

MEDI-CAPS UNIVERSITY INDORE



LAB FILE

Object Oriented Analysis and Design

Department of Information Technology

Submitted To: Mr. Ravi Khatri

Submitted By: Naman Jain

Enrollment No.: EN19IT301050

Year/Semester: Third Year 6th (Even)



S. NO	<u>EXPERIMENTS</u>
<u>1.</u>	Design a class diagram of your project.
<u>2.</u>	Design a use case diagram of your project.
<u>3.</u>	Design a data flow diagram of your project.
<u>4.</u>	Design a interaction diagram of your project.
<u>5.</u>	Design a state chart diagram of your project.
<u>6.</u>	Design a activity diagram of your project.
<u>7.</u>	Design a component and deployment diagram of your project.



PROBLEM STATEMENT:

The case study titled Library Management System is library management software for the purpose of monitoring and controlling the transactions in a library. This case study on the library management system gives us the complete information about the library and the daily transactions done in a Library. We need to maintain the record of new s and retrieve the details of books available in the library which mainly focuses on basic operations in a library like adding new member, new books, and up new information, searching books and members and facility to borrow and return books. It features a familiar and well thought-out, an attractive user interface, combined with strong searching, insertion and reporting capabilities. The report generation facility of library system helps to get a good idea of which are the borrowed by the members, makes users possible to generate hard copy.

- The library system allows the librarian to maintain the information about
- books
- magazines
- CDs
- its users
- Furthermore, it provides the following facilities to its users
- Search for items
- Browse
- Checkout items
- Return items
- Make reservation
- Remove reservation, etc.
- For borrowing the item from the library, any user must get registered in the system initially
- The users can search for any item in the library by using the 'search option'
- If the user finds the item he/she is searching for in the library, he/she can checkout the item from the library
- If the study material is not available in the library at the moment, the user can make reservation for that item
- The moment the item is available, the user who first reserved for that item is notified first
- If the user checks out the item from the library, the reservation gets cancelled automatically. The reservation can also be cancelled through an explicit cancellation procedure
- The librarian is an employee of the library who interacts with the borrowers whose work is supported by the system
- The system allows the librarian to perform the following functions with a lot of ease
- Create
- Update
- Delete information about titles
- Borrowers
- Items and reservations in the system
- The library system can run on popular web-browser platforms like Windows Explorer, Netscape Navigator, etc. It can be easily extended with new functionality



Word	freq	%
library	9	10.98
books	4	4.88
management	3	3.66
system	3	3.66
case	2	2.44
study	2	2.44
transactions	2	2.44
information	2	2.44
searching	2	2.44
members	2	2.44
facility	2	2.44
titled	1	1.22
software	1	1.22
purpose	1	1.22
monitoring	1	1.22
controlling	1	1.22
gives	1	1.22
complete	1	1.22

controlling	1	1.22
gives	1	1.22
complete	1	1.22
daily	1	1.22
done	1	1.22
need	1	1.22
maintain	1	1.22
record	1	1.22
retrieve	1	1.22
details	1	1.22
available	1	1.22
mainly	1	1.22
focuses	1	1.22
basic	1	1.22
operations	1	1.22
like	1	1.22
adding	1	1.22
member	1	1.22
horrow	1	1 22

	-		
features	1	1.22	
familiar	1	1.22	
well	1	1.22	
thought	1	1.22	
attractive	1	1.22	
user	1	1.22	
interface	1	1.22	
combined	1	1.22	
strong	1	1.22	
insertion	1	1.22	
reporting	1	1.22	
capabilities	1	1.22	
report	1	1.22	
generation	1	1.22	
helps	1	1.22	
good	1	1.22	
idea	1	1.22	
ths	1	1.22	
horrowed	1	1 22	
40 00 00 00 00 00 00 00 00 00 00 00 00 0	50 0		

strong	1	1.22
insertion	1	1.22
reporting	1	1.22
capabilities	1	1.22
report	1	1.22
generation	1	1.22
helps	1	1.22
good	1	1.22
idea	1	1.22
ths	1	1.22
borrowed	1	1.22
makes	1	1.22
users	1	1.22
possible	1	1.22
generate	1	1.22
hard	1	1.22
сору	1	1.22

CLASS IDENTIFY IN THE SYSTEM IS-

Library
Librarian
Books
Magzine
Subject book
Novel
MEMBERS Record
Students
Faculty



Transation class
Bill class
fine calculation
online payment
offline payment

Object Modelling

Abstraction-

- 1. Abstrracion in book category
- 2. abstraction in different level.
- 3. Abstraction in transaction

Encapsulationbooks-magines

studies book- agriculture

- 1. civil
- 2. electronincs
- 3. information technology
- 4. computer science
- 5. pharmacy

