

LIBRARY SERVICE SYSTEM

Functional Requirements:

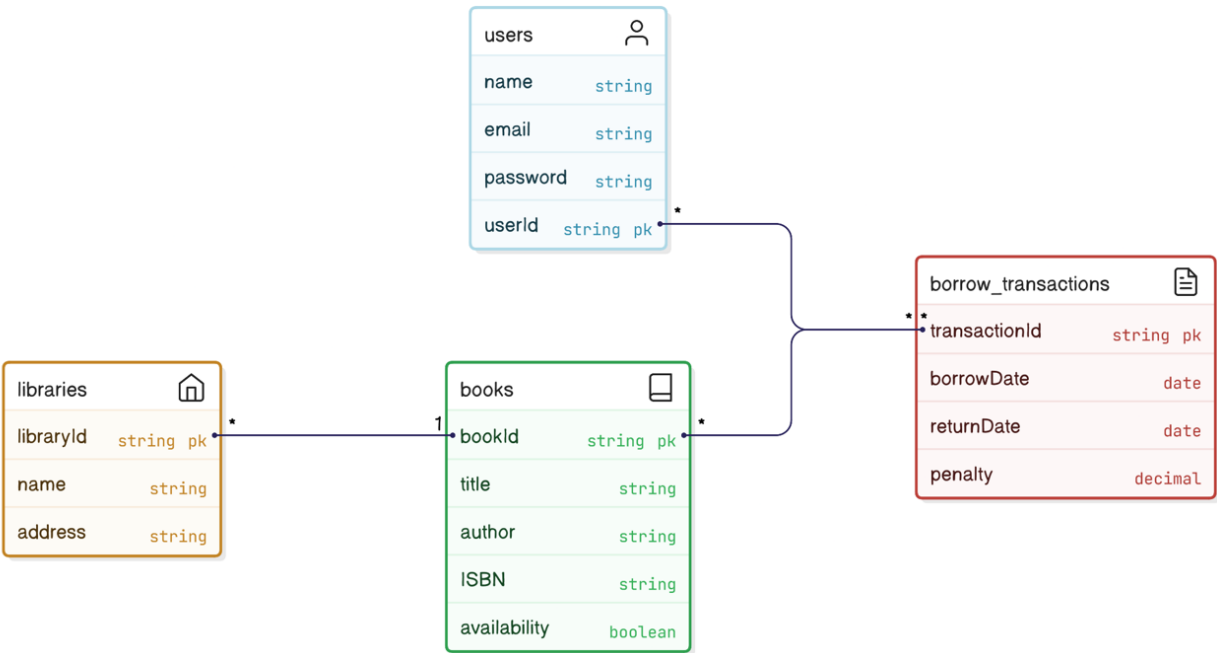
- User Registration: System should allow users to register for the library services,
- Authentication.
- Booking System: It must be a system that let you reserve books, study rooms, and specific material (manage availability)
- QR/ RFID system in the books so people can take them with no need of library employees.
- Check-in and check-out : Users can borrow items, and library staff can process returns
- Catalog search: Book catalog that users can check available books.(filter, and researchoptions)
- Language options
- Penalization System: System should check borrow time for each item and see if they exceed our borrow policy.
- Late notice: The system should send email reminders for overdue books
- System Memory: System remember user preferences and able to recommend books
- based on user preferences(holds maximum 100 books for each user)
- Notification: Email notifications should be sent promptly

Non-Functional Requirements:

