

A
PROJECT REPORT ON

Library Management System

SUBMITTED IN
PARTIAL FULFILLMENT OF

DIPLOMA IN MOBLIE COMPUTING (PG-DMC)



BY

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UNDER THE GUIDENCE OF

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AT

**SUNBEAM INSTITUTE OF INFORMATION TECHNOLOGY,
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PUNE.**



CERTIFICATE

This is to certify that the project

Library Management System

Has been submitted by

SANDESH S. SHINDE

In partial fulfillment of the requirement for the Course of **PG Diploma in Mobile Computing (PG-DMC SEPT 2022)** as prescribed by The **CDAC ACTS, PUNE.**

Place: Pune

Date: 14-APR-2022

**Manjusha Nikam
Project Guide**

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Sandesh S. Shinde

ABSTRACT

Online Library Management System is a system which maintains the information about the books present in the library, their authors, the members of library to whom books are issued, library staff and all. This is very difficult to organize manually. Maintenance of all this information manually is a very complex task. Owing to the advancement of technology, organization of an Online Library becomes much simple. The Online Library Management has been designed to computerize and automate the operations performed over the information about the members, book issues and returns and all other operations. This computerization of library helps in many instances of its maintenances. It reduces the workload of management as most of the manual work done is reduced.

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INTRODUCTION

Library Management System is an application which refers to library systems which are generally small or medium in size. It is used by librarian to manage the library using a computerized system where he/she can add new books, add students, issue books to the students, remove student and remove books from the library. Books and student maintenance modules are also included in this system which would keep track of the students using the library and also a detailed description about the books a library contains. With this computerized system there will be no loss of book record or member record which generally happens when a non computerized system is used. All these modules are able to help librarian to manage the library with more convenience and in a more efficient way as compared to library systems which are not computerized. The application is reduced as much as possible to avoid errors while entering the data. It also provides error message while entering invalid data. No formal knowledge is needed for the user to use this system. Thus by this all it proves it is user-friendly. Library Management System, as described above, can lead to error free, secure, reliable and fast management system. It can assist the user to concentrate on their other activities rather to concentrate on the record keeping. Thus it will help organization in better utilization of resources. Every organization, whether big or small, has challenges to overcome and managing the information of Books, Student, Librarian, Address, Member. Every Library Management System has different Student needs, therefore we design exclusive employee management systems that are adapted to your managerial requirements. This is designed to assist in strategic planning, and will help you ensure that your organization is equipped with the right level of information and details for your future goals. Also, for those busy executive who are always on the go, our systems come with remote access features, which will allow you to manage your workforce anytime, at all times. These systems will ultimately allow you to better manage resources.

The objective of this project: The main objective of the Project on Library Management System is to manage the details of Student, Books, Issues. It manages all the information about Books and Students. The project is totally built at administrative end and thus only the administrator is guaranteed the access. The purpose of the project is to build an application program to reduce the manual work for managing the Student, Books, Issues. It tracks all the details about the Issues and Students.

Product Overview and Summary

| **Purpose:** Through research of similar apps we found a number of features that seemed useful in our design. Simplistic Design: Overall, we found that the Moves app presented an extremely clean and simplistic layout that presented important information as soon as it was opened. We decided to model our app with this same mentality of keeping screens simplistic and present important data upfront

| **Scope:** It may help collecting perfect management in details. In a very short time, the collection will be obvious, simple and sensible. It also helps in current all works relative to Library Management System. It will be also reduced the cost of collecting the management & collection procedure will go on smoothly. Our project aims at Business process automation, i.e. we have tried to computerize various processes of Library Management System.

- To utilize resources in an efficient manner by increasing their productivity through automation.
- The system generates types of information that can be used for various purposes.
- It satisfies the user requirement.
- Be easy to understand by the student and admin.
- Be easy to operate.
- Have a good user interface.
- Be expandable.

User Classes and Characteristics: As based on multiple platforms there are multiple classes and their uses but most importantly application uses Model for student that encapsulates data fetched from server.

And both iOS and android platforms have their own implementation of Data Persistence for Example Android Uses shared preference which contains a helper class to provide such functionality.

Where as iOS uses user's default which do not contain helper class can be accessed directly although.

| Design and Implementation Constraints

- User Interface

In order to effectively incorporate each of the three focus areas of our application (request book, read book, return book) into the user interface without creating too much clutter, we opted to use a tabbed design. When the app is initially opened, the user is taken to the “main” or “home” tab.

- **Tab Design:** Relatively early in the development process, we came to the decision to separate each data tracked aspect (view books, profile, and feedback) into individual tabs within the app. After researching several different methods for implementing this type of multi-page app design, we came to the decision to use the ViewPager layout manager, an Android class that is “most often used in conjunction with Fragment, which is a convenient way to supply and manage the lifecycle of each page” (ViewPager). Each of the three tabs is implemented in its own class, and is a subclass of the Fragment class. In addition, the tabs share a single Android activity, which is the Android class that handles all user interaction with the app. The main activity of the application manages the tab layout and tells the application which tab view to display when a user selects a certain tab. The purpose of using fragments is to eliminate the need to create a new activity every time the user switches between tabs, thus increasing both the temporal and spatial efficiency of the application. Structurally, each fragment is comprised of two components. The first is an XML file that defines the visual layout of the fragment. The second is the logic of the fragment, which contains various functions defining certain actions to take at different times. Each time a certain fragment is switched to or away from, these functions are called in a particular order, all of which make up what is called the fragment’s “lifecycle”. For example, when a particular fragment is displayed on the screen, the function onCreateView() is called, which is generally where most of the initialization process occurs

Functional Requirements

| Use Case for User:

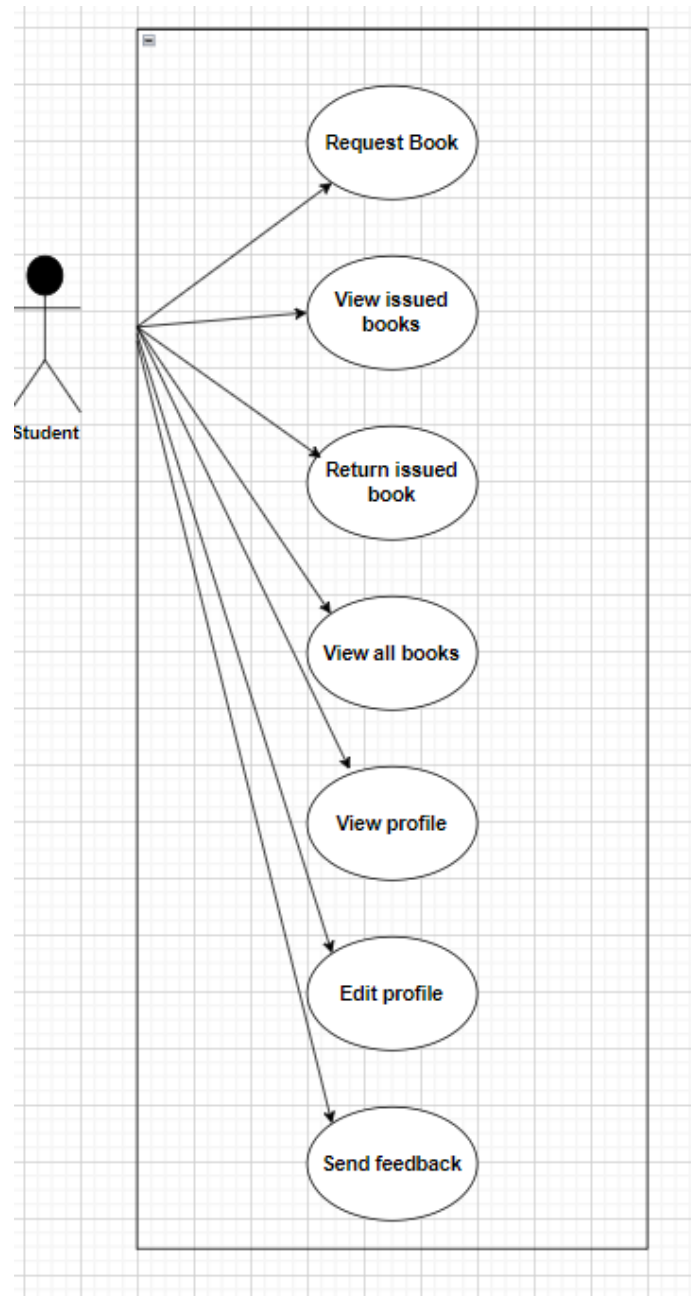


Fig. 1

| Use Case for Admin:

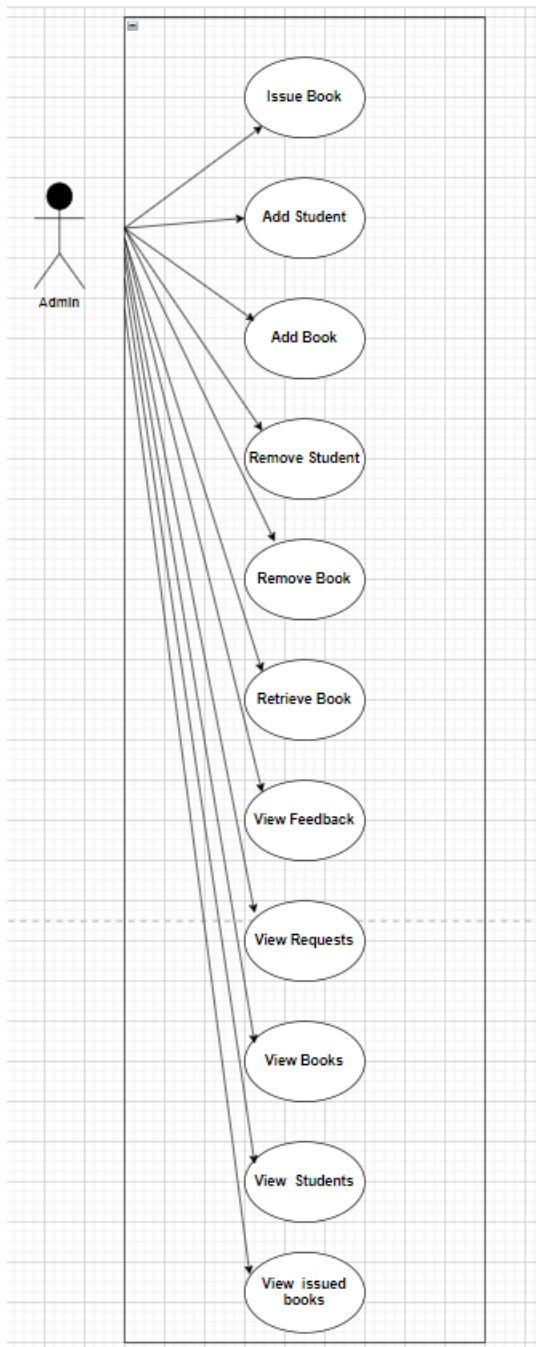


Fig. 2

Non - Functional Requirements

Usability Requirement: Application should be easy to use and provide basic user interface that can be used without any tutorial.

