

# **UE22CS352B - Object Oriented Analysis & Design**

# **Mini Project Report**

# **Library Management System**

### Submitted by:

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Semester: 6 Section: F

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January - May 2025

## DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING FACULTY OF ENGINEERING PES UNIVERSITY

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#### **Problem Statement:**

- Traditional library management involves **manual record-keeping**, leading to inefficiencies such as **book misplacement**, **slow book searching**, and **difficulty tracking due dates**.
- The LMS aims to streamline these processes by providing a **centralized digital platform** for managing library activities

## **Key Features:**

#### 1. Book Catalog Management

- Librarians can add, update, and remove books from the Catalog.
- Members can **search** books by title, author, subject, and publication date.

#### 2. User Management

- New members can register.
- Users can log in/logout and view their accounts.
- Membership can be cancelled or updated.

#### 3. Book Transactions

- Borrowing & Returning: Members can checkout books, and librarians issue books.
- **Reservations**: Members can **reserve** books and cancel reservations.
- Overdue Fines: Users must pay fines for late returns.

#### 4. Notifications

- System sends **overdue notifications**.
- Members receive reservation availability and cancellation notifications.

#### 5. Assumptions & Constraints

#### **Assumptions**

- 1. A single book copy can be issued to only one member at a time.
- 2. Members can reserve a book
- 3. Books must be **returned on time**, failing which **fines** are applied.
- 4. Members need **valid membership** to borrow or reserve books.
- 5. Only **librarians** can manage the book catalog and issue books.

#### **Constraints**

- 1. The number of books issued to a member is limited (e.g., max 3 books at a time).
- 2. The system should handle **multiple concurrent users** efficiently.
- 3. **Database storage constraints** may limit the number of books in the system.
- 4. The **notifications system** should function in real-time for better user experience.

#### 6. Use Case Scenario

### **Scenario 1: Book Borrowing Process**

- A member logs into the system and searches for a book.
- If the book is available, they **request checkout**.
- The librarian **issues the book**, updating the system.
- If the book is **not returned on time**, an **overdue notification** is sent, and a **fine is imposed**.

#### **Scenario 2: Book Reservation**

- A book is currently **checked out** by another member.
- A second member places a **reservation** for the book.
- When the book is returned, the system **sends an availability notification**.

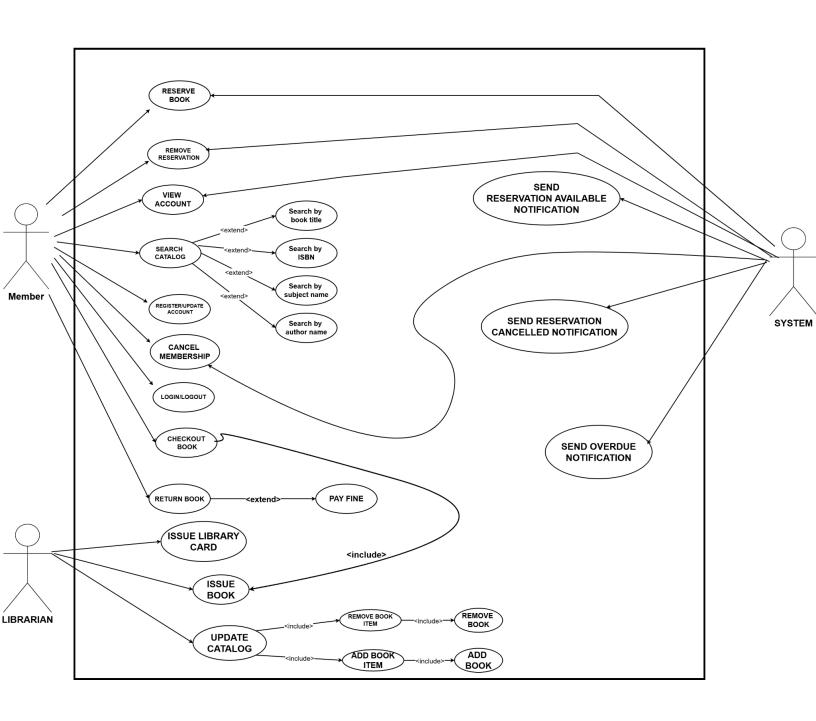
## **Scenario 3: Catalog Management**

- A librarian logs in and adds a new book to the catalog.
- They can also edit book details (title, author, year) if needed.
- If a book is no longer in circulation, they can **remove it from the catalog**.

