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# **AME-505: Final Project Presentation An Automatic Library Resource Management System**

(GROUP 3)

Amitha Muppuri, amithamu@usc.edu

Chaitanya Dinkar Chaudhari, cchaudha@usc.edu

Meet Doshi, meetdosh@usc.edu

Shyam Prasad V Atri, satri@usc.edu

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# The Problem

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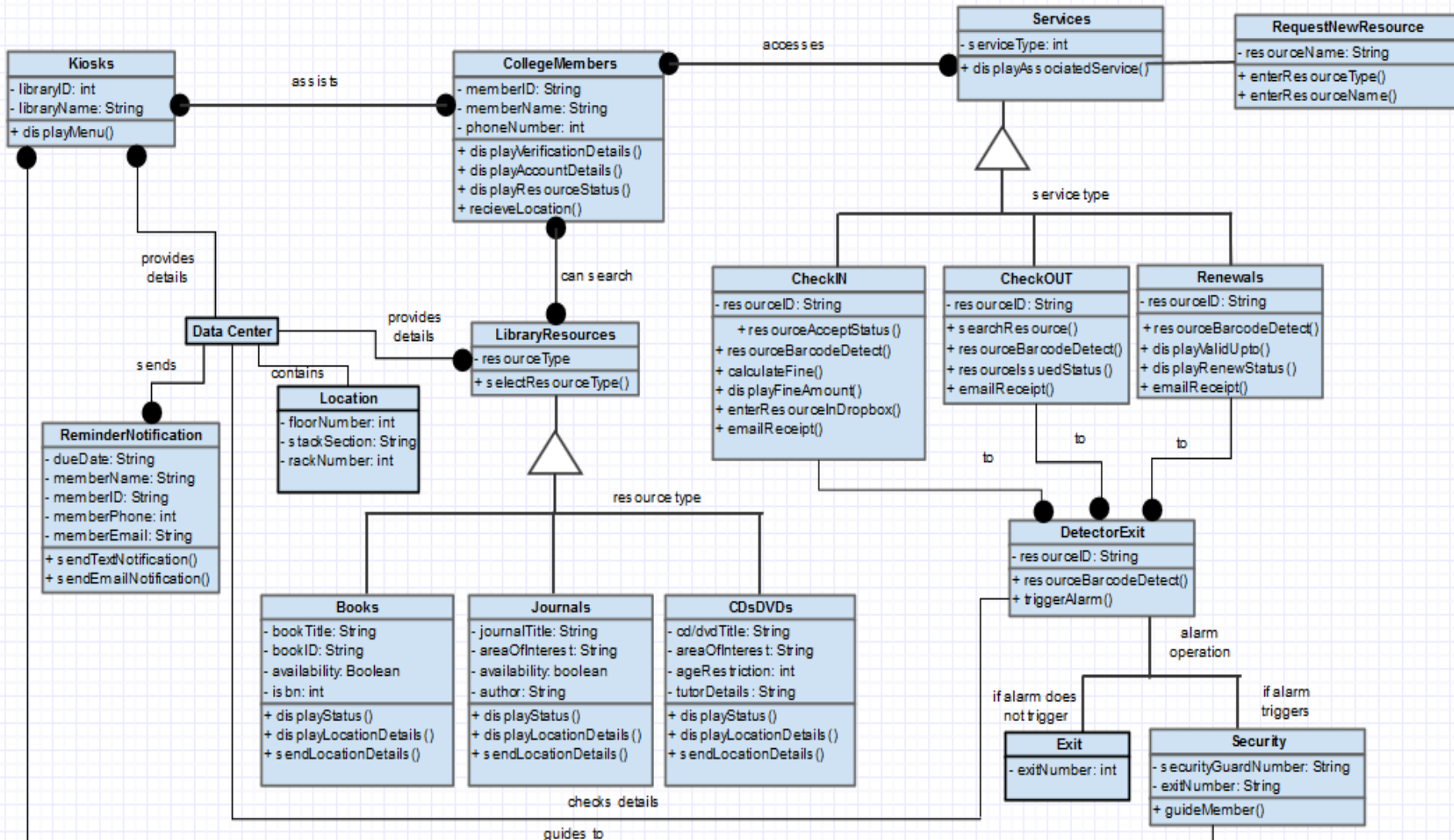
## Problem Scope

To develop an automatic system that overcomes the problem of resource mismanagement.