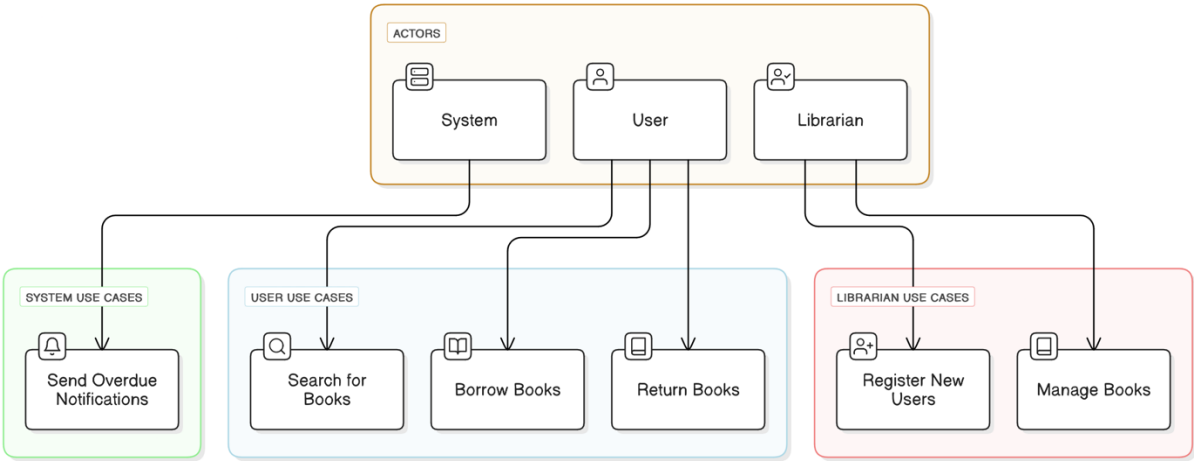
- Speed: The system should respond quickly to users actions(max 1 second).
- Scalability: it must be able to scale to accommodate new users.
- Security: User data and book information should be kept secure.
- Integrity: Data users should be managed according to law statements.
- Usability: The system must be easy to use for the users no matter which profile this user has (disability, elders, kids...) Intuitive interface for employees and users.
- Collaboration : cooperate with other programs and resources.
- Availability: users could reach as much as possible(%99)

