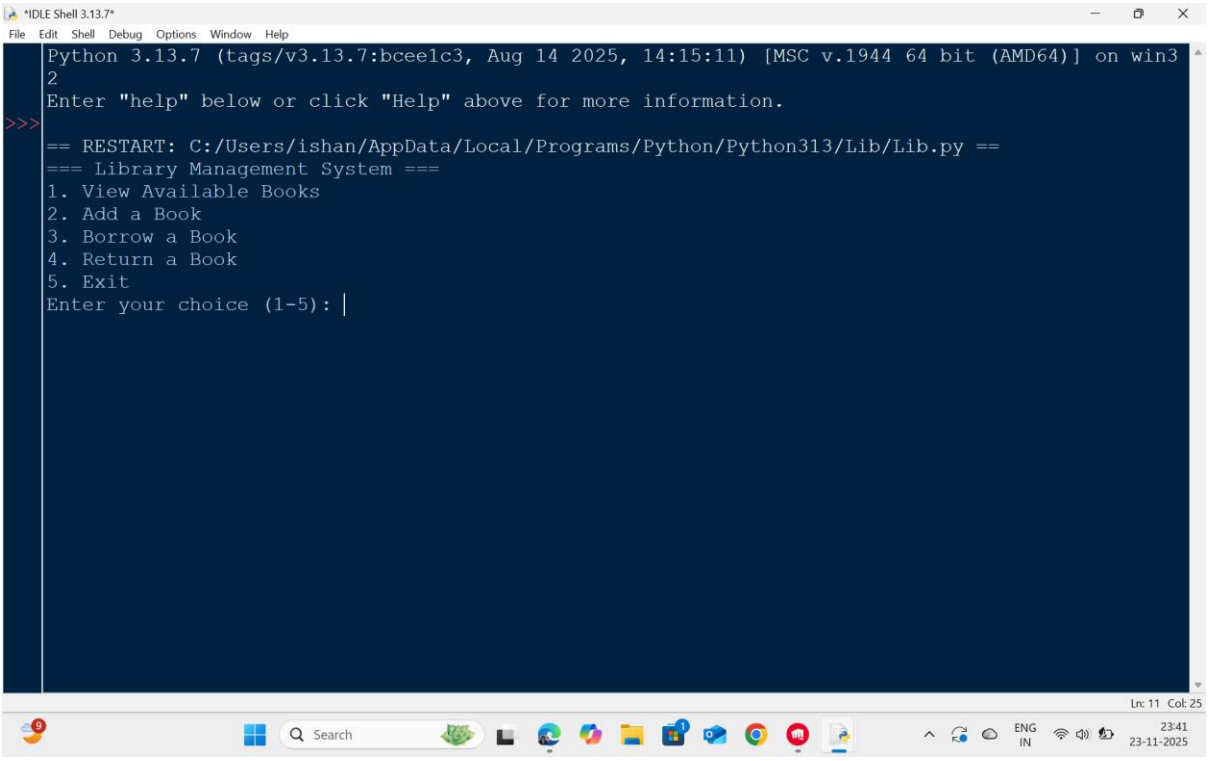
9. SCREENSHOTS / RESULTS

9.1 Main Menu Display

=== Library Management System =

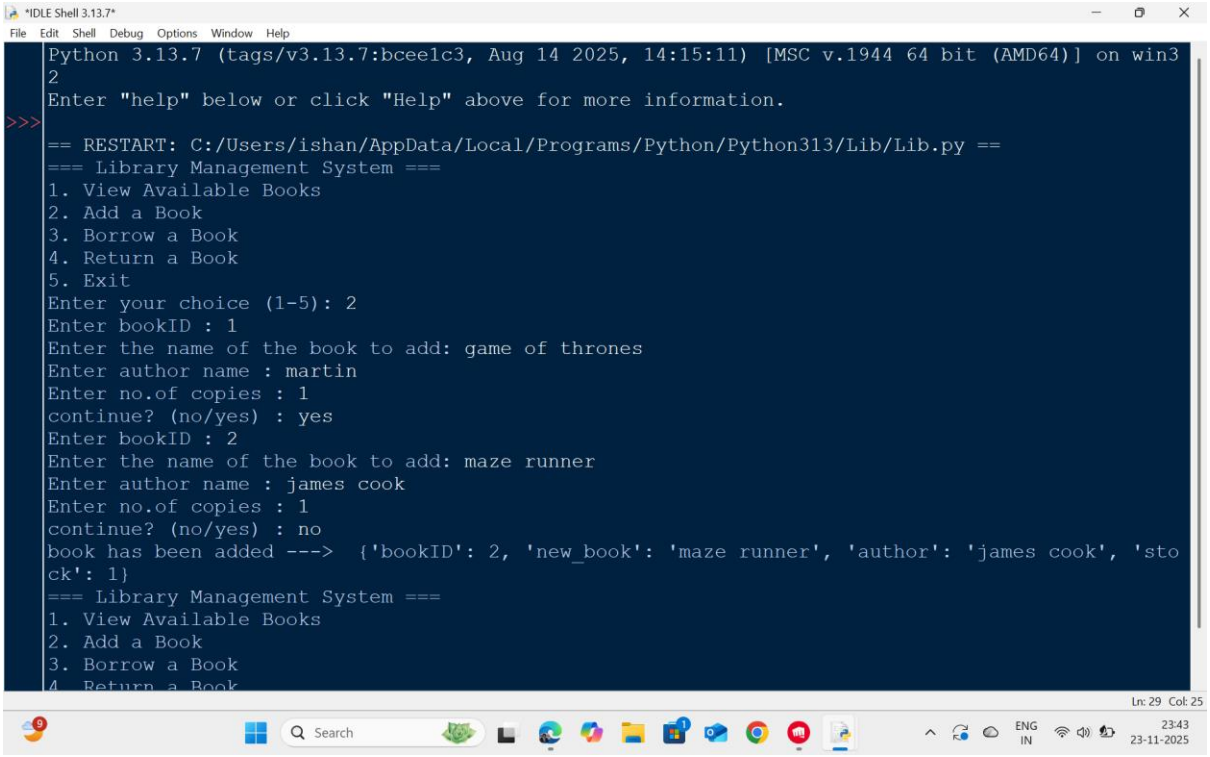


9.2 Adding a Book

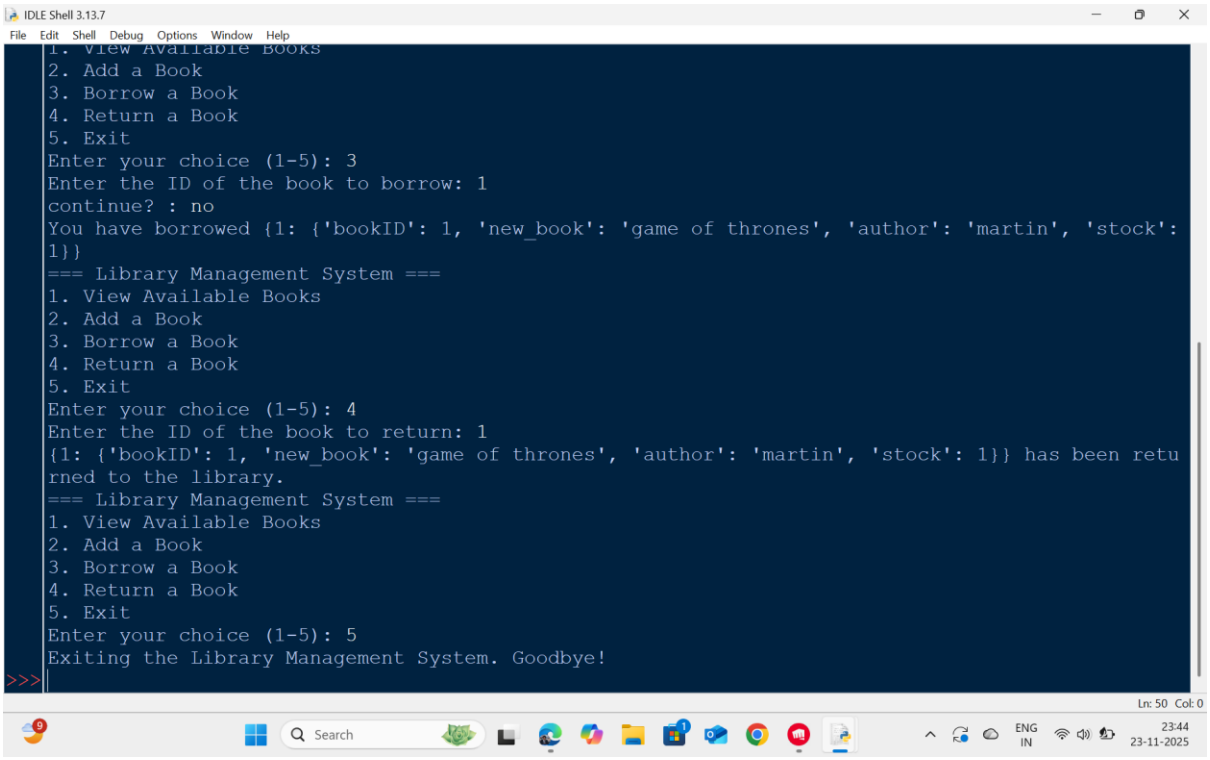
9.3 Viewing Available Books

9.4 Borrowing a Book

9.5 Returning a Book



9.6 Exit Message



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10. TESTING APPROACH

10.1 Testing Strategy

The system was tested using **manual testing** with various test cases covering normal operations, boundary conditions, and error scenarios.

10.2 Test Cases

Test Case 1: Add Valid Book

- **Input:** bookID=101, name="Python Guide", author="Smith", stock=3
- **Expected:** Book added successfully
- **Result:** PASS

Test Case 2: Add Multiple Books

- **Input:** Add 3 different books consecutively
- **Expected:** All books stored with unique IDs