Multiple views must be used for modularity in this concept, I will be referring to the ease of use of a mobile application. The aim of the use of the mobile application is to get some features and functionality and the application would be difficult to use without the usability being considered. Every application is expected to be effective, sophisticated, and satisfactory and the color and contrast should be intact and follow some other principles that are considered the standard to be followed by developers. The design of the application should be done in such a way that users of all abilities would be able to use the UI efficiently.

Data Model

Database In order to effectively store the student's activity history, we decided to use a MySQL database. In our database there are total six tables, they are admin, student, books, requests, issued_books and feedback.

Table Name: admin

Field name	Type
admin_id	int
firstName	varchar
lastName	varchar
email	varchar
mobile	varchar
password	varchar

Table Name: student

Field name	Type
student_id	int
firstName	varchar
lastName	varchar
email	varchar
mobile	varchar
password	varchar

Table Name: feedback

Field name	Type
srNo	int
Stud_id	int
feedback	varchar

Table Name: books

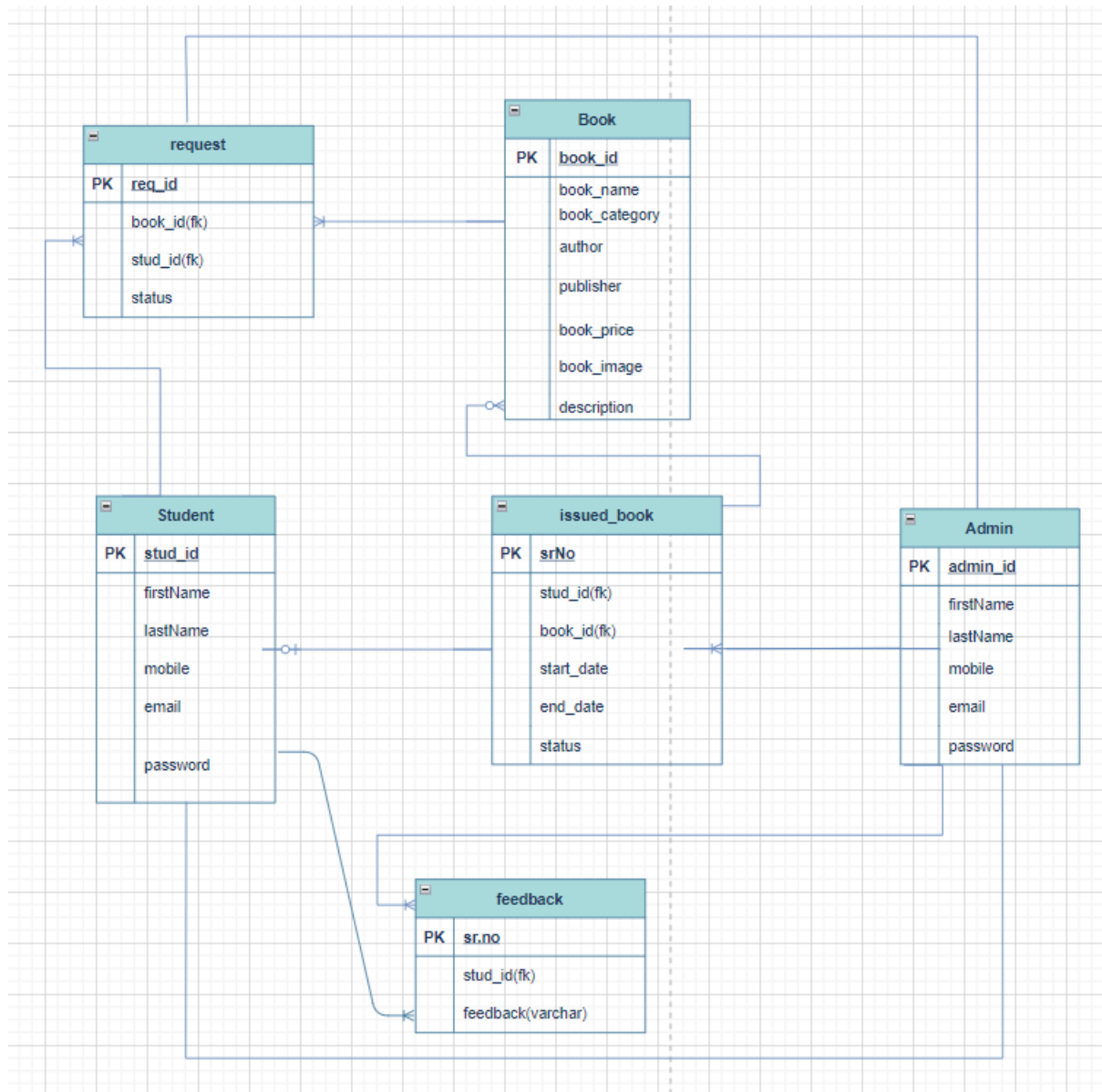
Field name	Type
book_id	int
book_name	varchar
Book_category	varchar
author	varchar
publisher	varchar
book_price	double
book_image	varchar
book_pdf	varchar
description	varchar

Table Name: request

Field name	Type
req_id	int
book_id	int
stud_id	int
status	int

Table Name: issued_books

Field name	Type
srNo	int
stud_id	int
book_id	int
start_date	timestamp
End_date	timestamp
status	int



Complete Database (fig 3)