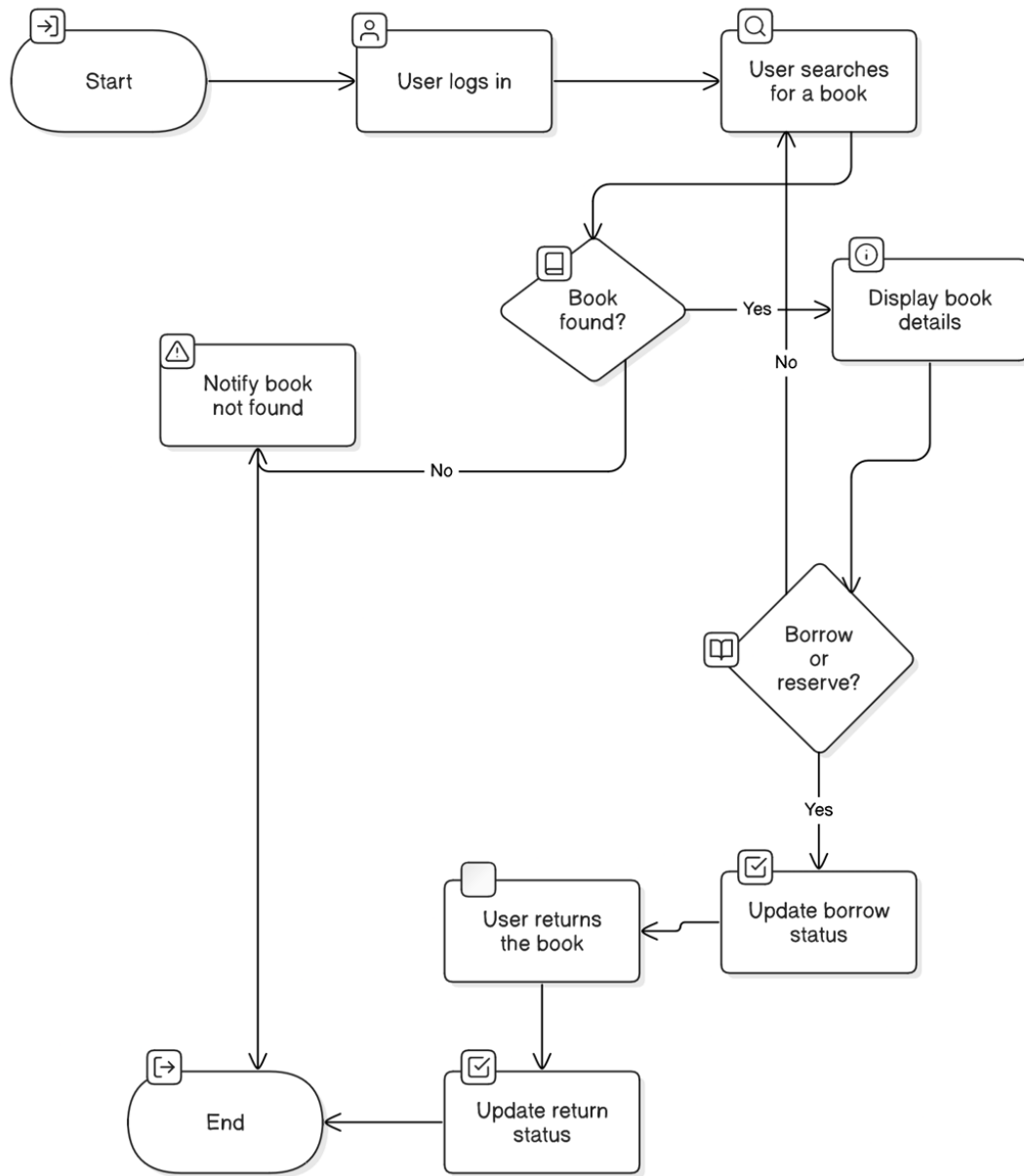
Diagrams

Library Management System



Library Management System Flowchart





DESIGN PATTERN: MVC METHOD

M (Model): Oriented to data (management, storage, operations...) and business logic. Works with the data.

- Book info.
- Available book info.
- User details.
- Borrowing info.
- Book addition/extraction.
- Manage time to return a book.
- Season ´s books (time) recommendations.

V (View): Represents the interface of the application and gives the data to the user in a comprehensible and visual way, basically it is responsible for presenting information provided by the Model and interacting with the user.

- User info.
- Notifications.
- Page-like look.
- Basic buttons on the main page.
- Old people friendly.
- Show new arrivals, books available.
- Catalog search.
- Checking out.
- Returning books (QR).
- Viewing due dates, and more.
- **C (Controller):** The Controller serves as an intermediary between the Model and the View. It receives user requests through the View, processes these requests, and performs the necessary operations on the Model. (2 directions; when one changes the other too).
- Get request of borrow, check availability, accept/reject request.
- Get request to return, accept request, change books availability status.
- Get request to change personal info, send notification to users phone or e-mail to approve, if get approve change info otherwise leave as it is.
- Get request to search a book, search it in the database, print results.
- Get request to addition/extraction of a book, update database.

Architectural pattern: Component-Based Architecture

Component-Based Architecture is an approach to software development that involves building systems by integrating pre-existing and new software components. These components are self-contained, modular units of functionality with defined interfaces for communication. This architecture emphasizes the separation of concerns in software design, making systems easier to manage, develop, and scale. It aligns well with the principles of modularity, reusability, and maintainability.

1. Components

BookCard Component:

Shows basic book info with a "Details" button.

Handles the logic for showing book details.

BookDetails Component:

Displays detailed book info and availability.

Has a "Rent" or "Return" button based on availability.

Manages the logic for renting or returning a book.

SearchBar Component:

Allows users to search books by name.

Updates displayed books based on search input.

2. Component Hierarchy:

LibraryApp Component:

Main parent component.

Manages the book list and search input state.

Renders SearchBar and a list of BookCard components.

BookCard Component:

Child of LibraryApp.

Displays basic book info and "Details" button.

Manages the logic for showing book details.

BookDetails Component:

Displays detailed book info and availability.

Manages the logic for renting or returning a book.

SearchBar Component:

Manages search input and updates displayed books.

3. Responsibilities

BookCard Component:

Shows basic book info and handles detailed logic.

BookDetails Component:

Displays detailed book info and manages rent/return logic.

SearchBar Component:

Handles search input and updates displayed books.

4. Props and State:

LibraryApp Component:

Manages book list and search input state.

BookCard Component:

Receives book info as props.

BookDetails Component:

Receives detailed book info and availability as props.

SearchBar Component:

Receives and updates search input as props.

5. Reusability:

BookCard Component:

Can be reused for each book in the library.

BookDetails Component:

Can be reused for each book's details view.

SearchBar Component:

Can be reused in different parts of the application.