## Models:

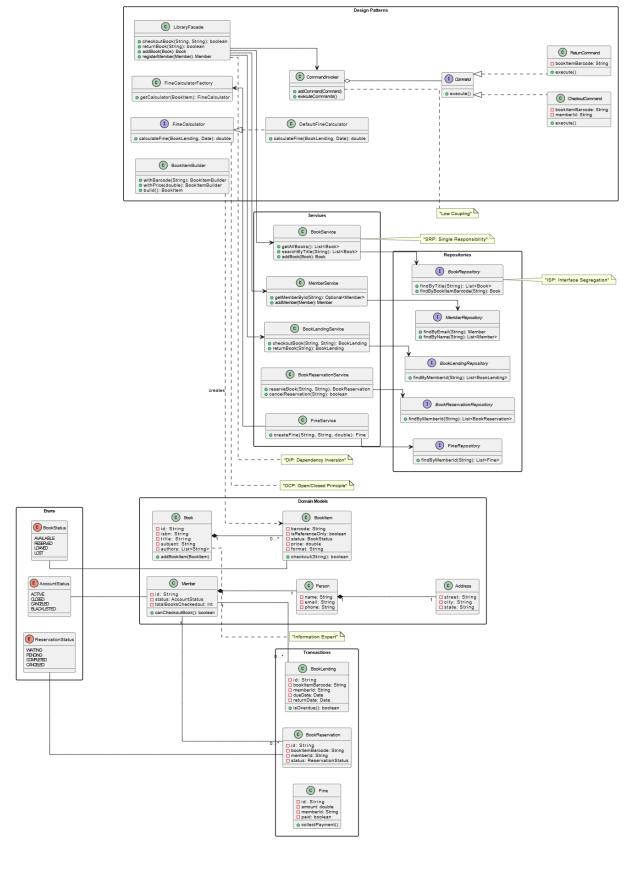
# **Use Case Diagram:**

#### LIBRARY MANAGEMENT SYSTEM



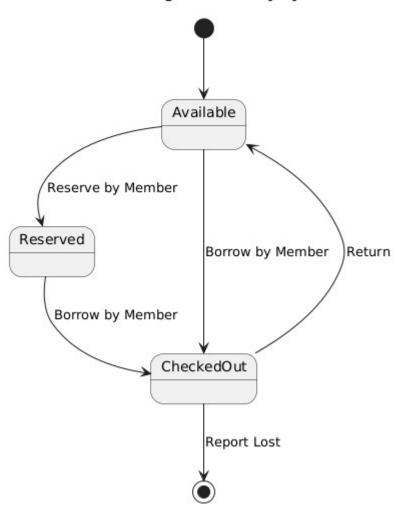
## **Class Diagram:**

#### Library Management System - Class Diagram

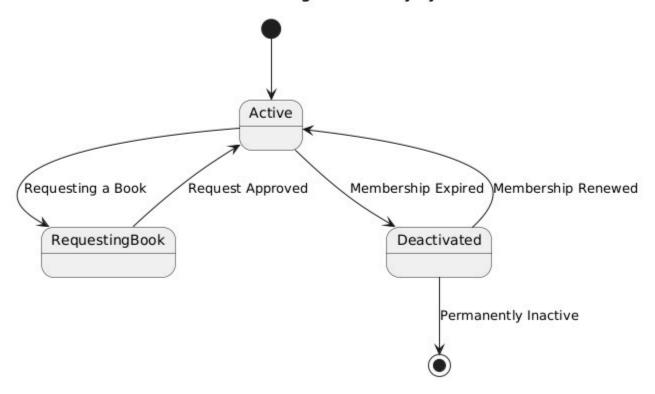


# **State Diagram:**

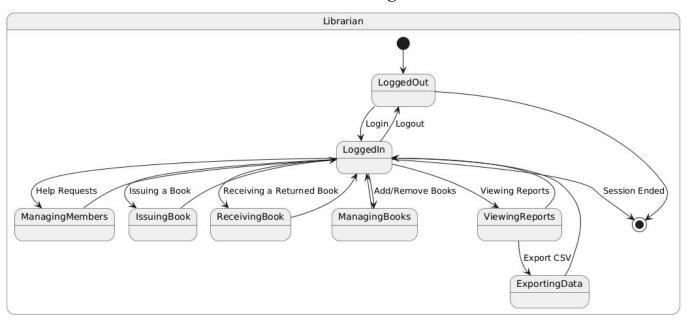
**Book State Diagram - Library System** 



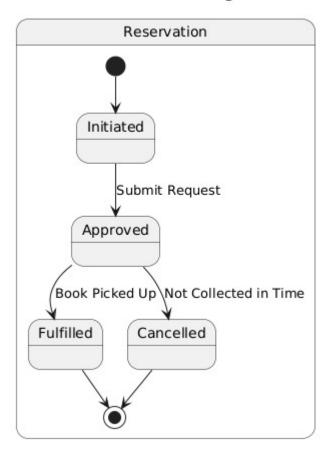
## Member State Diagram - Library System



## Librarian State diagram

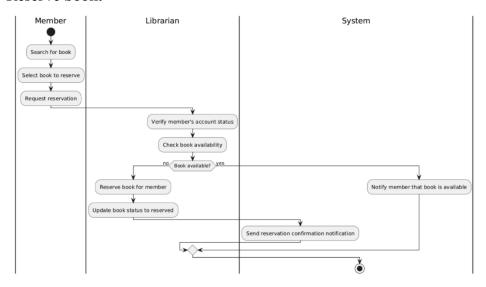


## **Reservation State Diagram**

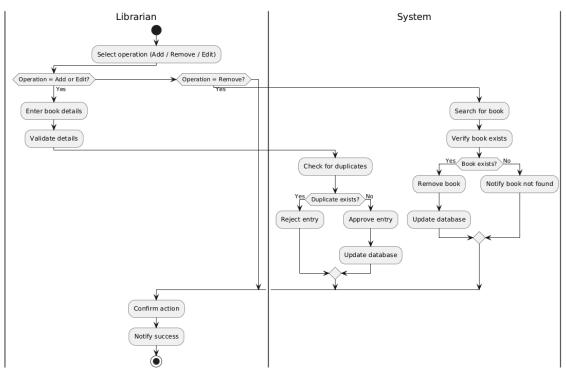


# **Activity Diagrams:**

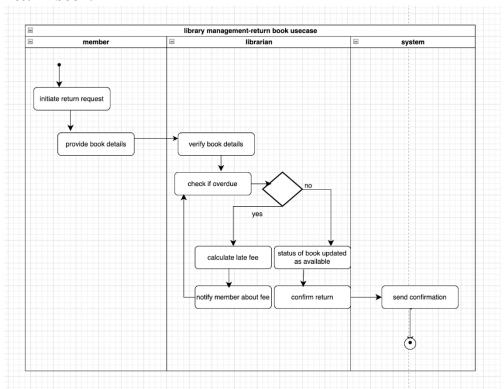
#### • Reserve book:



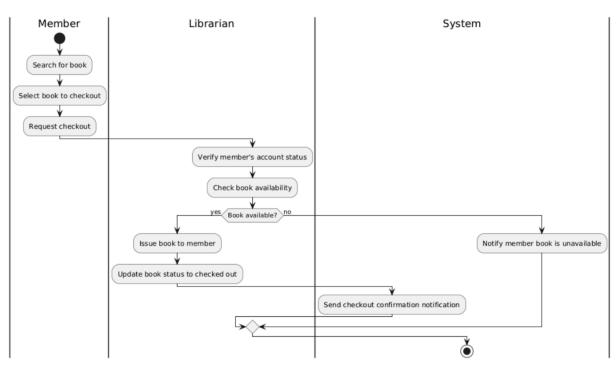
### Add or Remove book



### • Return book:



## Checkout book



Architecture Patterns, Design Principles, and Design Patterns:

### **Architecture Patterns**

**Model – View – Controller Pattern (MVC)** 

## **Design Principles**

#### 1. Single Responsibility Principle (SRP)

- *Implementation:* Each service class has a specific responsibility (BookService, MemberService, FineService)
- Example: FineService only handles fine-related operations, not book or member operations
- Benefits: Focused classes, easier maintenance, better testability

#### 2. Open/Closed Principle (OCP)

- Implementation: Extension of functionality without modifying existing code
- Example: The status enum system (BookStatus, AccountStatus, ReservationStatus) allows adding new statuses without changing the behavior of existing code
- Benefits: Reduced risk of breaking existing functionality, ease of extending features