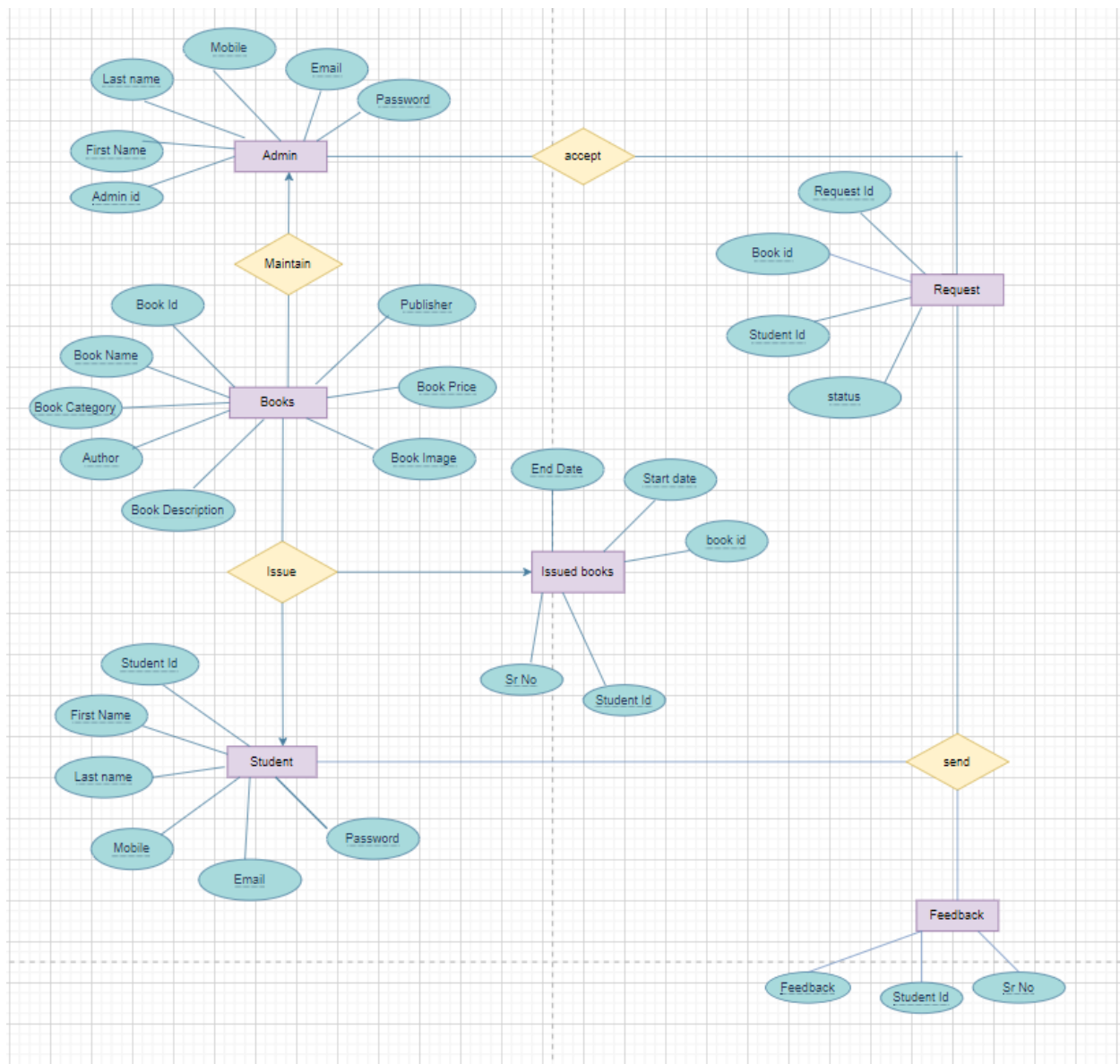


Fig. 4

Screen Shots

Admin side

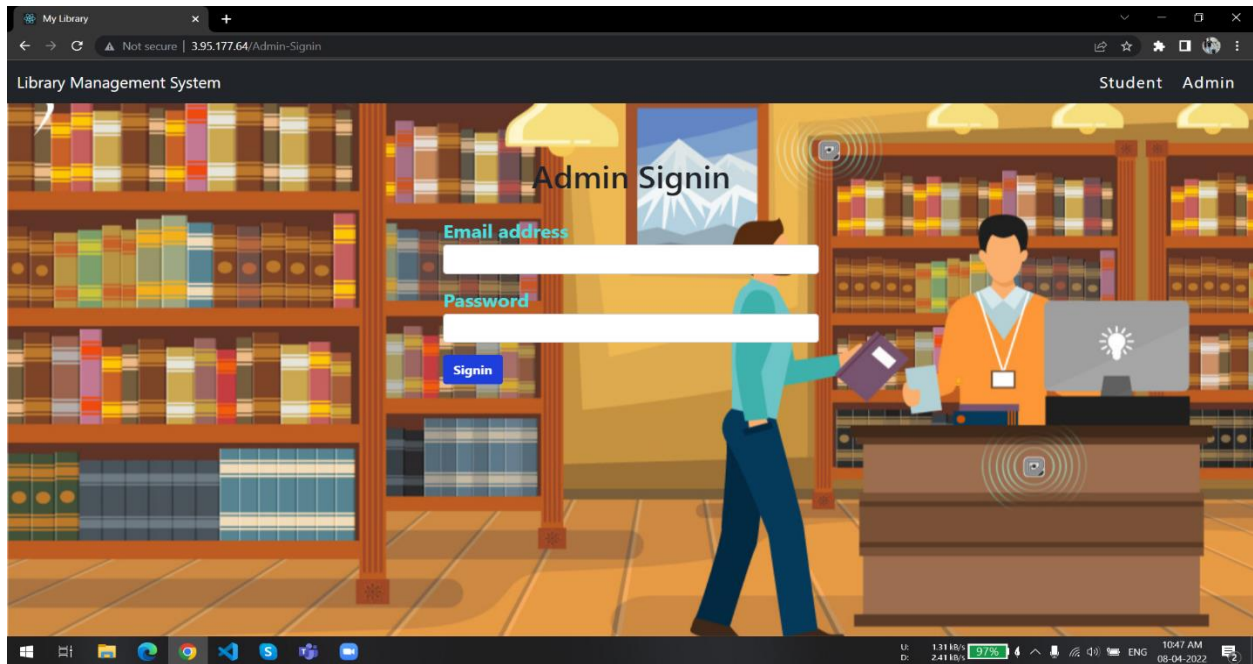


Fig. 5

The screenshot shows the 'Admin Home' page of the 'Library Management System'. It displays a table with three columns: 'Request id', 'Book id', and 'Student id'. The table contains 15 rows of data. The browser's address bar shows '34.228.199.229/AdminHome'. The system's top navigation bar includes 'View', 'Add', 'IssueBook', and 'Logout' links.

Request id	Book id	Student id
11	20	22
13	24	26
15	28	30
17	32	34
19	36	38
21	40	42
57	37	52
77	18	54
78	22	32
83	17	3
84	18	1
86	17	2
90	19	2
91	20	53
94	30	58

