# LIBRARY MANAGEMENT SYSTEM

Data Management & Database Design Project

#### **Abstract**

A database project designed to manage all the in-house functions of a library.

#### **Project Team**

Tianxiang Ren - 002104759 Aarti Gupta - 002193082 Kimaya Khilare - 002958773 Pushkar Dandekar - 001550614

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## 1. Background

Libraries are still a crucial part of the education system. In today's era of digitization, where educational institutes are also making their way towards digital adoption, why should libraries remain old-school? A library management system can help automate most of the library's manual operations like acquisition, cataloguing and classification, storage, and retrieval of information - a tiresome process for any librarian.

This project introduces a convenient, reliable, and secure way to help readers and librarians manage things with a single click. The project's database system not only streamlines the process of tracking the books owned, borrowed, member's subscriptions, and profiles but also facilitates resource management in a cost-effective and time-saving manner, thus increasing the productivity of the working staff.

Now say goodbye to the challenges of managing the libraries with a system that can transform the conventional libraries into automated systems, seamlessly making them practical and effective at the same time.

## 2. Objectives

- 1. Provide a database system for maintaining a catalog of books and their status, and keep track of readers or members' subscriptions, user roles, and account access details.
- 2. Maintaining daily reports of the total books issued, returned, due dates, fines paid, etc.
- 3. Provide efficient cataloguing and classification of materials thus enabling readers to easily search for the desired material in no time.
- 4. Manage the demand and supply of books in an effective manner by providing a real-time analysis on the availability of books and other items owned, thus saving time for all entities involved.
- 5. Ensure data security through authorized access to the system.
- 6. Reduce the risk of book loss and enables personal information security.
- 7. Minimize the manual effort in processes like book issuance, records maintenance, late fee collection, etc.

### 3. Scope

The Library Management System software will include the following features in its scope –

- 1. Inventory Management includes cataloguing and classification of library materials i.e., books, CDs, etc., addition, deletion and updation of books or other materials to the system with their details.
- 2. Authentication system enables the administrators to manage the system and users to access library materials.
- 3. An overview of daily activities can be retrieved by generating customized reports.
- 4. Late Fee Collection The system should be able to collect fines for books returned after the due date.
- 5. Any library member should be able to search for library materials based on some specific characteristics.
- 6. Any reader may become a member of the library by registering themselves into the system. A library card will be issued to each member, which will have a unique Member ID.
- 7. The system also enables user and roles management.
- 8. The different rooms within the library can be reserved by its members through prior registration.

## 4. E-R Diagram

#### 4.1. Business Rules

The Library Management System project will focus on the following set of requirements –

- 1. A material catalog keep tracks for all the library materials and a material must either be a book or a printer. (There are no other types of materials in LMS).
- 2. A person must either be a Member, Librarian, or an Author. There are no other types of persons in the LMS.
- 3. A Librarian manages the material catalog by adding or deleting the materials from the catalog.
- 4. A member may borrow any number of books from the library and a book must be issued to at most one member at a given time.
- 5. There could be more than one copy of a book, and a member can issue at most one copy of a particular book at a given time. Each copy of a book is treated as a separate BOOK instance with a unique Book ID.
- 6. A member may return any number of books before their due date or will be liable to pay a fixed amount per day after the due date.
- 7. A maximum of 5 books can be issued at a time to any member, and the books need to be returned within or before end of two weeks from the date of issue.
- 8. A person may use any printer from the library, and a printer may be used by more than one person.
- 9. A person must be registered as a member of the library to be issued a library card.
- 10. A library card can be issued to at most one person, and a person must have only one library card, at a given time.
- 11. A member may book many rooms, and a room may be booked by multiple members.
- 12. A person should be able to search the material catalog for any number of books by their ID, title, author, or publication date.
- 13. A book must be published by at least one author and an author must publish at least one book.

#### 4.2. Entities & Attributes

The Entity-Relationship diagram for the Library Management System will include the following entities and attributes –

- 1. **Material Catalog** is a supertype with subtypes Book and Printer. The common attributes are Material ID, Material Name, Classification, Material Status, Price, Location, Last Updated, Material Type.
- 2. Attributes that specifically apply to **Book** are Author, Copies (a multivalued attribute to store the number of copies), Publication Date, Edition, Rack, Section, Barcode.
- 3. **Printer** has Model Number, Manufacturer, Printer Type as its unique attributes.
- 4. **Person** is a supertype with subtypes **Librarian**, **Member**, and **Author**. The common attributes are Person ID, Name, Address, Phone, Email, Date of Birth, Person Type (which acts as the subtype discriminator).
- 5. The subtypes Librarian, Member, and Author are uniquely identified with their relationships with other entities as described later.
- 6. **Account** is an entity described for storing the registration details for every Person. It is described with attributes Account ID, Username, Password, User role, Account Status.
- 7. **Library Card** is an entity used to store the membership details for each Person and is described with attributes Card ID (barcode), Issued Date, Expiry Date, Fine Due, Status.
- 8. **Room** is used to enable private space booking for study groups or discussions. The entity is described with the attributes Room No., Capacity, Floor, and Room Type (shared, private, video conference).