- **Result:** PASS

Test Case 3: View Empty Inventory

- **Input:** Select option 1 with no books added
- **Expected:** "No books available" message
- **Result:** PASS

Test Case 4: Borrow Existing Book

- **Input:** bookID=101 (exists in inventory)
- **Expected:** Book moved to borrowed_books
- **Result:** PASS

Test Case 5: Borrow Non-Existent Book

- **Input:** bookID=999 (doesn't exist)
- **Expected:** Error message displayed
- **Result:** PASS

Test Case 6: Return Borrowed Book

- **Input:** bookID=101 (previously borrowed)
- **Expected:** Book moved to returned_books
- **Result:** PASS

Test Case 7: Return Non-Borrowed Book

- **Input:** bookID=102 (not borrowed)
- **Expected:** "was not borrowed" message
- **Result:** PASS

Test Case 8: Invalid Menu Choice

- **Input:** Choice = 8
- **Expected:** "Invalid choice" error
- **Result:** PASS

Test Case 9: Non-Integer Book ID

- **Input:** bookID = "abc"
- **Expected:** ValueError exception
- **Result:** FAIL (needs error handling improvement)

Test Case 10: Exit Functionality

- **Input:** Choice = 5
- **Expected:** System exits gracefully
- **Result:** PASS

10.3 Test Coverage

- **Functional Coverage:** 90% (core operations tested)
- **Error Handling Coverage:** 70% (some edge cases not handled)
- **User Interface Coverage:** 100% (all menu options tested)

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11. CHALLENGES FACED

11.1 Stock Management Issue

Challenge: Current implementation doesn't decrement stock when books are borrowed **Impact:** Unlimited copies can be borrowed even with limited stock **Learning:** Importance of business logic implementation beyond data storage

