School Library System Project

Software Design Specification

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Group #16 Team Members

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Prepared for
CS 250- Introduction to Software Systems
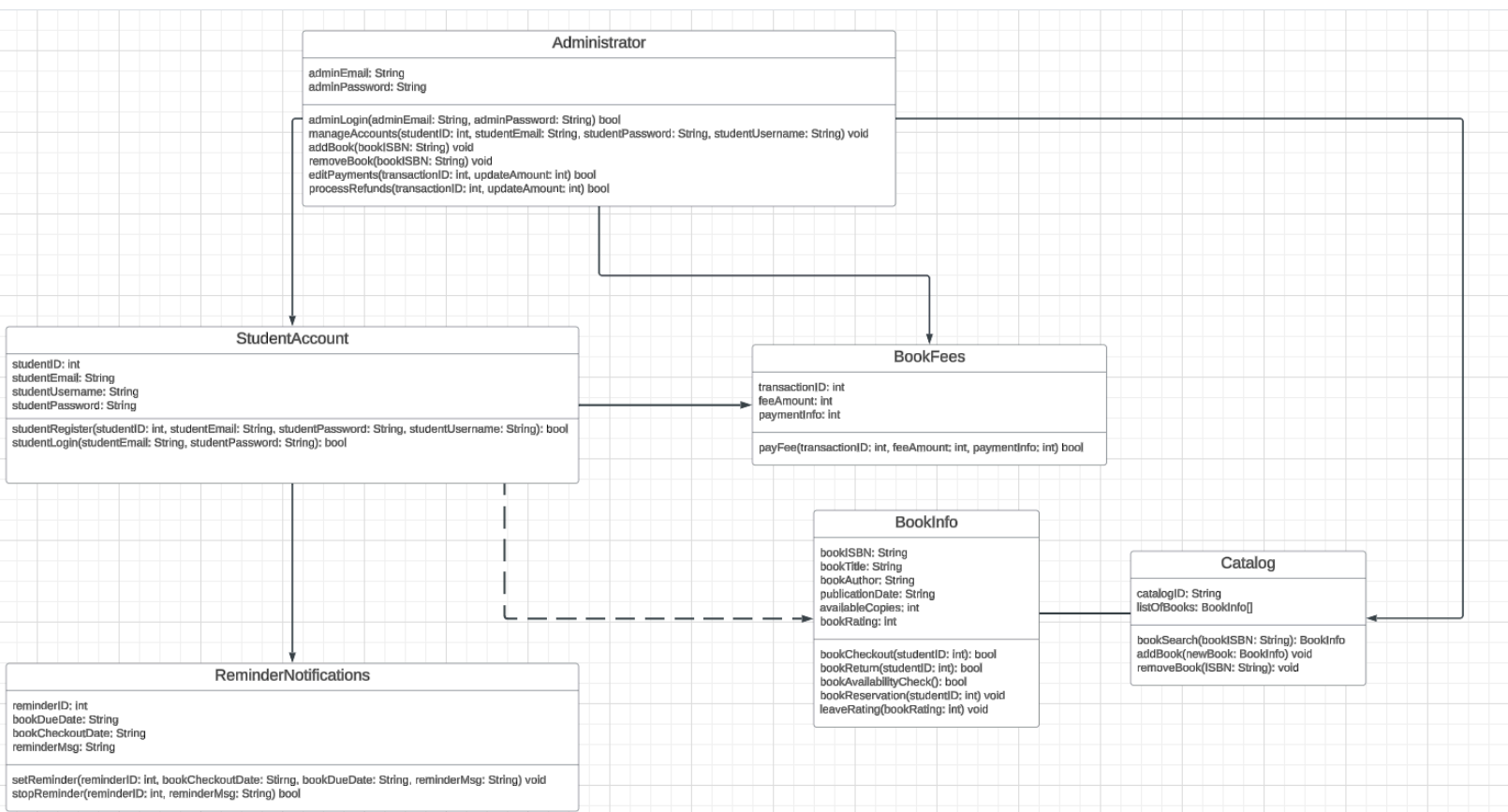Instructor: Gus Hanna, Ph.D.
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1. System Description

This software system is a mobile app designed for school libraries in which it efficiently integrates the library's catalog data and utilizes student ID/student email addresses for account creation. The mobile app is designed to encourage students to utilize their school library more frequently by simplifying access to services such as checking out books and checking book availability. Upon checking out a book, the app will also display information such as the initial borrowing date and the due date while additionally providing students with the functionality to request for extensions, set reminders, leave book ratings, and pay fees all within the app. An administrator mode will also be available that would allow the administrator to fix any mistakes students might make pertaining to the aforementioned services.

2. Software Architecture Overview

2.1 Architectural Diagram

2.2 UML Class Diagram

2.3 Description of Classes

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2.4 Description of Attributes

2.5 Description of Operations

3. Development Plan and Timeline

Each group member worked together to first brainstorm ideas and establish a software system to work on. Once the idea of a school library system was established.