Testing With Automation

Tools Used for Testing

Browser: Google Chrome

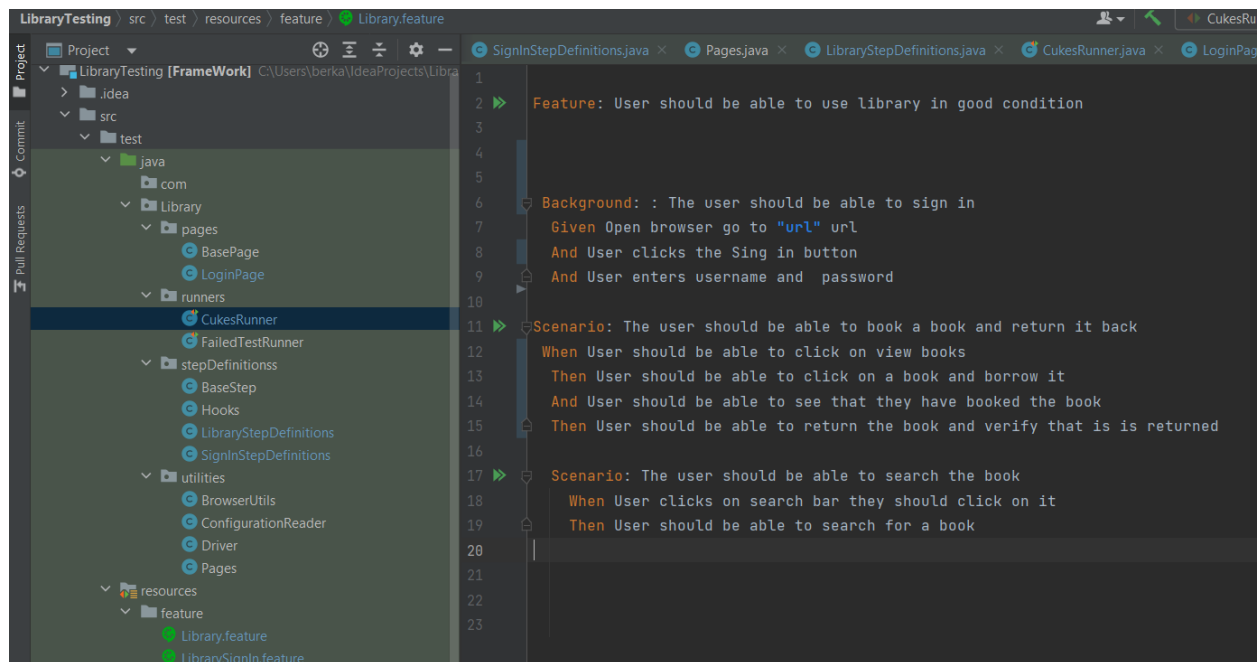
Testing Framework: Selenium WebDriver

Code Editor: IntelliJ IDEA

Automation Language: Java

In this testing phase, we utilized Selenium WebDriver as the primary tool for automating the browser interactions, coupled with Java as the programming language for writing and executing the tests. We chose Google Chrome as the browser for testing due to its widespread use and compatibility with Selenium, ensuring that the tests were executed in an environment that mirrors real-world user interactions. All development and execution of the test scripts were performed within IntelliJ IDEA, a robust and popular Java Integrated Development Environment (IDE). Additionally, screenshots were taken at key stages of the test execution to validate the results and provide visual proof of each feature's functionality.

Here is the Feature file bellow:



Here are the Locators of each Web element:

```

package Library.pages;

import org.openqa.selenium.WebElement;
import org.openqa.selenium.support.FindBy;

public class LoginPage extends BasePage {

    @FindBy(id = "email")
    public WebElement usernameInput;

    @FindBy(id = "password")
    public WebElement passwordInput;

    @FindBy(xpath = "//button[.='Sign In']")
    public WebElement signInButton;

    @FindBy(xpath = "(//button[.='Sign In'])[2]")
    public WebElement signInButtonUnderPassword;

    @FindBy(xpath = "(//button[.='View books'])")
    public WebElement viewBooks;