### 3. Dependency Inversion Principle (DIP)

- Implementation: High-level modules depend on abstractions, not concrete implementations
- Example: Controllers depend on service interfaces, not implementations
- Benefits: Loosely coupled code, easier unit testing with mock implementations

#### 4. Interface Segregation Principle (ISP)

- Implementation: Clients only depend on methods they use
- Example: Repository interfaces that define specific query methods
- Benefits: Avoids forcing clients to depend on methods they don't need

## **Design Patterns**

#### 1. Facade Pattern

- *Implementation:* LibraryFacade simplifies complex operations by providing a unified interface to multiple subsystems.
- Benefits: Provides simplified interface, reduces dependencies between client code and subsystems

#### 2. Builder Pattern

- Implementation: BookItemBuilder for constructing complex BookItem objects step-by-step
- Benefits: Improves readability, step-by-step construction, encapsulates complex construction

#### 3. Command Pattern

- *Implementation:* CommandInvoker, CheckoutCommand, ReturnCommand for encapsulating operations
- Benefits: Decouples operations, supports operation queueing

#### 4. Adapter Pattern

- The adapter pattern has been implemented for fine calculation in the Library Management System to separate the fine calculation logic from the lending process.
- This pattern is particularly useful when:
- You want to use an existing class, but its interface doesn't match what you need
- You want to create a reusable class that cooperates with classes that don't necessarily have compatible interfaces
- You need to integrate classes that couldn't otherwise work together due to incompatible interfaces

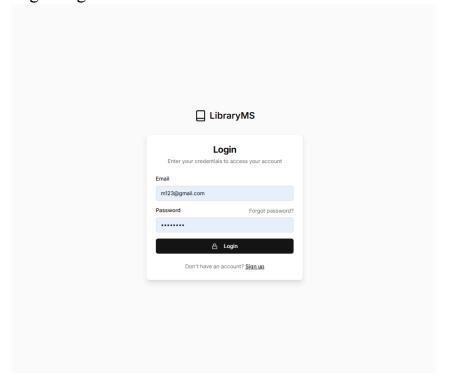
#### GitHub link to the Codebase:

https://github.com/Manuhegde1309/Library Management System

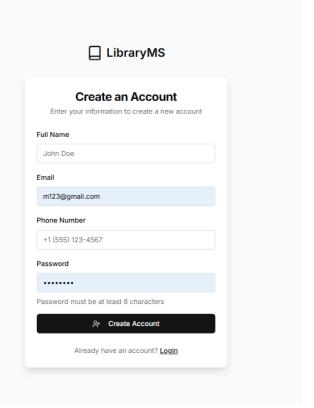
## **Screenshots**

UI:

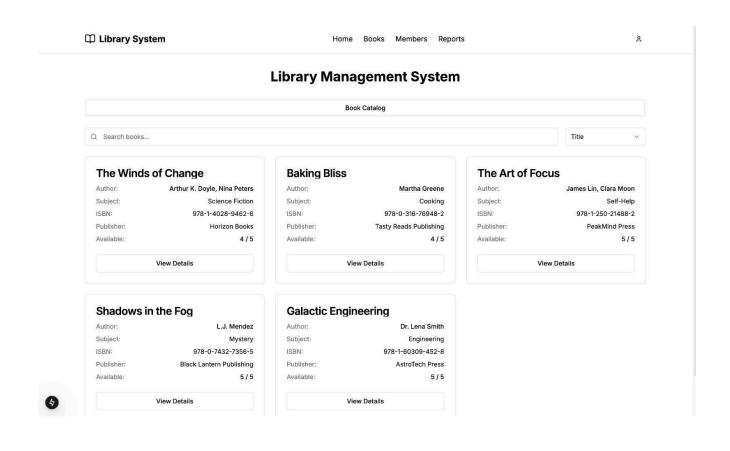
• Login Page

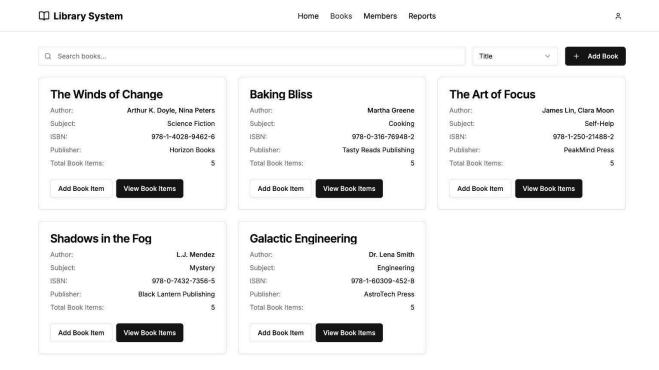


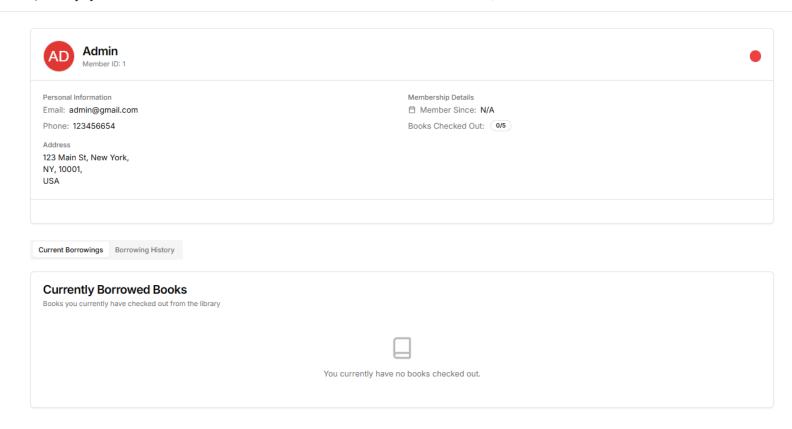
• Sign Up page



# • UI for Admin Page



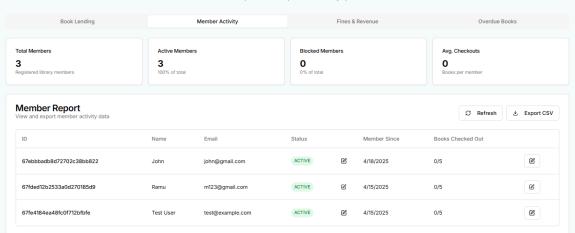




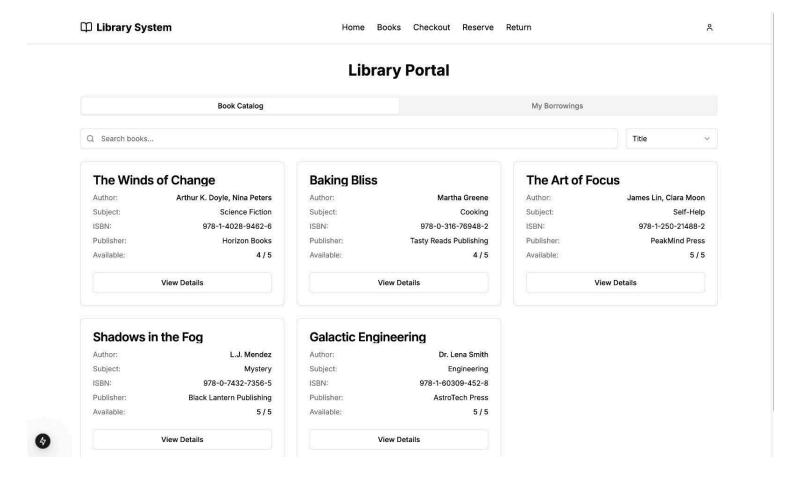
	☐ Library System	Home	e Books Members Reports		Å	
Q Search members						+ Add Member
Library Members Manage library members and their accounts						
ID	Name	Email	Books	Status	Actions	
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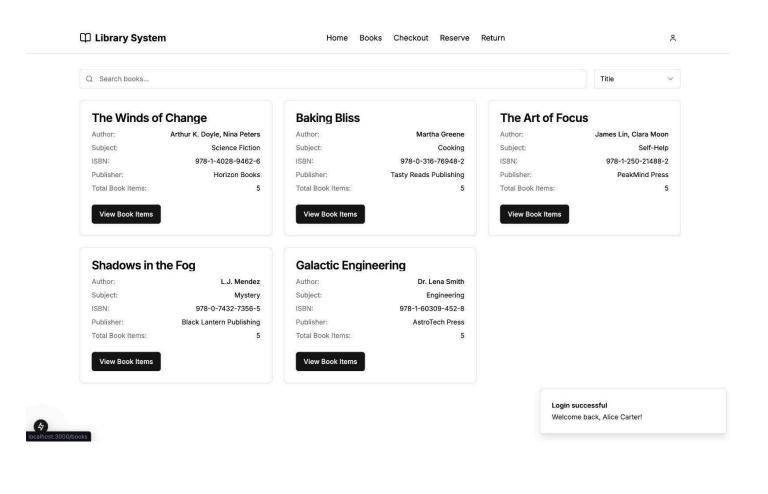
#### **Library Management Reports**

