

## **Library Management System**

Team Name: The Code-a-holic

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**Description:** I will be building a Library Management System, a Java application designed to help manage library resources such as books, members, and borrowing records. The system will provide tools for library staff to add, edit, or remove books and members, as well as process borrow and return transactions. Libraries play a vital role in education and community development. However, many small libraries still use manual processes to manage their resources, which is time-consuming and error-prone. By building this system, we aim to make library operations more efficient, accurate, and user-friendly.

### **What will it be able to do?**

This system will help librarians:

- Keep an organized record of books and members of the library
- Will be able to locate books in the library
- Will be able to track borrowing and returning timings to enforce overdue books and fines

Library staff will be able to use it to keep track of records as listed above to manage the library. Members of the library will be able to check on their borrowed books and see if the library has a book they want.

**Effort Breakdown:**

- Coding: 50%
- Design (UML + GUI): 30%
- Testing/Debugging: 15%
- Documentation: 5%