Modularity-modules of books

- 1. modules of student
- 2. Book Information Recording
- 3. Users/Borrowers Login
- 4. Book monitoring and Updates
- 5. View and Check Indormation

Hierarchy

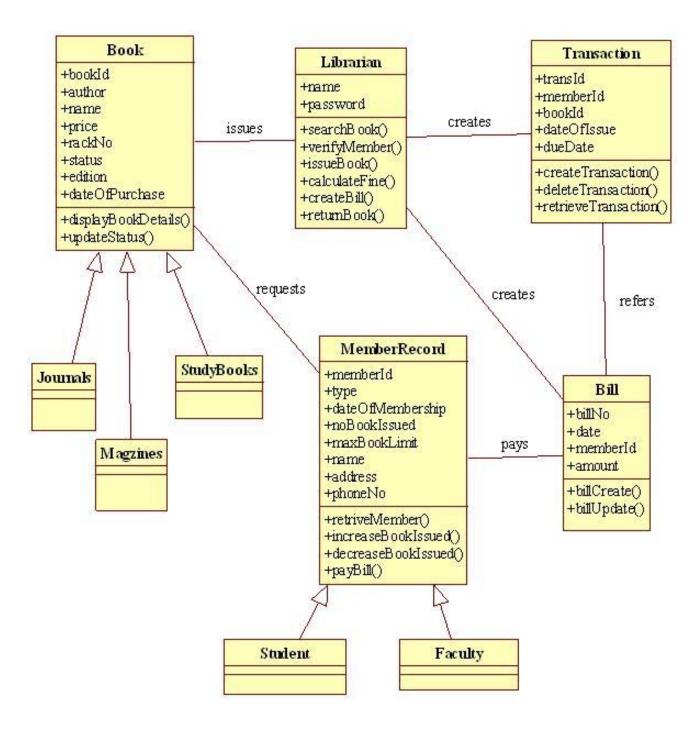
- 1. book category
- 2. transaction
- 3. different level.

Typing-

- 1. Library
- 2. Book
- 3. MEMBERS Record
- 4. Transation class

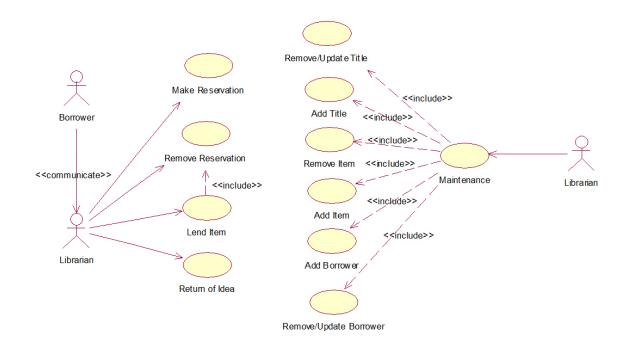


Design a class diagram of your project.



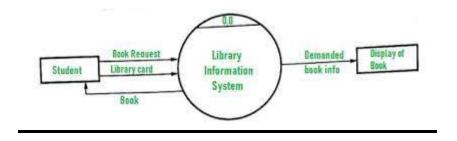


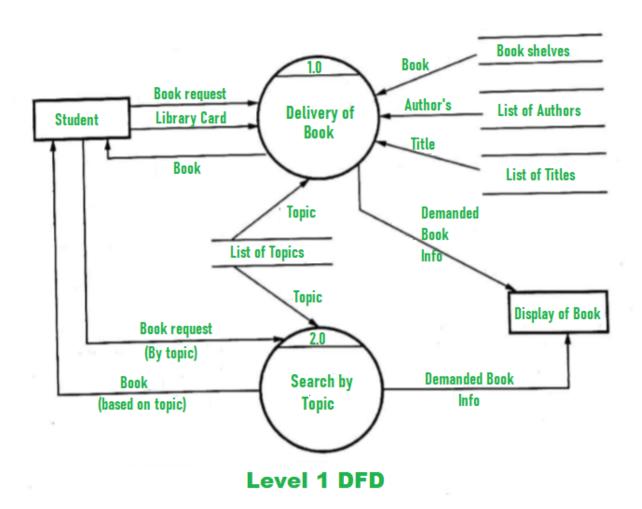
Design a use case diagram of your project.





Design a data flow diagram of your project.