```



```

        @FindBy(xpath = "//div[@class='bg-white rounded-lg shadow-md overflow-hidden
hover:shadow-xl transition-shadow duration-300']")
        public WebElement firstBook;

        @FindBy(xpath = "//button[.='Return Book']")
        public WebElement returnBookButton;

        @FindBy(xpath = "//button[.='Borrow Now']")
        public WebElement borrowButton;

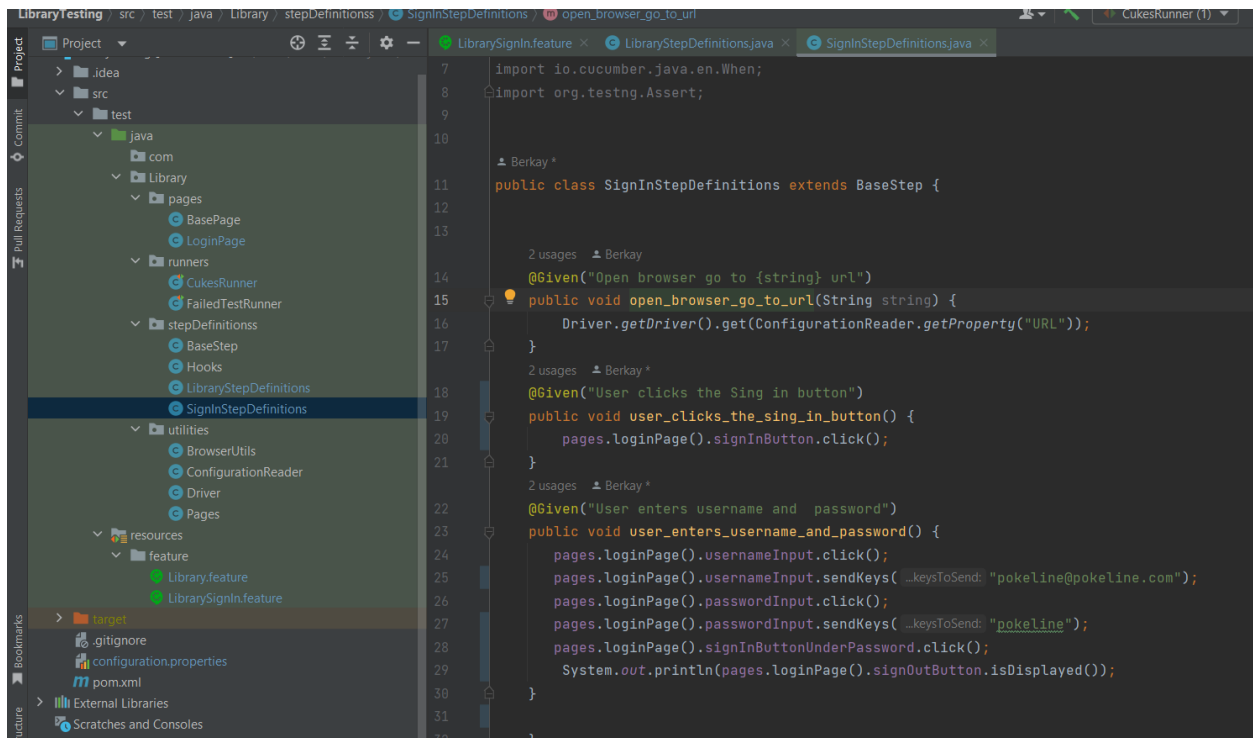
        @FindBy(xpath = "//input[@class='border border-gray-300 rounded-md px-3 py-2 w-full
focus:outline-none focus:ring focus:border-blue-300 w-full pl-10 pr-4 py-3 text-black
rounded-lg border-2 focus:border-blue-500']")
        public WebElement searchBar;

        @FindBy(xpath = "//button[.='Sign Out']")
        public WebElement signOutButton;

    }