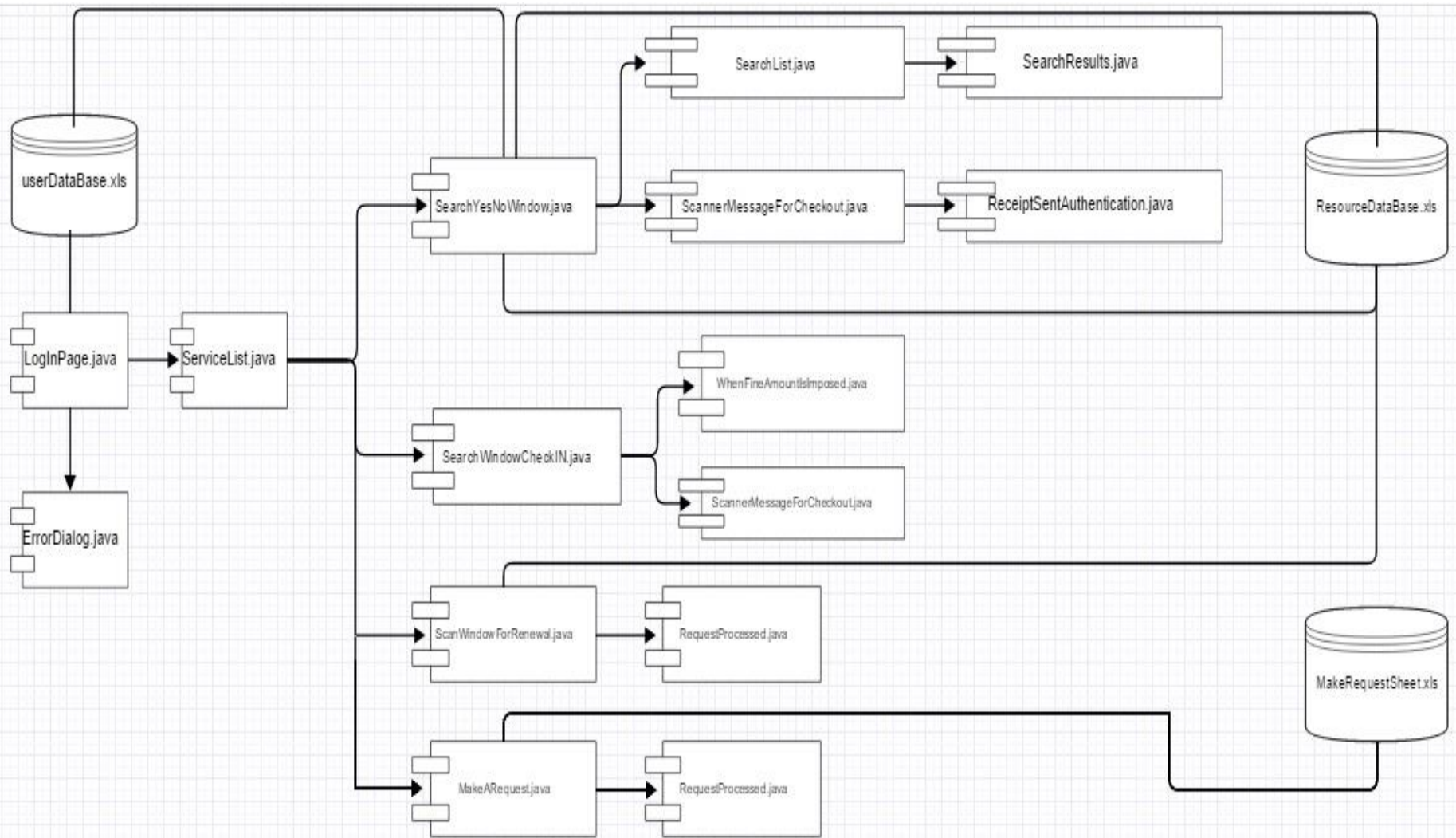
## Problem Statement

To design a “library management system” to provide self-check-in, self-check-out facility, and other services like resource renewal by means of a system that allow the college members to check in and check out the library resources conveniently. The library should have search stations that can be used to log in and search for study resources from the library catalogue and check for their availability. Assume that one member should be able to access one kiosk at a time. The member enters details at the stations and gets access to his/her individual member account. The member’s account should be linked to the college library database that keeps track of the resources, in and out of the library. The members should be able to check whether a particular resource is available in the library or not and get it issued accordingly. In order to obtain the resources, the system should be able to guide the user member by giving proper directions as to where to go and find the book when the member searches a particular resource and wants to get it issued. The system should bear least human interference and should be secured enough.