Access and export detailed reports about library operations



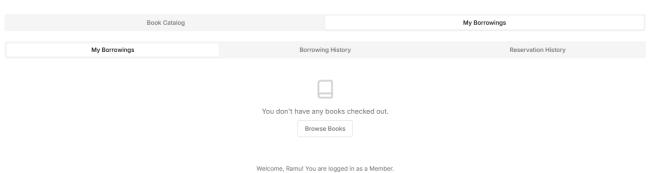
# • UI for User Page



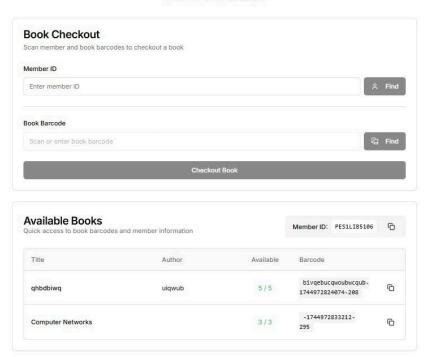


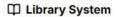
☐ Library System Home Books Checkout Reserve Return

### **Library Portal**



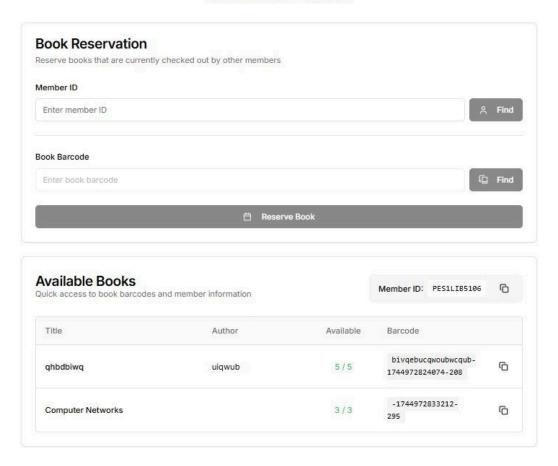
#### **Book Checkout**

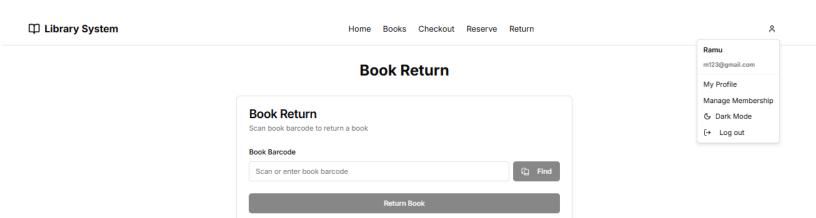




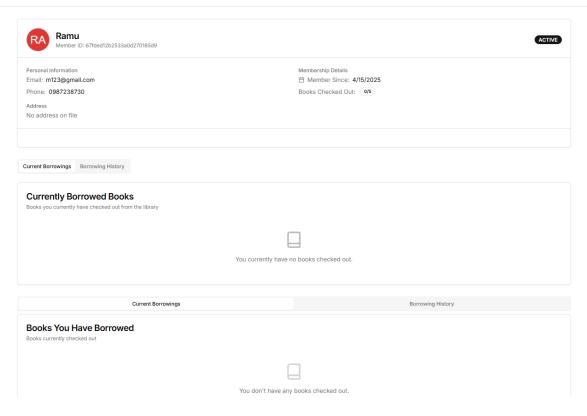
Home Books Checkout Reserve Return

## **Book Reservation**

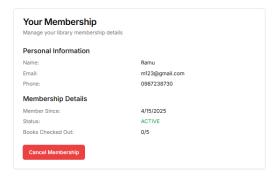




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#### Manage Your Membership



# Individual contributions of the team members:

Name	Module worked on		
Manas R	book creation functionality,command pattern		
Manu Narayan Hegde	reservation functionality,builder pattern		
Mayank Sharma	member functionality, facade pattern		
Mohammed Furqaan	fines,checkout logic,adapter pattern		