Fig. 6

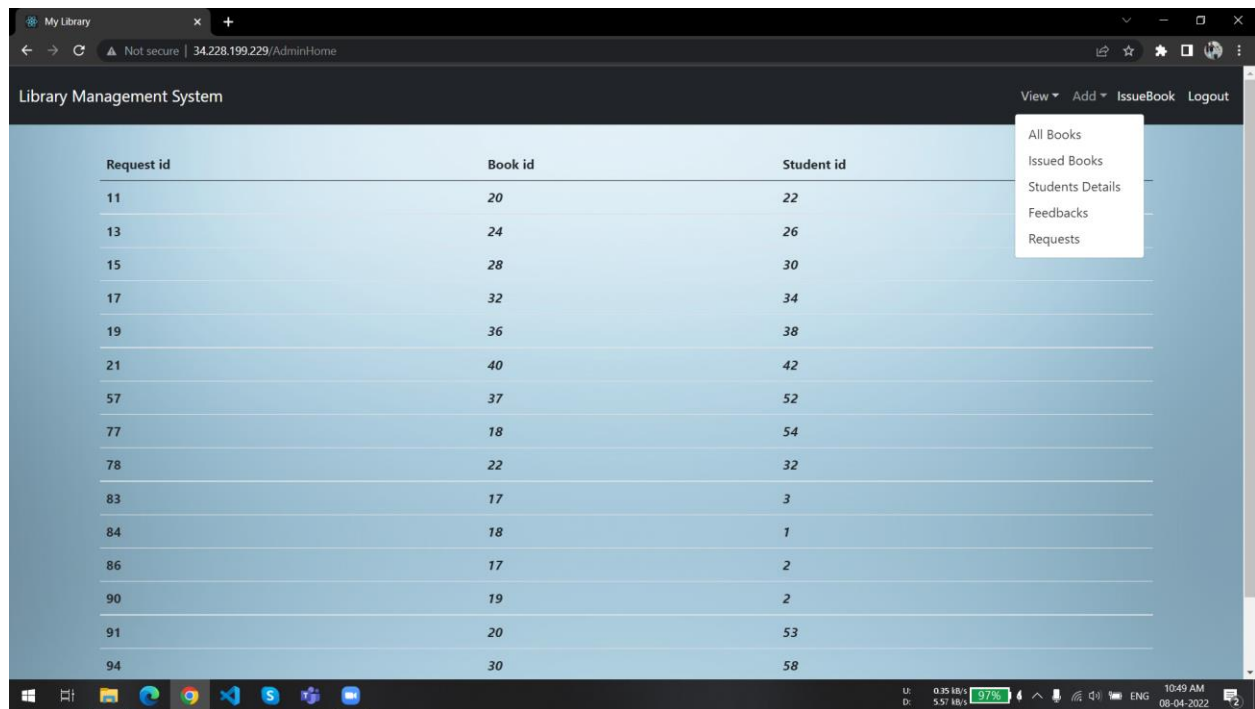


Fig 7

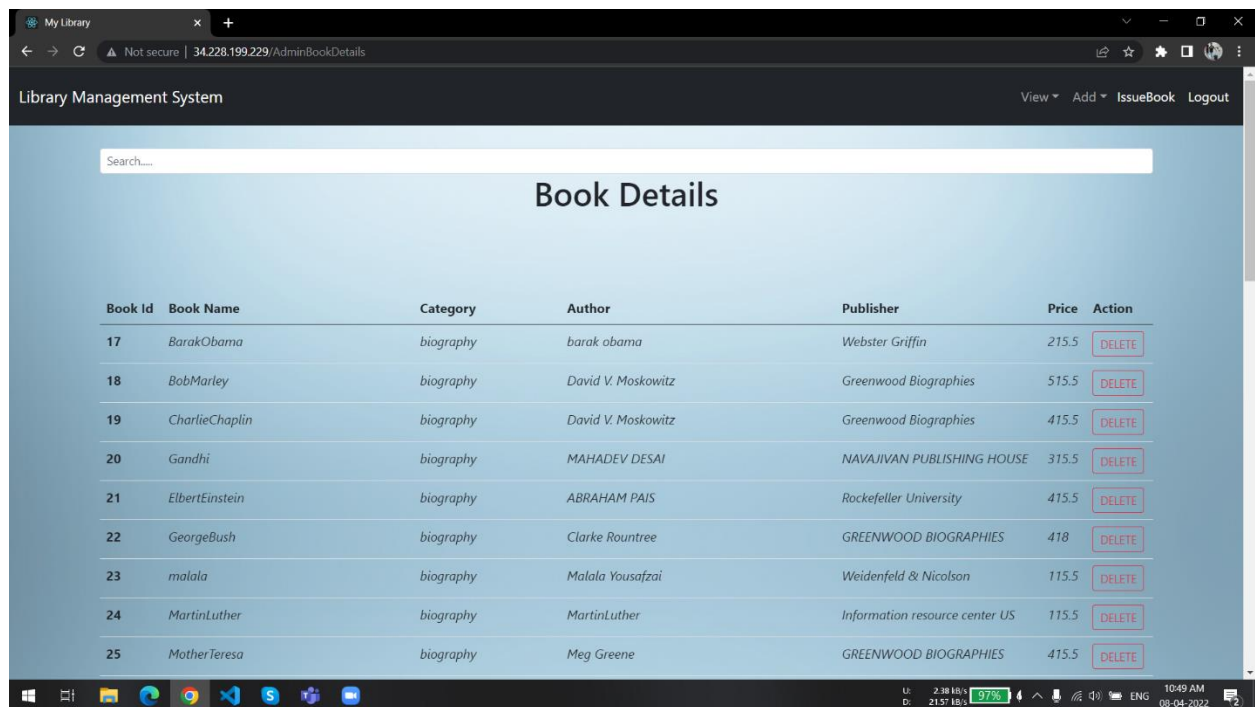


Fig. 8

My Library

Not secure | 34.228.199.229/AdminIssuedBooks

Library Management System

View Add IssueBook Logout

Student Id	Book Id	Book Name	Book Category	Start Date	End Date	Action
1	17	BarakObama	biography	Mar 10, 2022	Mar 30, 2022	RETRIEVE
20	18	BobMarley	biography	Mar 02, 2022	Mar 03, 2022	RETRIEVE
24	22	GeorgeBush	biography	May 02, 2022	May 03, 2022	RETRIEVE
28	26	Napoleon	biography	Jul 02, 2022	Jul 03, 2022	RETRIEVE
36	34	C programming	science & technology	Mar 03, 2022	Mar 04, 2022	RETRIEVE
40	38	research methodology for everyday	science & technology	May 03, 2022	May 04, 2022	RETRIEVE
42	41	Internet of Things	technology	May 03, 2022	May 04, 2022	RETRIEVE
42	42	IOS 12 Programming	technology	May 03, 2022	May 04, 2022	RETRIEVE
31	17	BarakObama	biography	Apr 04, 2022	May 05, 2022	RETRIEVE
32	18	BobMarley	biography	May 04, 2022	Jun 05, 2022	RETRIEVE
33	19	CharlieChaplin	biography	Jun 04, 2022	Jul 05, 2022	RETRIEVE
34	20	Gandhi	biography	Jul 04, 2022	Aug 05, 2022	RETRIEVE
35	21	ElbertEinstein	biography	Aug 04, 2022	Sep 05, 2022	RETRIEVE

U: 3.52 MB/s 97% D: 6.51 MB/s 10:49 AM 08-04-2022

Fig. 9

My Library

Not secure | 34.228.199.229/AdminStudentDetails

Library Management System

View Add IssueBook Logout

STUDENTS DETAILS

Student id	First Name	Last Name	Email	Mobile	Password	Action
1	Johnny	Cena	john@test.com	1234567890	1234	DELETE
2	Max	Ruin	max@test.com	8585858585	1234	DELETE
3	Arnold	johnson	arnold@test.com	5555555555	1234	DELETE
4	Krish	Star	krish@test.com	6060606060	1234	DELETE
5	John	Mike	john@test.com	6050505050	1234	DELETE
6	Alex	John	alex@test.com	5544444444	1234	DELETE
7	John	Rob	john@test.com	7878787878	1234	DELETE
8	Asruid	cyrus	asruid@test.com	8554545454	1234	DELETE
9	Tes	Qry	tes@test.com	1010101010	1234	DELETE
10	Big	John	big@test.com	5555555555	1234	DELETE

U: 0.95 MB/s 97% D: 1.41 MB/s 10:49 AM 08-04-2022

Fig. 10

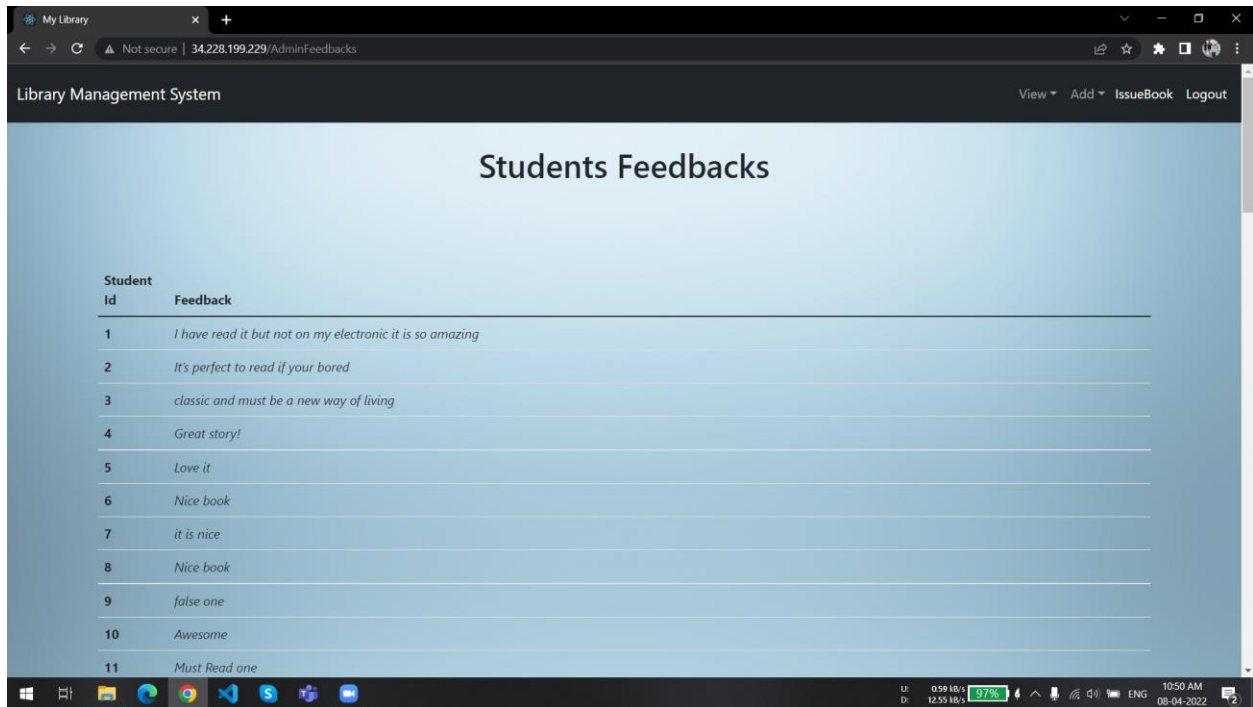


Fig. 11

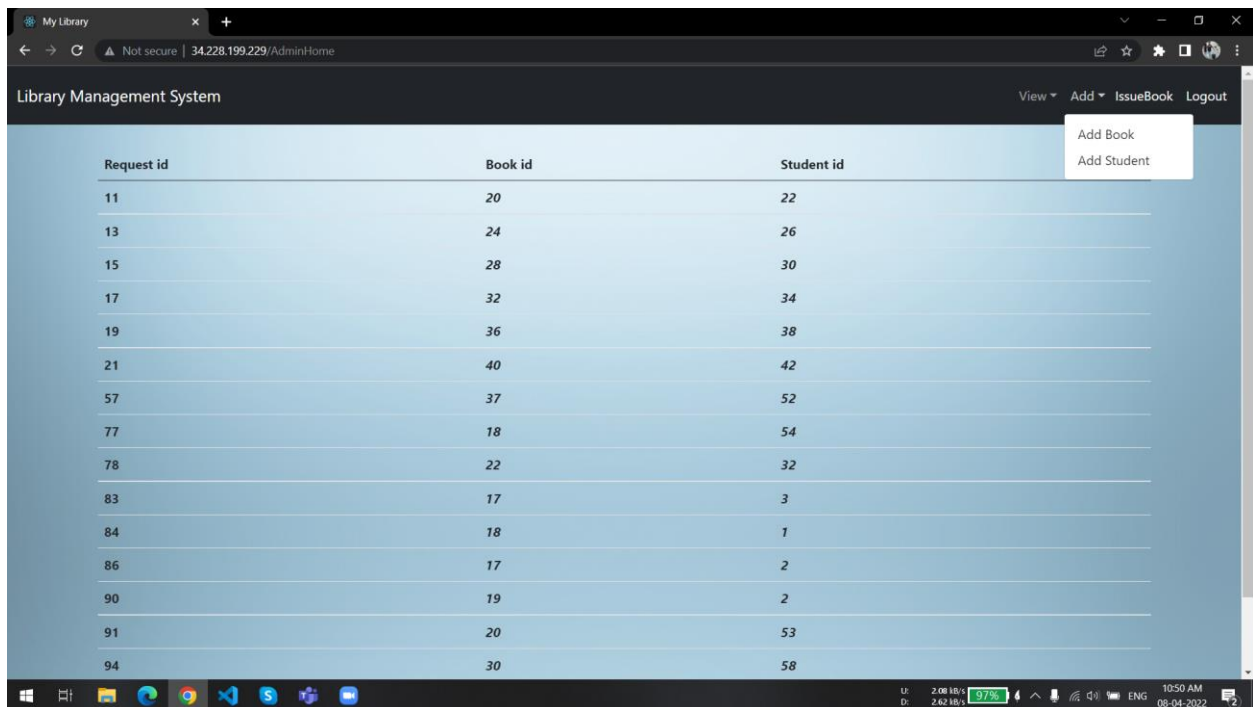


Fig. 12

The screenshot shows a web browser window with the title 'My Library' and the URL '34.228.199.229/AddBook'. The page header includes 'Library Management System' and navigation links: 'View', 'Add', 'IssueBook', and 'Logout'. The main content area is titled 'Add Book In Library' and contains a form with the following fields: 'Book Name', 'Book Category', 'Book Author', 'Book Publisher', 'Book price', 'Book Image' (with a 'Choose File' button and 'No file chosen' text), 'Book Pdf' (with a 'Choose File' button and 'No file chosen' text), and 'Book Description'. A blue 'Add' button is located at the bottom of the form. The Windows taskbar at the bottom shows the system clock as 10:50 AM on 08-04-2022.

Fig. 13

The screenshot shows a web browser window with the title 'My Library' and the URL '34.228.199.229/AddStudent'. The page header includes 'Library Management System' and navigation links: 'View', 'Add', 'IssueBook', and 'Logout'. The main content area is titled 'Add Student' and contains a form with the following fields: 'First Name', 'Last Name', 'Email', 'Mobile No.', 'Password', and 'Confirm Password'. A blue 'Add' button is located at the bottom of the form. The Windows taskbar at the bottom shows the system clock as 10:50 AM on 08-04-2022.