# Object Model - Class Diagram

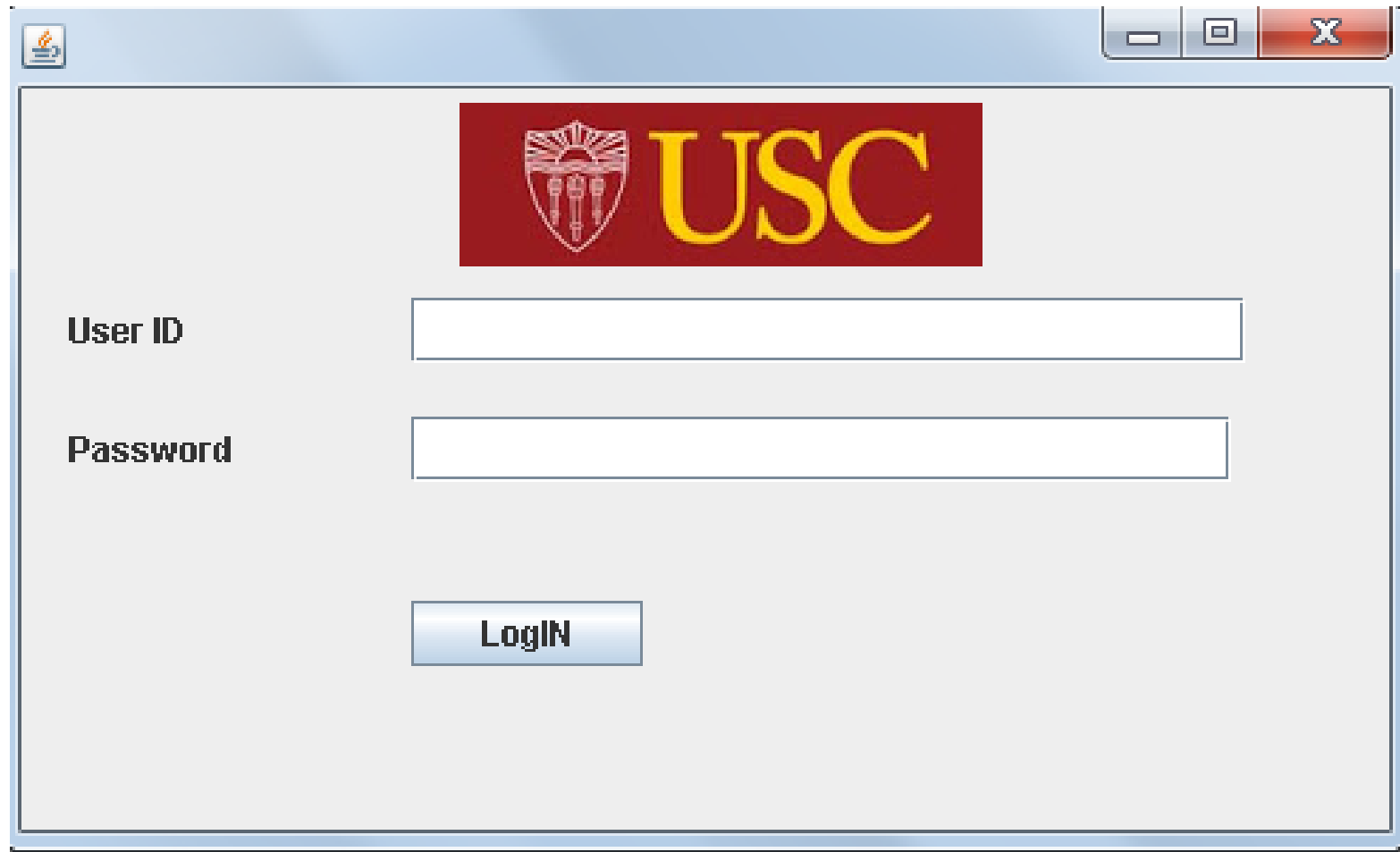


# Application/Testing Scenario



# System Demonstration

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A screenshot of a web-based login interface for USC. The window has a standard Windows-style title bar with a small icon on the left and minimize, maximize, and close buttons on the right. The main content area is light gray. At the top center is a red rectangular banner containing the USC logo (a shield with three torches) and the letters "USC" in large, bold, yellow serif font. Below the banner, on the left side, are the labels "User ID" and "Password" in a black sans-serif font. To the right of each label is a white rectangular input field with a thin blue border. Below these two fields is a blue rectangular button with a gradient and the text "LogIN" in black. The entire window is framed by a thin blue border.

# Lessons Learned

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- Using Object model really simplifies coding
- Coding and Debugging in Java
- Use of Jigloo (Creating GUI & Linking GUI)
- Efficiently using Apache POI to read and write from Excel files.
- Use of eUML2 to create Object Models in Eclipse.

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# **Thank You**

# **Questions?**