```

Here are the steps definitions:



```
package Library.stepDefinitions;
```

```
import Library.utilities.BrowserUtils;
import io.cucumber.java.en.Then;
import io.cucumber.java.en.When;
import org.testng.Assert;
```

```
public class LibraryStepDefinitions extends BaseStep {
```

```
    @When("User should be able to click on view books")
    public void user_should_be_able_to_click_on_view_books() {
        pages.loginPage().viewBooks.click();
    }

    @Then("User should be able to click on a book and borrow it")
    public void user_should_be_able_to_click_on_a_book_and_borrow_it() {
        pages.loginPage().firstBook.click();
        pages.loginPage().borrowButton.click();
    }

    @Then("User should be able to see that they have booked the book")
    public void user_should_be_able_to_see_that_they_have_booked_the_book() {

        if (pages.loginPage().returnBookButton.isDisplayed()){
            System.out.println("Book is booked");
        }
    }

    @Then("User should be able to return the book and verify that is is returned")
```

```

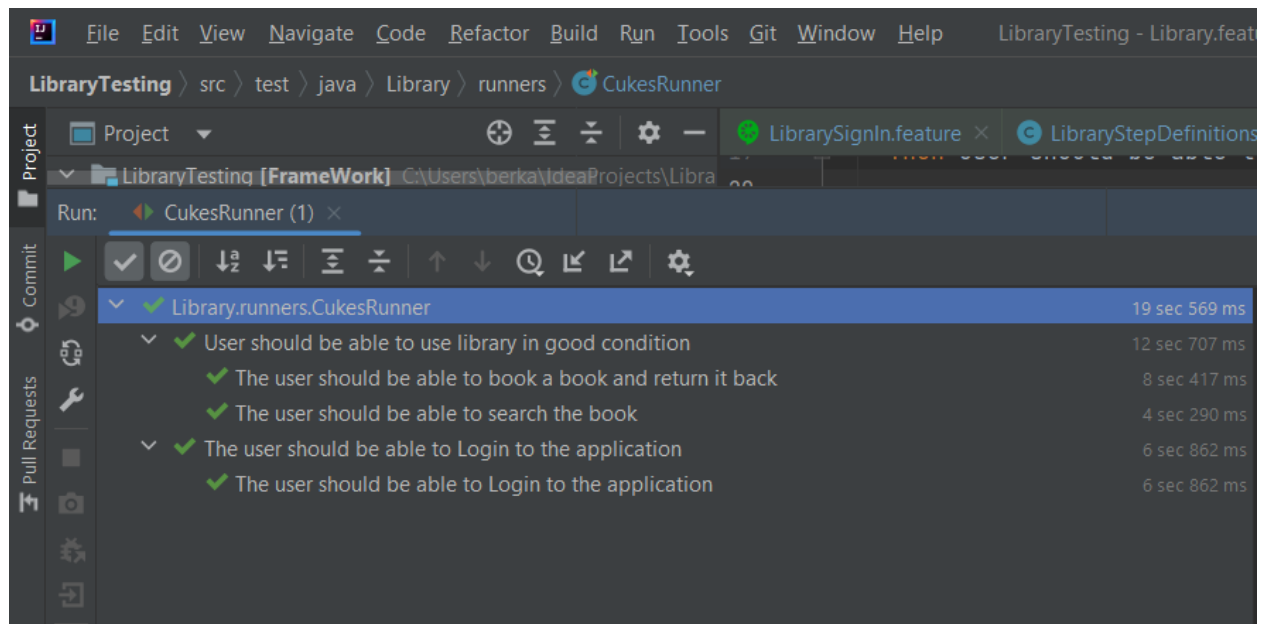
        public void user_should_be_able_to_return_the_book_and_verify_that_is_is_returned() {
            pages.loginPage().returnBookButton.click();
        }

        @When("User clicks on search bar they should click on it")
        public void user_clicks_on_search_bar_they_should_click_on_it() {
            pages.loginPage().searchBar.click();
        }

        @Then("User should be able to search for a book")
        public void user_should_be_able_to_search_for_a_book() {
            pages.loginPage().searchBar.sendKeys("Price add gun");
        }
    }
}

```

Here are the test results:



In this testing cycle, all key user interface functionalities of the library system were thoroughly tested using Selenium WebDriver with Java as the automation language. The tests focused on verifying the core features, such as signing in, borrowing and returning books, and searching for a book, ensuring that they all work as expected. Each test passed successfully, and visual proof was provided via screenshots at each critical step of the test execution. The tests confirm that the library system is functioning as intended, with all UI elements properly responsive and interacting correctly.