Fig. 14

The screenshot shows a web browser window with the address bar displaying '34.228.199.229/AdminIssueBook'. The page title is 'Library Management System'. The main content area has a light blue background with the heading 'Issue Book'. Below the heading, there are five input fields: 'Request ID', 'Student ID', 'Book ID', 'Start Date', and 'End Date'. Each field has a placeholder text 'dd-mm-yyyy'. To the right of the 'Start Date' and 'End Date' fields are calendar icons. Below these fields is a blue button labeled 'Issue'. The browser's address bar shows 'Not secure' and the page is loaded from '34.228.199.229/AdminIssueBook'. The top navigation bar includes links for 'View', 'Add', 'IssueBook', and 'Logout'. The bottom status bar shows the Windows taskbar with various application icons and system information like '10:50 AM' and '08-04-2022'.

Fig. 15

Student side

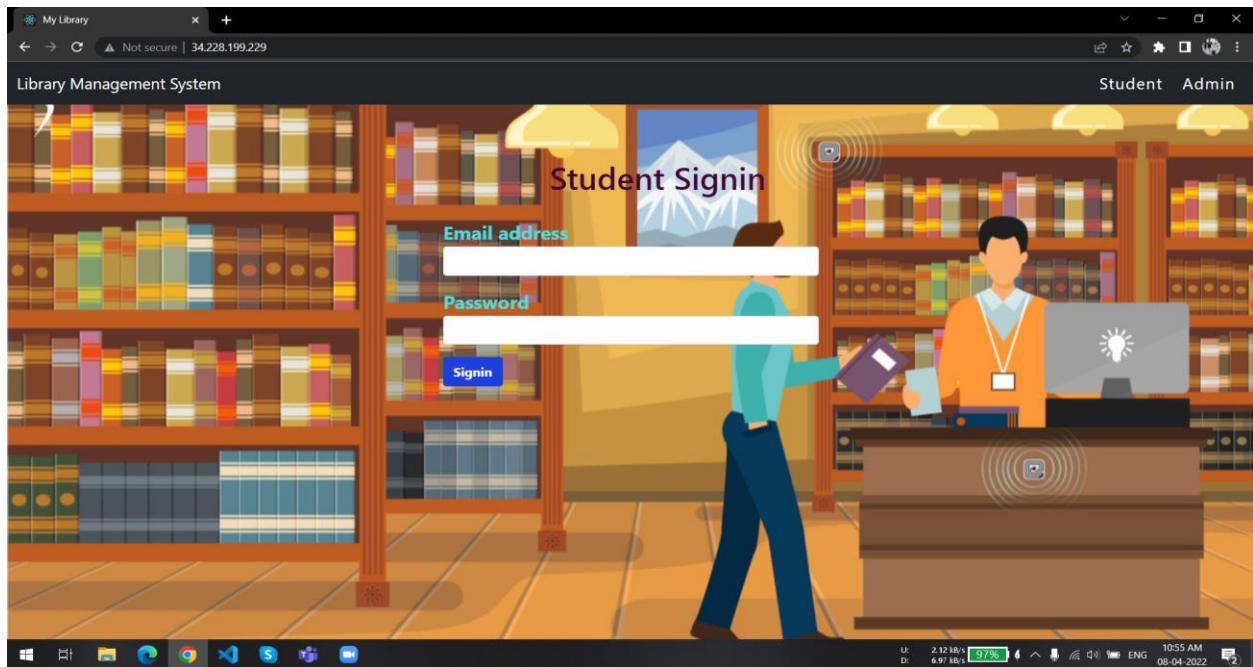


