

Faculty of Information Technology

Computer Science Department

Library management system

(E-library)

Graduation Project (1) Report

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Semester / Academic Year

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Declaration

We hereby acknowledge that the work presented in this document report and the ideas based upon are the group members own unless stated otherwise and properly cited in text and referenced at the end of the document.

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# Terminologies

What is meant here by terminology, will ask the doc.

Abstract

One of the biggest issues students suffer from while studying a course in there university is finding enough resources to make them understand the course they are taking . A tool like a resources library for each course and for each major in university will help and support students . The resources main source on the website will be uploaded and categorized from students who previously took the course , they will upload the documents , videos , websites that helped them through taking the course . Students who downloaded any document a history list will track there downloads to help them track there downloads and a favorite list to let them track the uploads form there favorite source .

# Chapter 1: Introduction

This chapter is about illustrating the description of the challenge (problem statement) and the solution, related work to be done and the Technology and tools that were going to use later so we can implement our project (website)

## Description of the Challenge/Problem/Opportunity

The challenge facing students and researchers in universities today is the availability of reliable and up-to-date academic references. Many students struggle to find relevant resources for their studies, which can impact their academic performance.

The challenge is to make an E-library that will be experienced and rated from students to make it easier for future students on how to be more productive and keep the library updated.

The problem is that many existing libraries may not have resources that are specific to a particular major or field of study. In addition, many academic resources are expensive and not readily available to students, making it difficult for them to access the latest research and information.

This problem is compounded by the fact that traditional libraries may not have the latest updates or revisions to academic resources, which can negatively impact students' studies.

The opportunity is to create an e-library that caters to different majors and provides a comprehensive collection of academic references. An e-library that has student-generated content can be a valuable tool for students, allowing them to share their resources and experiences with their peers. Additionally, an e-library that is regularly updated with the latest research and information can help students stay up-to-date with their studies and improve their academic performance.

## Description of the Solution

The e-library is a unique digital resource that allows students to upload and share their academic references with their peers. This library caters to various majors in universities, including but not limited to Information Technology, Business, Engineering, Medicine, Law, and Social Sciences. The library's collection includes books, research papers, journal articles, and other relevant resources, which are contributed by students with experience in the major or subject.

The e-library is designed to facilitate collaboration between students, allowing them to share their academic resources and experiences with their peers. Students can upload their own resources, which they find useful and share them with their peers, ensuring that the e-library's collection is always up-to-date and comprehensive.

The e-library has a user-friendly interface that is easy to navigate, allowing students to search for resources based on their specific needs and interests. The library is organized by majors, with each major having a dedicated section that contains resources specific to their field of study. The library's search feature also allows students to find resources based on keywords or topics.

The e-library encourages students to contribute to the library, ensuring that the library's collection continues to grow and expand. The library's community-driven approach promotes collaboration and knowledge-sharing among students and researchers.

The e-library is accessible online, making it convenient for students to access resources from anywhere and at any time. The library's digital format also allows for easy sharing of resources, making it an excellent collaborative tool for students and researchers.

## Literature Review (related work)

In this related work, we are going to see and maybe upgrade on other students project that made this project similar.

<https://www.academia.edu/37726542/Library_Management_System_Mini_Project_Report_On_LIBRARY_MANAGEMENT_SYSTEM>

## Technology and tools to be used

FRONTEND: HTML, CSS, JAVASCRIPT and maybe other stuff (frameworks, API’s, bootstrap).

BACKEND: still not decided yet.

# Chapter 2: Project Plan

In this chapter, it illustrates about the project objectives, project scope, and the software process model that we are going to use for us to do the project, also project scheduling.



## Project Objectives

* Provide students in the university with the new up to date academic references.
* Provide students in the university to ability to share and upload their academic resources.
* Provide students to search for resources (Books...Etc.) Based on their specific needs.
* Provide students a user friendly interface that it easy to navigate.
* Provide students the ability to download the required book if available.
* Provide students with video tutorials.
  + An admin login page where admin can add books, videos or page sources.
  + Open link for learning websites.
  + A guest log in that has less features from the user who signs up.

An admin who has a complete control of what he wants to distribute, for the user who wants to sign up

Will have a feature of a history list of what the book that he searched for and viewed or downloaded

, and also can give feedbacks and have some extra features, unlike the guest who only wants to view or download a book.

## Project Scope

|  |
| --- |
| **Date:** March 2023 |
| ***General Project Information***  **Project Name:**  Resource library for students  **Sponsor:Middle east university**  **Project Manager: Dr. Ashraf Odeh**  **Prepared by :**   * Anas Alseid * Wasef Jayousi * Saif Karborani | |
| ***Project Objectives :***   * Provide students in the university with the new up to date academic references. * Provide students in the university to ability to share and upload their academic resources. * Provide students to search for resources (Books...Etc.) Based on their specific needs. * Provide students a user friendly interface that it easy to navigate. * Provide students the ability to download the required book if available.   Provide students with video tutorials. | |
| ***Project Description:***  ***One of the biggest issues students suffer from while studying a course in there university is finding enough resources to make them understand the course they are taking. A tool like a resources library for each and for each major in university will help and support students . the resources main source on the website will be uploaded and categorized from students who previously took the course , they will upload the documents , videos , websites that helped them through taking the course . students who downloaded any document a history list will track there downloads to help*** | |
| ***Business Benefits:*** | |
| ***Project Deliverables:***  ***User friendly interface***  ***User history of downloads list***  ***User login page***  ***User can upload documents under his name***  ***User can review , rate , different documents that got uploaded to the website*** | |
| ***Estimated Project Duration:***  4 Months | |

## Software Process Model



Figure 1

## Project Schedule

## Project Schedule Chart(s) (Bar/Gantt Chart)

# Chapter 3: Requirements and Analysis



## Functional Requirements

## User Authentication and Authorization - Users should be able to create an account, login, and access only the features that they are authorized to use.

