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LIBRARY MANAGEMENT SYSTEM

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SUBMITTED TO

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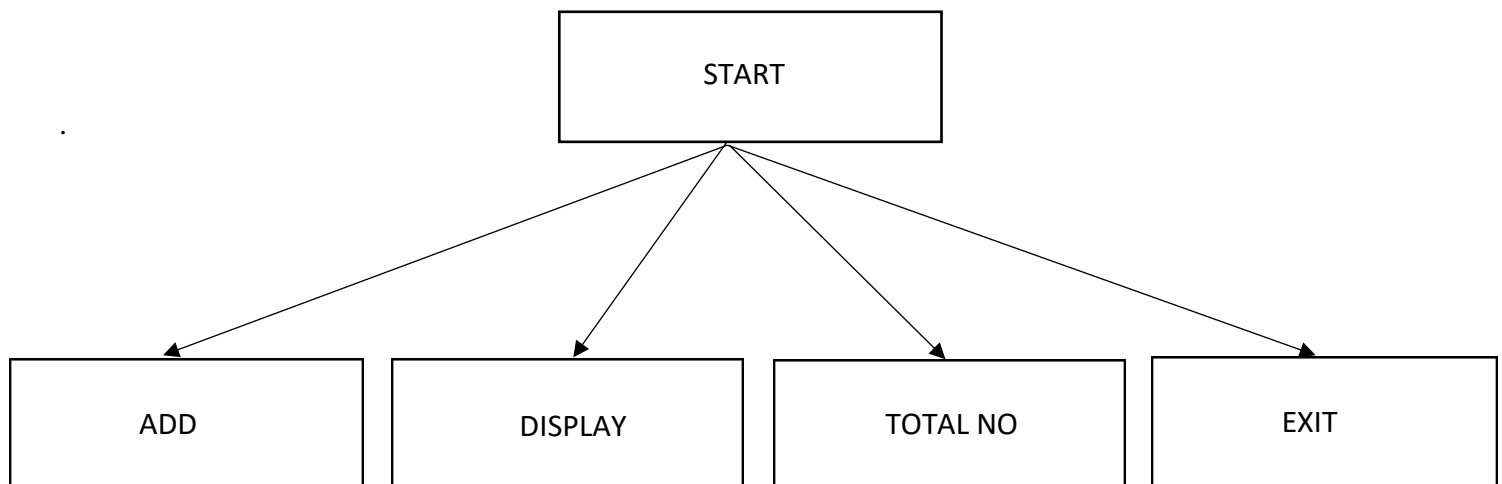
ABSTRACT:

Library Management System is a computerized system which helps user(librarian) to manage the library daily activity in electronic format. It reduces the risk of paper work such as file lost, file damaged and time consuming. It can help user to manage the transaction or record more effectively and time-saving. It is used by librarian to manage the library using a computerized system where he/she can record various transactions like issue of books, addition of new books etc. The system is designed for a user friendly environment so that student and staff of library can perform the various tasks easily and in an effective way. This application

Can be used by all institutions such as schools, colleges to store their book details. The library management system has many options such as, add details display the entered details, display of total number of books and an option the exit from the program. The platform used here is c language. We use the Windows.h" header file which contains declarations for all the functions in the Windows API.

The add book info option consist of enter book name, enter author name, enter book genre, enter pages and enter price. The second option is to display the book information the third option is to for finding number of Books in library the fourth option is exit. Overall this project of ours is being developed to help the students as well as staff of library to maintain the library in the best way possible and also reduce the human efforts.

FLOW CHART:



PROGRAM:

```
#include<stdio.h>
#include<conio.h>
#include<stdlib.h>
#include<string.h>
struct library{
    char bookname[50];
    char author[50];
    char bookgenre[50];
    int numberofpages;
    float price;
};
int main(){
    struct library lib[100];
    char bookname[30];
    int i,j, keepcount;
    i=j=keepcount = 0;
    while(j!=6){
        printf("\n1. Add book information\n");
        printf("2. Display book information\n");
        printf("3. Number of books in the library\n");
        printf("4. Exit");
        printf ( "\n\nEnter one of the above : ");
        scanf("%d",&j);
        switch (j){
            /* Add book */
            case 1:
                printf ("Enter book name = ");
                scanf ("%s",lib[i].bookname);
                printf ("Enter author name = ");
                scanf ("%s",lib[i].author);
                printf("Enter book genre = ") ;
                scanf ("%s" ,lib[i].bookgenre);
                printf ("Enter pages = ");
                scanf ("%d",&lib[i].numberofpages);
                printf ("Enter price = ");
                scanf ("%f",&lib[i].price);
                keepcount++;
                i++;
                break;
            case 2:
                printf("You have entered successfully\n");
                for(i=0; i<keepcount; i++){
                    printf ("book name = %s\n",lib[i].bookname);
                    printf ("\t author name = %s\n",lib[i].author);
                    printf ("\t book genre = %s\n",lib[i].bookgenre);
                    printf ("\t pages = %d\n",lib[i].numberofpages);
                    printf ("\t price = %f\n",lib[i].price);
                }
                break;
            case 3:
                printf("\n Number of books in library : %d", keepcount);
                break;
```

```
        case 4:  
            exit (0);  
        }  
    }  
    return 0;  
}
```

RESULTS:

1. Add book information
2. Display book information
3. Number of books in the library
4. Exit

Enter one of the above : 1

Enter book name = Harrypotter

Enter author name = J.KRowling

Enter pages = 250

Enter price = 500

1. Add book information
2. Display book information
3. Number of books in the library
4. Exit

Enter one of the above: 2

You have entered successfully

Book name = Harrypotter

Author name = J.KRowling

Pages = 250

Price = 500

1. Add book information
2. Display book information
3. Number of books in the library
4. Exit

Enter one of the above : 3

No of books in library: 1

1. Add book information
2. Display book information
3. Number of books in the library
4. Exit

Enter one of the above: 4

SCREENSHOTS:

```
main.c
37     keepcount++;
38     i++;
39     break;
40     case 2:
41         printf("You have entered successfully\n");
42         for(i=0; i<keepcount; i++){
43             printf("book name = %s\n", lib[i].bookname);
44             printf("\t author name = %s\n", lib[i].author);
45             printf("\t pages = %d\n", lib[i].numberofpages);
46             printf("\t price = %f\n", lib[i].price);
47         }
48         break;
49     case 3:
50         printf("\n Number of books in library : %d", keepcount);
51         break;
52     case 4:
53         exit (0);
54 }
```

input

```
1. Add book information
2. Display book information
3. Number of books in the library
4. Exit

Enter one of the above : 4

...Program finished with exit code 0
Press ENTER to exit console.
```

DECLARATION:

I hereby declare that the project entitled “LIBRARY MANAGEMENT SYSTEM “which is being submitted as a mini Project for 1ST semester in Mechanical Engineering to SRM INSTITUTE OF SCIENCE AND TECHNOLOGY is an authentic work done under the complete guidance of Prof DR R. RAJKUMAR, SCHOOL OF COMPUTING. SRMIST, I would also like to thank the professors’ friends and family members who have supported me during this time. Last but not the least, I would like to thank GOD ALMIGHTY.

Date: 08/01/2022

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RERERENCES:

<https://www.startertutorials.com/uml/resources/lms/LMS6.pdf>

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