Fig. 16

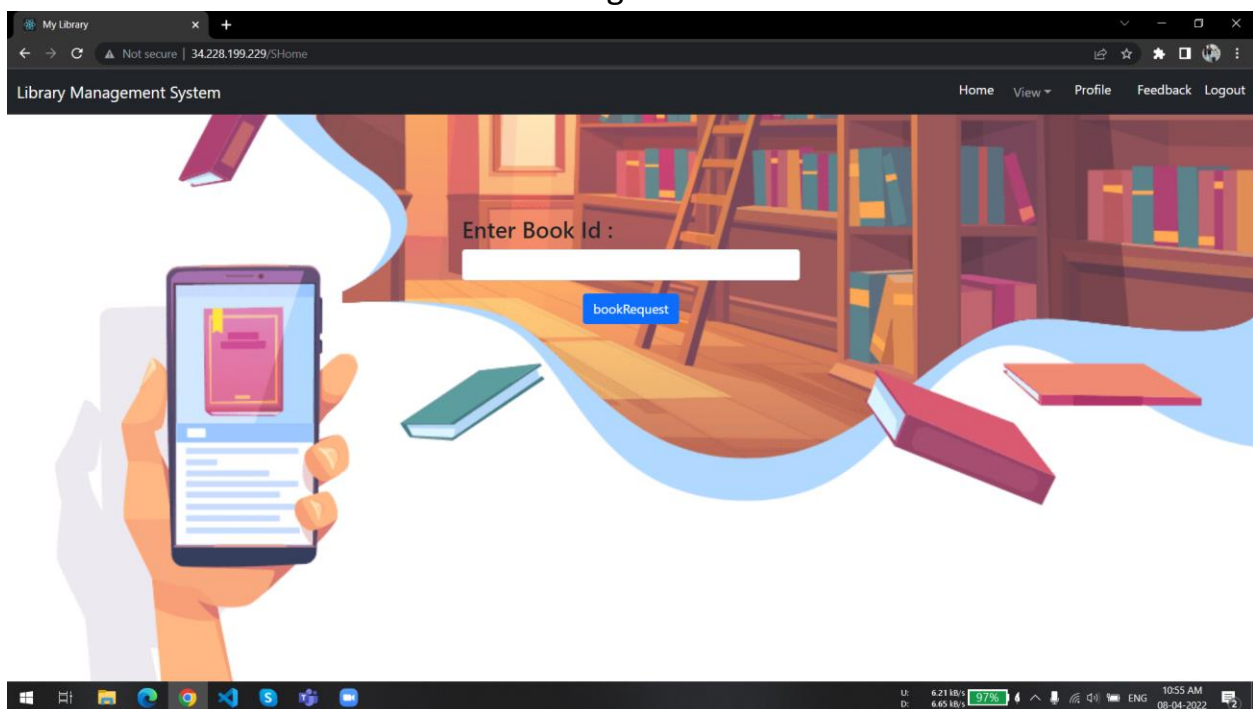


Fig.17

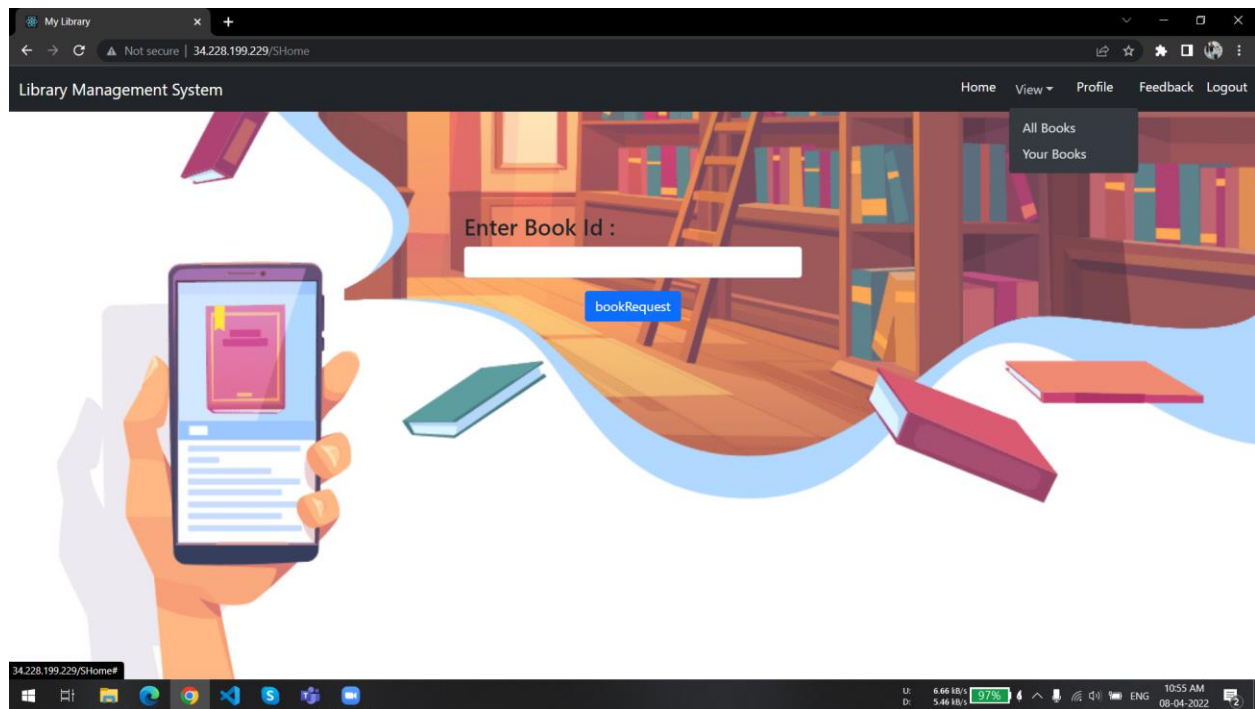


Fig .18

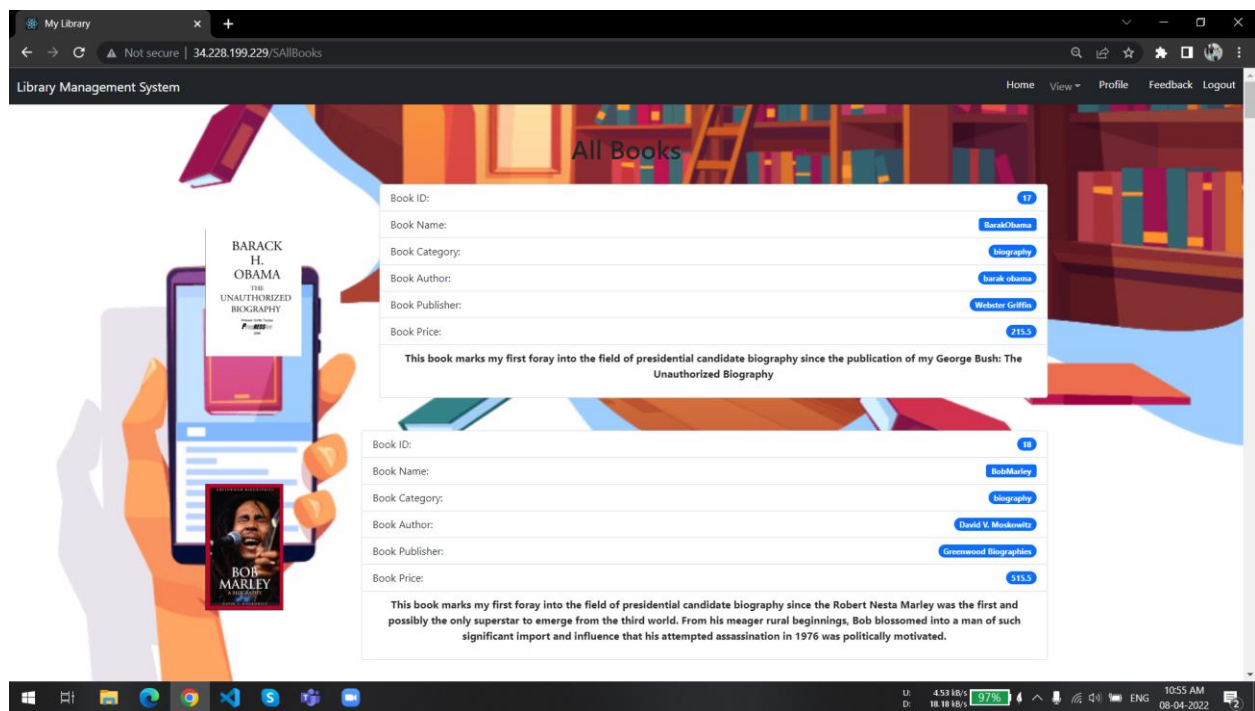


Fig.19

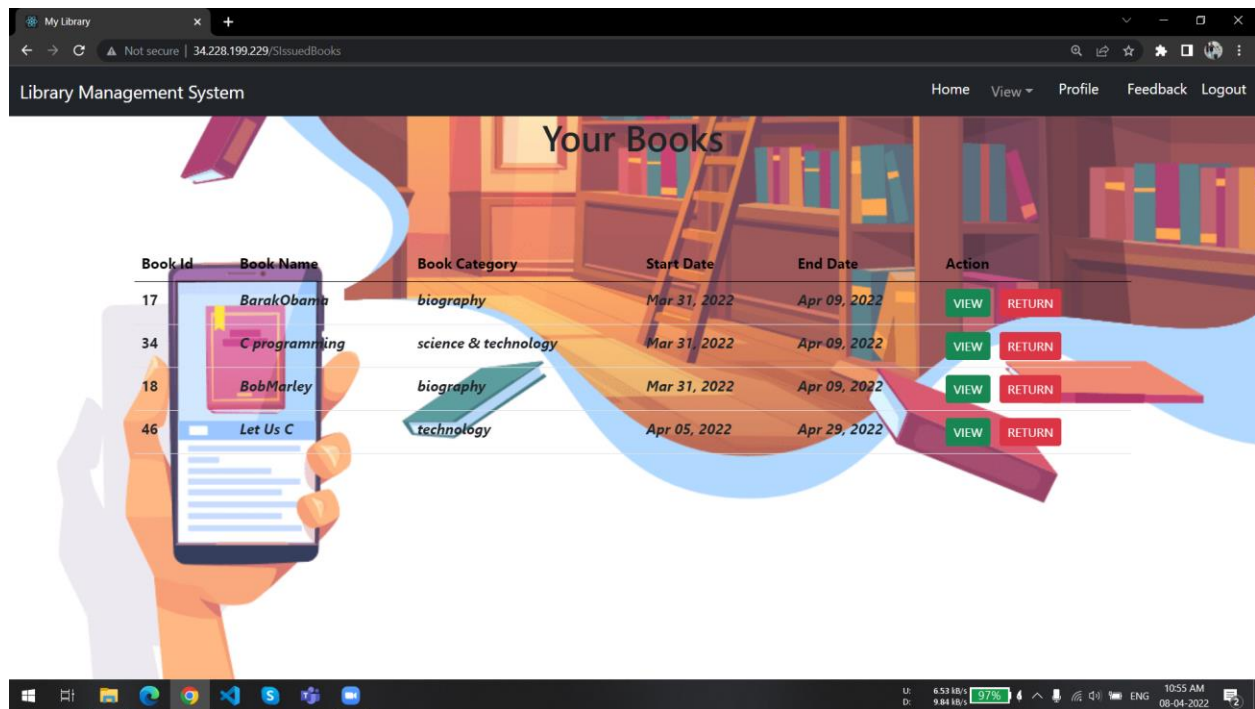


Fig.20

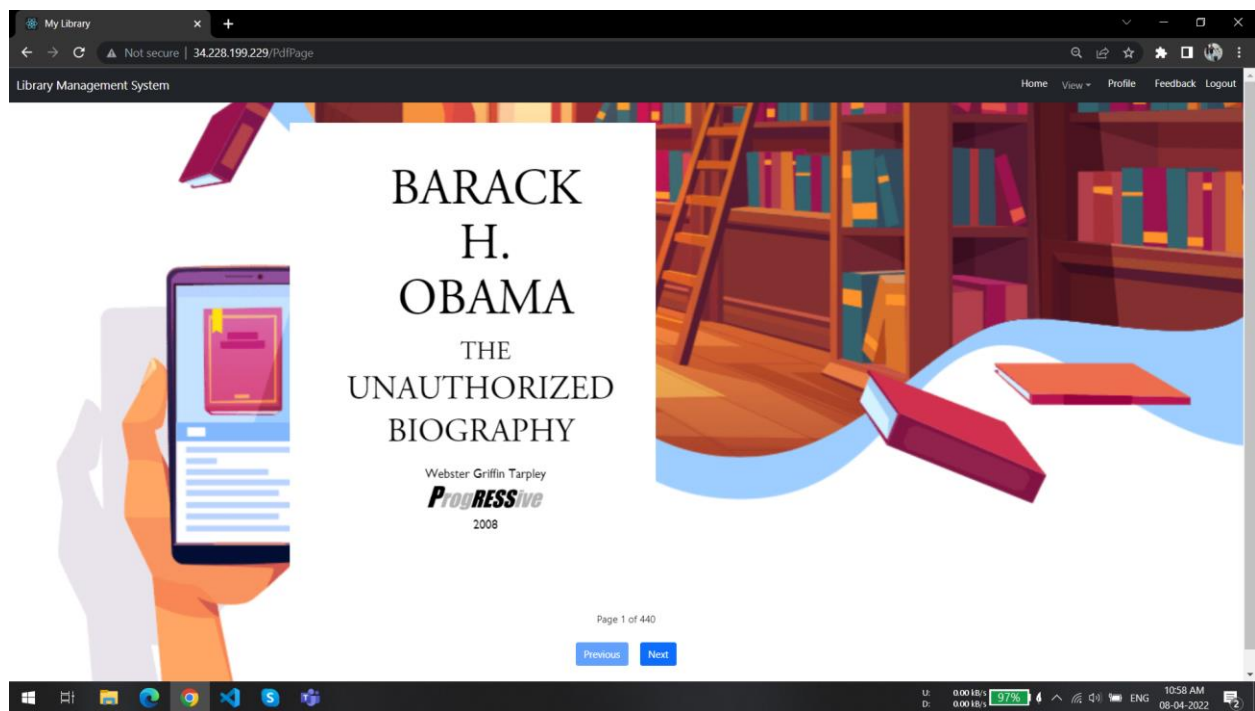


Fig. 21

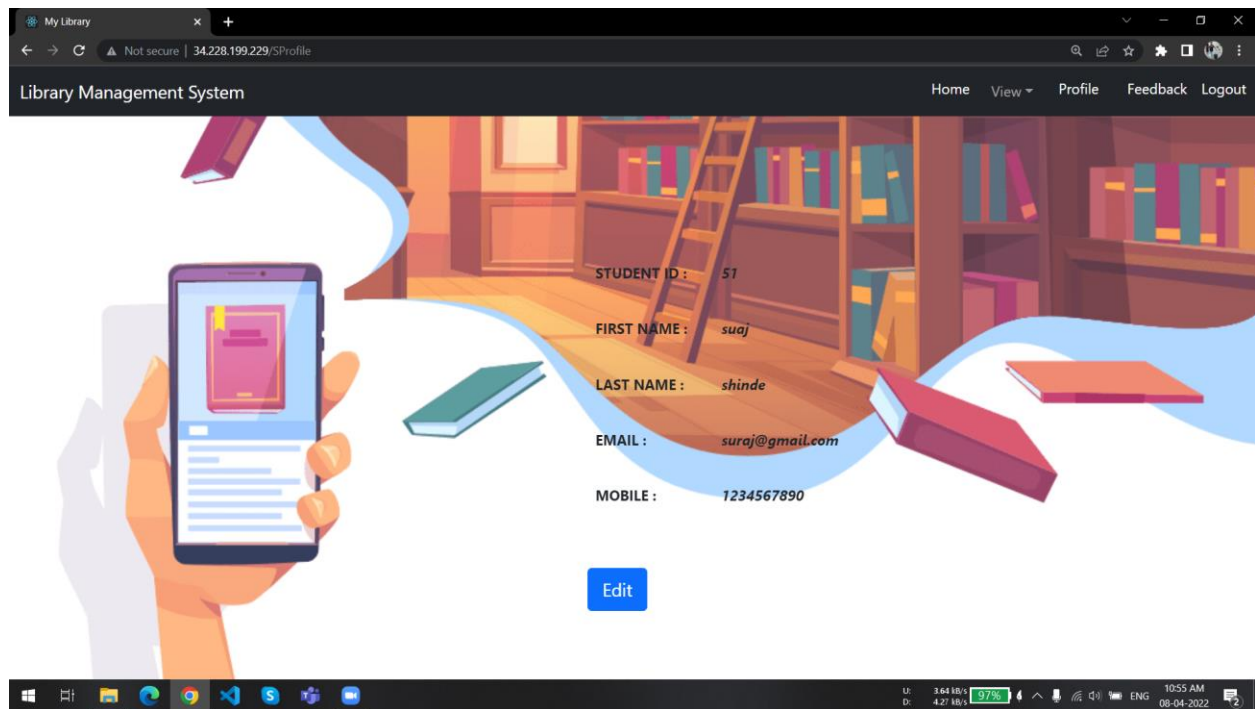


Fig.22

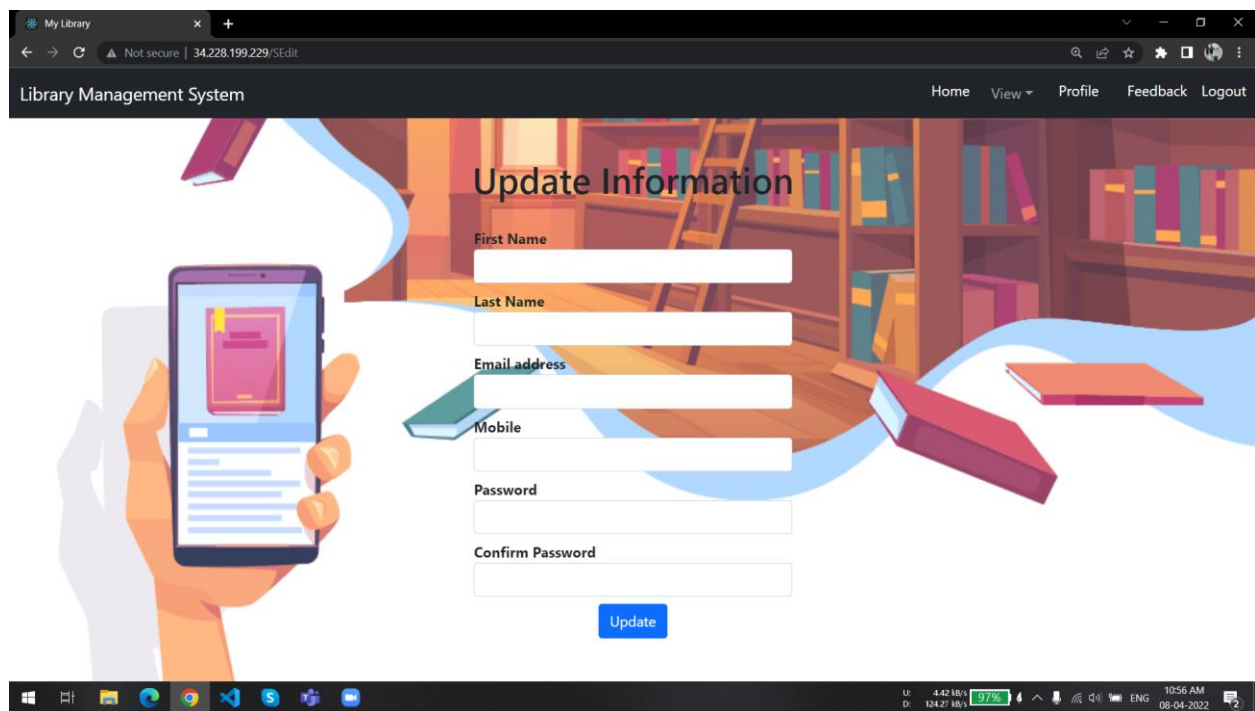


Fig.23

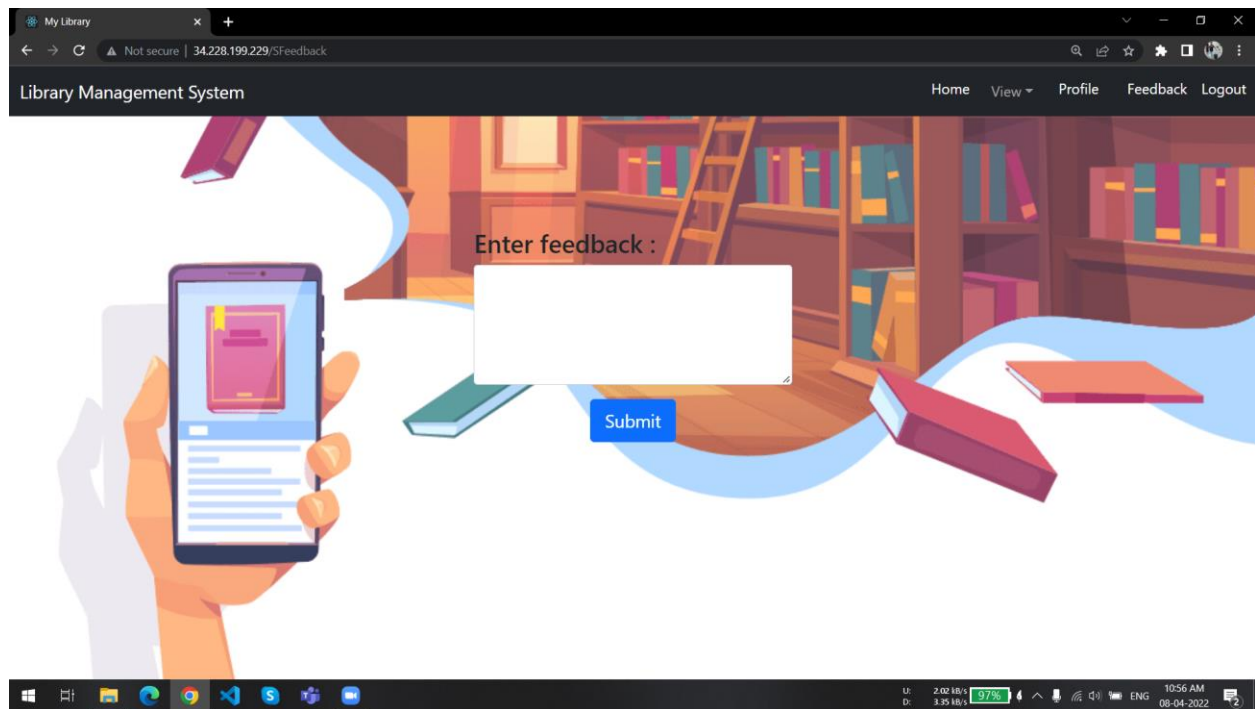
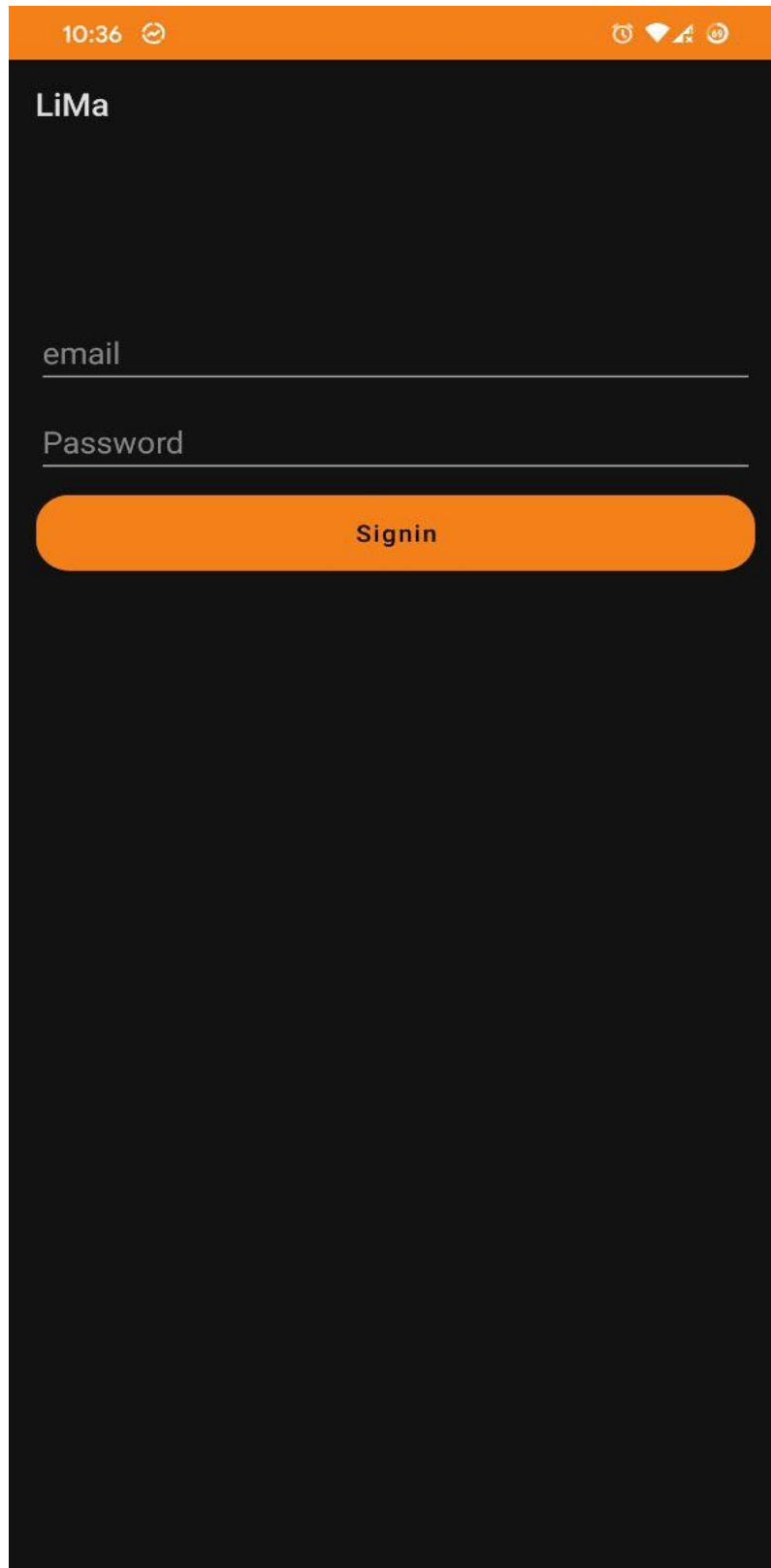