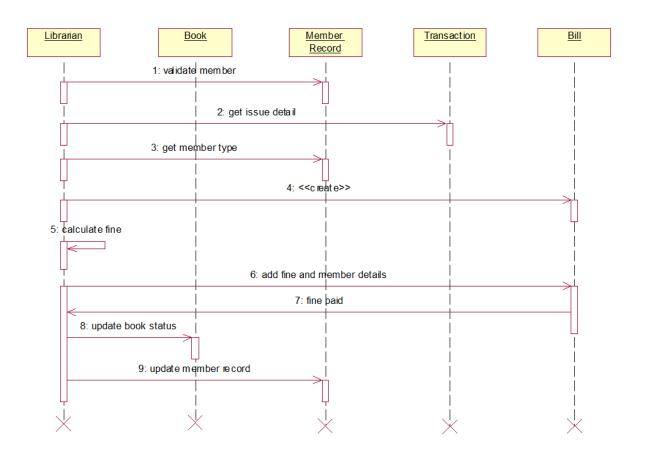






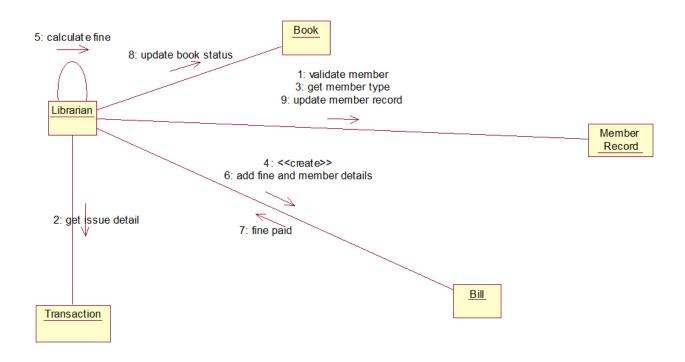
Design a interaction diagram of your project.

Sequence diagram





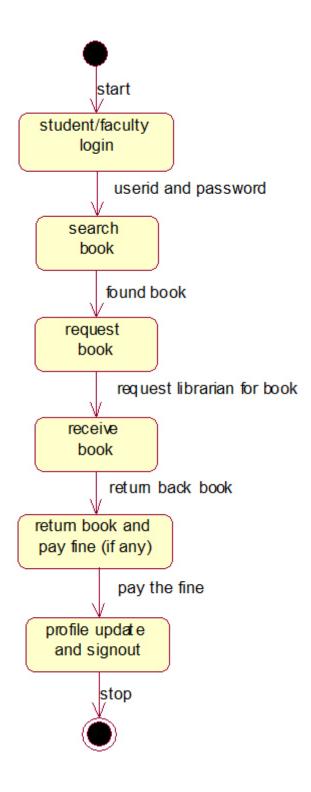
Collaboration diagram





EXPERIMENT – 5

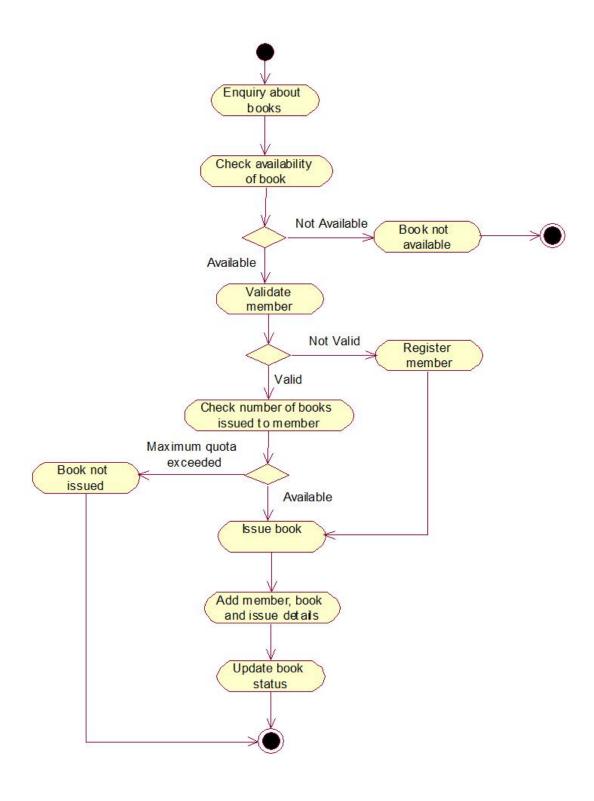
Design a state chart diagram of your project.





EXPERIMENT – 6

Design a activity diagram of your project.

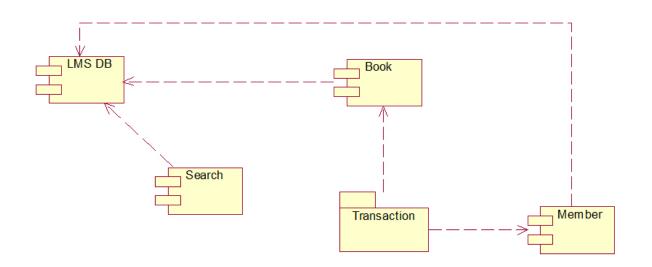




EXPERIMENT – 7

Design a component and deployment diagram of your project.

Component diagram





Deployment diagram

