

PAP project, group 20

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1. Project: Library Management System

The project aims to develop a robust Library Management System. The application will allow users to easily browse and borrow books, while providing librarians with tools to efficiently manage the database and members' accounts.

2. Proposed main interface

Search	
Example Title	<input type="button" value="Search"/>
Author: Optional	Date: Optional

Book Details	Action
1. How to write an example title for UI mock-up Abdirahman Irwin, Jana Bender, Julia Chaney 1995 Available in library	<input type="button" value="Borrow"/>
2. How not to write an example title for UI mock-up Abdirahman Irwin Jr., Jana Bender Jr. 2005 Already borrowed	<input type="button" value="Order"/>
3. Example Title 101 Hafsa Berg 1951 Already borrowed	<input type="button" value="Order"/>
4. Example Title 102 dr. Hafsa Berg 1977 Available in library	<input type="button" value="Borrow"/>

2. Proposed technology to use

- Main program made using Java 17
- App made using Swing
- Data base made using SQLite

3. Functionality

Different options for not logged-in users, logged-in users and the librarian account (admin).

Not Logged-in functionalities

- Create an account – Binh
- Login - Binh

Logged-in functionalities

- Ordering - Binh
- Looking up currently borrowed books - Michał
- Paying and looking up penalty - Michał
- Search books - by date, author title etc. - Wojtek

Librarian functionalities

- Add penalty to member - Jakub
- Lend books to member - Wojtek
- Add or remove books from database - Michał
- Create or remove member - Jakub
- Receive returned book - Wojtek
- Change login information of specified member - Jakub