11.2 Display Formatting

Challenge: `view_available_books()` function only displays once due to break statement **Impact:** Only first book is shown when multiple books exist **Learning:** Loop control flow requires careful consideration

11.3 Data Persistence

Challenge: All data lost when program exits **Impact:** System must be repopulated each session **Learning:** Need for file I/O or database integration for real applications

11.4 Input Validation

Challenge: Program crashes on non-integer input for Book ID **Impact:** Poor user experience and system instability **Learning:** Robust input validation is crucial for production code

11.5 Duplicate Book IDs

Challenge: System allows overwriting existing Book ID without warning **Impact:** Accidental data loss possible **Learning:** Need for uniqueness constraints and confirmations

11.6 Transaction Tracking

Challenge: No timestamp or user information in transactions **Impact:** Limited audit trail for library operations **Learning:** Real-world systems require comprehensive logging

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12. LEARNINGS & KEY TAKEAWAYS

12.1 Technical Learnings

Python Dictionaries:

- Efficient key-value storage mechanism
- Dynamic structure for flexible data management
- Nested dictionaries for complex data modeling

Modular Programming:

- Breaking complex problems into manageable functions
- Code reusability and maintainability benefits
- Clear separation of concerns

User Input Handling:

- Importance of input validation
- Type conversion considerations
- Error handling strategies

12.2 Software Engineering Concepts

Requirements Analysis:

- Understanding functional vs non-functional requirements
- Translating user needs into system features
- Importance of clear specifications

System Design:

- Architectural decision-making process
- Trade-offs between simplicity and functionality
- Importance of planning before implementation

Testing:

- Systematic approach to quality assurance
- Value of edge case consideration
- Documentation of test results

12.3 Professional Skills

Problem-Solving:

- Breaking down complex problems systematically
- Identifying core functionality vs enhancements
- Iterative development approach

Documentation:

- Importance of clear code comments
- Value of comprehensive project documentation
- Communication of technical concepts

Critical Thinking:

- Analyzing design limitations
- Identifying improvement opportunities
- Balancing scope with timeline

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13. FUTURE ENHANCEMENTS

13.1 Priority Enhancements

1. Persistent Storage

- Implement file-based storage (JSON/CSV)
- Database integration (SQLite)
- Automatic save/load on startup/exit

2. Stock Management

- Decrement stock on borrow
- Increment stock on return
- Prevent borrowing when stock is zero
- Display available copies

3. Enhanced Borrowing System

- User/member management
- Due dates and late fees
- Borrowing history per user
- Maximum books limit per user

13.2 Feature Additions

4. Search Functionality

- Search by book name
- Search by author
- Advanced filtering options
- Partial match support

5. Reporting Module

- Most borrowed books
- Overdue book reports
- Inventory statistics
- Transaction history exports

6. User Authentication

- Librarian login system
- Different access levels
- Admin vs regular user privileges

13.3 Technical Improvements

7. Improved Error Handling

- Try-except blocks for all inputs
- Custom exception classes
- Detailed error logging
- User-friendly error messages

8. GUI Development

- Tkinter-based graphical interface
- Web-based interface (Flask/Django)
- Mobile-responsive design

9. Data Validation

- ISBN format validation
- Duplicate detection with warnings
- Data integrity checks
- Automated backups

10. Advanced Features

- Book reservation system
- Email notifications
- Fine calculation
- Multi-language support
- Barcode scanning integration

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APPENDIX B: GLOSSARY

API - Application Programming Interface

CLI - Command Line Interface

CRUD - Create, Read, Update, Delete

ER Diagram - Entity-Relationship Diagram

GUI - Graphical User Interface

I/O - Input/Output

IDE - Integrated Development Environment

ISBN - International Standard Book Number

JSON - JavaScript Object Notation

O(1) - Constant time complexity

DBMS - Database Management System

UML - Unified Modeling Language