

3. LIBRARY MANAGEMENT SYSTEM

Problem Statement

Library management system aims to develop a software that effectively manages the various aspects of operations such as searching, lending of books and purchasing of books.

SRS

1. Introduction

- 1.1. Clearly document and define the functional and non-functional requirements by ensuring effective library management.
- 1.2. Development time depends on how complex the software that is being developed is.
- 1.3. SRS contains general description, functional and non-functional requirements, interface and performance requirements and design constraints.

2. * General description

Help library employees easily manage and handle library operations and provide good customer support. Features are: Searching, lending and purchasing and updating catalogue. User community includes customers, library staff and IT professionals.

3. Functional requirements

- * Making sure that search mechanism is easy.
- * Security
- * Integrating with other systems and services.

4. Interface requirements.

- * Make the user interface much easier to interact with, and to ensure

that customers can access pricing information.

* Payment process must be fast and secure.

5. Performance requirements

* Time: User requests must be accomplished in a timely manner.

* Amount of database: depends on the size of the database, except memory requirements is determined based on needs and requirements.

* Scalability: Should be able to handle more traffic along peak periods without slowing down.

* Security: Should keep the information about customers safe and secure.

6. Design constraints

* Cannot take multiple years to develop and implement.

* Software has to integrate within the already existing infrastructure.

* Must adhere to the security regulations.

7. Non-functional requirements

* Portability: Has to work on different platforms like laptops, mobile phones, etc.

* Security: ensure that data does not get leaked and fall into wrong hands.

* Scalability: Needs to handle growth and increased demand.

8. Preliminary schedule and budget

* Planning: 15 days

* Development: 3 months

* Testing: 1 month

* Hardware: \$10,000 - \$20,000

* Training: \$75,000

* Personal: \$20,000