



Hacettepe University

Computer Science and Engineering Department

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Experiment: Vision and Project Plan

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Vision

1. Introduction

Managing the books in the manual library system is difficult and takes a long time. In order to prevent this, the book can be quickly accessed in the electronic environment by attaching the unique book ID to the books.

2. Positioning

2.1 Problem Statement

The problem of	To follow library books.
affects	Books, readers, library staff
the impact of which is	Library can not provide necessary services
a successful solution would be	1- Follow-up of books. And he is borrowed and given back. 2- Quick access to books. 3- Ease of work for employees

2.2 Product Position Statement

For	Libraries in the country
Who	Books can not be borrowed because of the complexity of the books and can not be checked for delivery.
The (product name)	Desktop application
That	Easy and inexpensive control of books
Unlike	Other library desktop applications and pre-used manual systems
Our product	Borrowing and delivering books without the need for employees

3. Stakeholder Descriptions

3.1 Stakeholder Summary

Name	Description	Responsibilities
Project manager	The stakeholder who follows and controls the overall operation of the project	1- It ensures that the project is maintained and delivered in accordance with the plan. 2- It makes appropriate appointments on the project. 3- Providing communication with the customer. Makes necessary changes to the project.

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Name	Description	Responsibilities
Developer	The stakeholder developing the design of the program appropriately	1-The program is responsible for the proper coding of the design. 2- Making connections to the data bus in the design. 3- He is responsible for repairing the system if necessary.
Designer	Stakeholder designing program requirements.	1- Making the appropriate interface for the program's needs. 2- Determination of the technology according to the needs of the program.
Analyst	The stakeholder who determines the program requirements appropriate to the client's wishes.	1- Stakeholder identifying the way to be followed in line with customer's wishes.
Customer	The stakeholder who needs the programa.	

3.2 User Environment

Users of this system have been identified as administrators, library staff, and readers. Users with specific tasks can use only the functions defined on them using the same interface.

It is a desktop program used on a single computer.

4. Product Overview

4.1 Needs and Features

Need	Priority	Features	Planned Release
Login	1	User Login	At Prototype
Logout	2	User Logout	End of Project
Searching book	1	Finding and listing books	Architectural prototype (1,0)
Borrowing book	2	Borrowing books	Deadline (1,1)
Book waiting list	2	Reserve books on the user	Deadline (1,1)

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5. Other Product Requirements

Requirement	Priority	Planned Release
User guide	3	End of Project
Usage in Windows Desktop Application	1	Architectural prototype (1,0)