



# Python Basics

## Module 4:

### MINI-PROJECT:

Library Management System



## Mini-Project

# Welcome to the Library Management System project!

**Hey! Welcome back.**

Get ready to turn your Python skills into a practical solution with the Library Management System project!

☀️ We'll code a user-friendly system using Python to manage books, combining Python programming, object-oriented principles, and clean code practices. Whether you love books or coding, this project is for you! Let's create a digital haven for book enthusiasts to browse, borrow, and return books effortlessly.

**Ready to start coding your digital library?**



**coding  
temple**



# Learning objectives



By the end of this Mini-Project, you should be able to:

- Apply Python Syntax and Control Structures.
- Demonstrate Object-Oriented Programming (OOP) Principles.
- Practice Clean Code and Modular Design.
- Implement Error Handling and Exception Management.
- Utilize File Handling and Data Storage.
- Enable User Interaction and Input Validation.
- Enhance User Experience with Optional Features (Bonus).
- Document and Test Your Code.
- Version Control and GitHub Usage.
- Collaborate and Seek Assistance.

# Project Problem Statement: Library Management System

## Welcome to the Library Management System project!

Get ready to apply Python's Object-Oriented Programming (OOP) to build an advanced Library Management System through the command-line app which streamlines book and resource management, tasking you with creating a robust system for browsing, borrowing, returning, and exploring the book collection.

# Enhanced User Interface (UI) and Menu

Create an improved, user-friendly command-line interface (CLI) for the Library Management System with separate menus for each class of the system.

```
Welcome to the Library Management System!
```

```
Main Menu:
```

1. Book Operations
2. User Operations
3. Author Operations
4. Genre Operations
5. Quit

# Class Structure

Implement a class structure that represents key entities in the library management system, including:

- Book
- User
- Author
- Genre

# Encapsulation

Define private attributes and use getters and setters for necessary data access.

# Inheritance and Polymorphism

Utilize inheritance to create specialized book categories and overload methods as needed in the subclasses.



# Modules

Create separate modules for classes, user interactions, and error handling.

# Menu Actions

Implement actions using the classes you've created:

- Adding a new book with all relevant details.
- Allowing users to borrow a book, marking it as "Borrowed."
- Allowing users to return a book, marking it as "Available."
- Searching for a book by its unique identifier (ISBN or title) and displaying its details.
- Displaying a list of all books with their unique identifiers.
- Adding a new user with user details.
- Viewing user details.
- Displaying a list of all users.
- Adding a new author with author details.
- Viewing author details.
- Displaying a list of all authors.
- Adding a new genre with genre details.
- Viewing genre details.
- Displaying a list of all genres.
- Quitting the application.

## User Interaction

Utilize the `input()` function to enable users to interact with the CLI and select menu options.

# Error Handling

Implement error handling using `try`, `except`, `else`, and `finally` blocks.

# GitHub Repository

Create a GitHub repository by maintaining a clean and interactive **README.md** file, and including a link to your GitHub repository in your project documentation.

## Optional Bonus Points

Elevate your Library Management System project by incorporating optional bonus features that improve functionality and enhance the user experience:

1. Text File Handling (Bonus)
2. Reservation System (Bonus)
3. Fine Calculation (Bonus)

# Project Submission and Tips

Upon completing the project, submit your code, including all source code files, and the **README.md** file in your GitHub repository. Here you also have some tips to level your project up:




- Design a class hierarchy that represents the library's structure and entities.
- Test your code iteratively to address any potential bugs or issues.
- Collaborate with fellow learners and seek assistance.

# Conclusion

## By completing this project, you will:

- Enhance your Python programming skills.
- Create a sophisticated Library Management System.
- Mastery of Object-Oriented Programming principles.
- Deal effectively with code organization.

Get ready to build a digital haven for book enthusiasts!

Happy coding!   






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Happy coding!   

# Rubric

See the rubric for evaluating the Contact Management System project

# Useful Resources for developing the To-Do List Application project

Python Documentation: [Python Documentation](#)

Object-Oriented Programming (OOP) in Python: [Python OOP Introduction](#)

Regular Expressions in Python: [Python Regular Expressions Tutorial](#)

Working with Files in Python: [Reading and Writing Files in Python](#)

GitHub Guides: [GitHub Guides](#)

Python Modules: [Python Modules Tutorial](#)

Stack Overflow: [Stack Overflow](#)

# Conclusion

## By the completion of the development of the Library Management System project you should be able to:

- Create a digital haven for book enthusiasts.
- Design an enhanced user interface (UI) and menus, implement classes, and apply encapsulation, inheritance, and polymorphism.
- Organize your code and enhance its maintainability by using modules.
- Let users explore, borrow, return, and discover books efficiently from the Library Management System created.
- Implement optional bonus features like text file handling, a reservation system, and fine calculation.

You've not only improved your Python programming skills but also gained valuable experience in software development, problem-solving, and project organization.

So, celebrate your achievement and keep up the fantastic work! 🚀