1. Book Catalog - The system should provide a searchable catalog of all books available in the e-library along with their metadata such as title, author, ISBN, genre, publication year, publisher, and availability status.
2. Book Reading - Users should be able to read books online or download them for offline reading.
3. Book Search - Users should be able to search for books by title, author, keyword, or category.
4. Book Recommendation - The system should provide personalized recommendations to users based on their reading history and preferences.
5. User Interaction - Users should be able to rate, review, and comment on books, as well as share them on social media
6. Admin Panel - The system should have an admin panel to manage users, books, and system settings.
7. Reporting and Analytics - The system should provide reports and analytics to track the usage of books, users, and the system overall.

## 

## Non-Functional Requirements

1. Performance - The system should handle many concurrent users and transactions without slowing down or crashing, with fast page load times and smooth scrolling for online reading.
2. Availability - The system should be available 24/7, with minimal downtime for maintenance or upgrades, and with high availability to ensure users can access the system whenever they need it.
3. Reliability - The system should be reliable and provide accurate information, without losing data or causing errors, with frequent backups to ensure that data is not lost.
4. Scalability - The system should be able to scale up or down as needed to accommodate changes in user traffic or library collections, with the ability to add more servers and storage space as required.
5. Security - The system should be secure, with measures in place to protect user data, prevent unauthorized access, and detect and respond to security breaches, with SSL encryption and strong password policies.
6. Usability - The system should be easy to use, with an intuitive user interface and clear instructions for performing tasks, with clear and concise user documentation available.
7. Compatibility - The system should be compatible with different web browsers and operating systems, and support different languages and character sets, with a responsive design to ensure that it works on different devices.
8. Maintainability - The system should be easy to maintain and upgrade, with clear documentation and well-structured code, with change management policies in place to prevent unplanned changes.

# Chapter 4: Architecture and Design



## Architecture

## Use Case Diagram

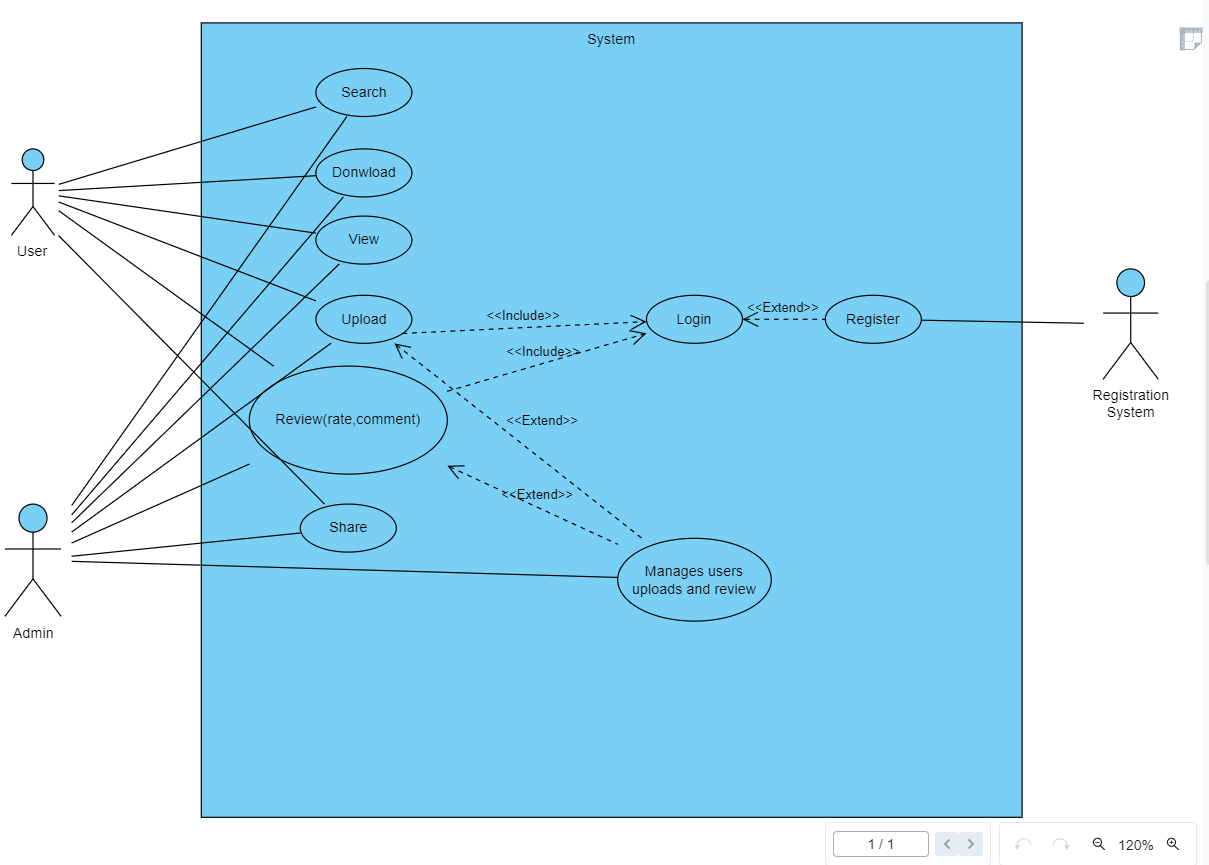


Figure 2

## Use Cases Descriptions/Flow of Events

## Class Diagram

## Entity Relationship Diagram

# Chapter 5: Conclusion & Future Work



## Conclusion

## Future work

# Appendix

# References