Fig.24



The image shows a mobile application interface for a login screen. At the top, there is an orange status bar with the time '10:36' and various system icons. Below this, the app title 'LiMa' is displayed in white text on a dark background. The main area is dark gray and contains two input fields: 'email' and 'Password', both with white text and underlined. Below the password field is a large, rounded orange button with the text 'Signin' in white. The overall design is clean and modern.

10:36

LiMa

email

Password

Signin

Fig. 25

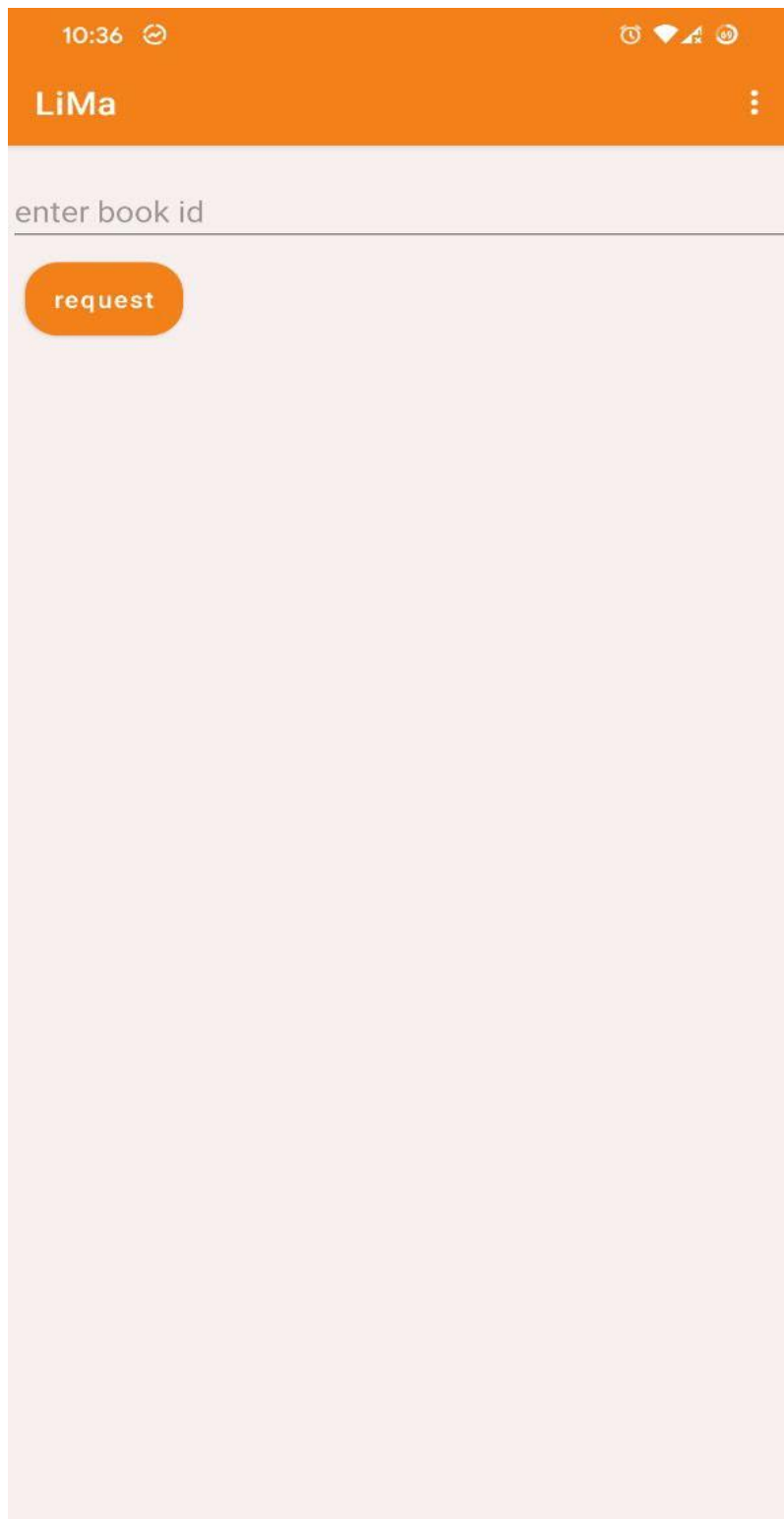


Fig.26

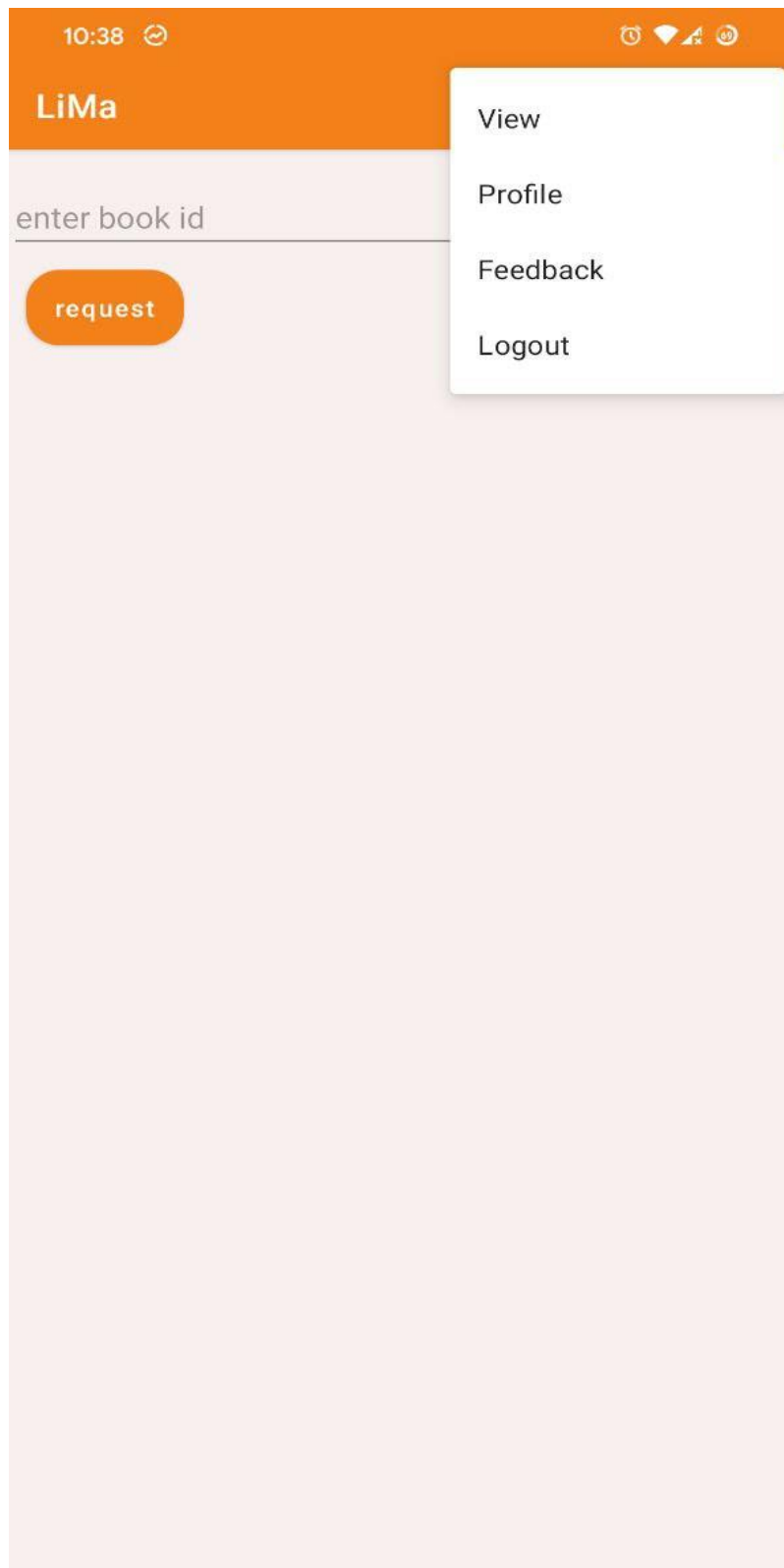


Fig.27

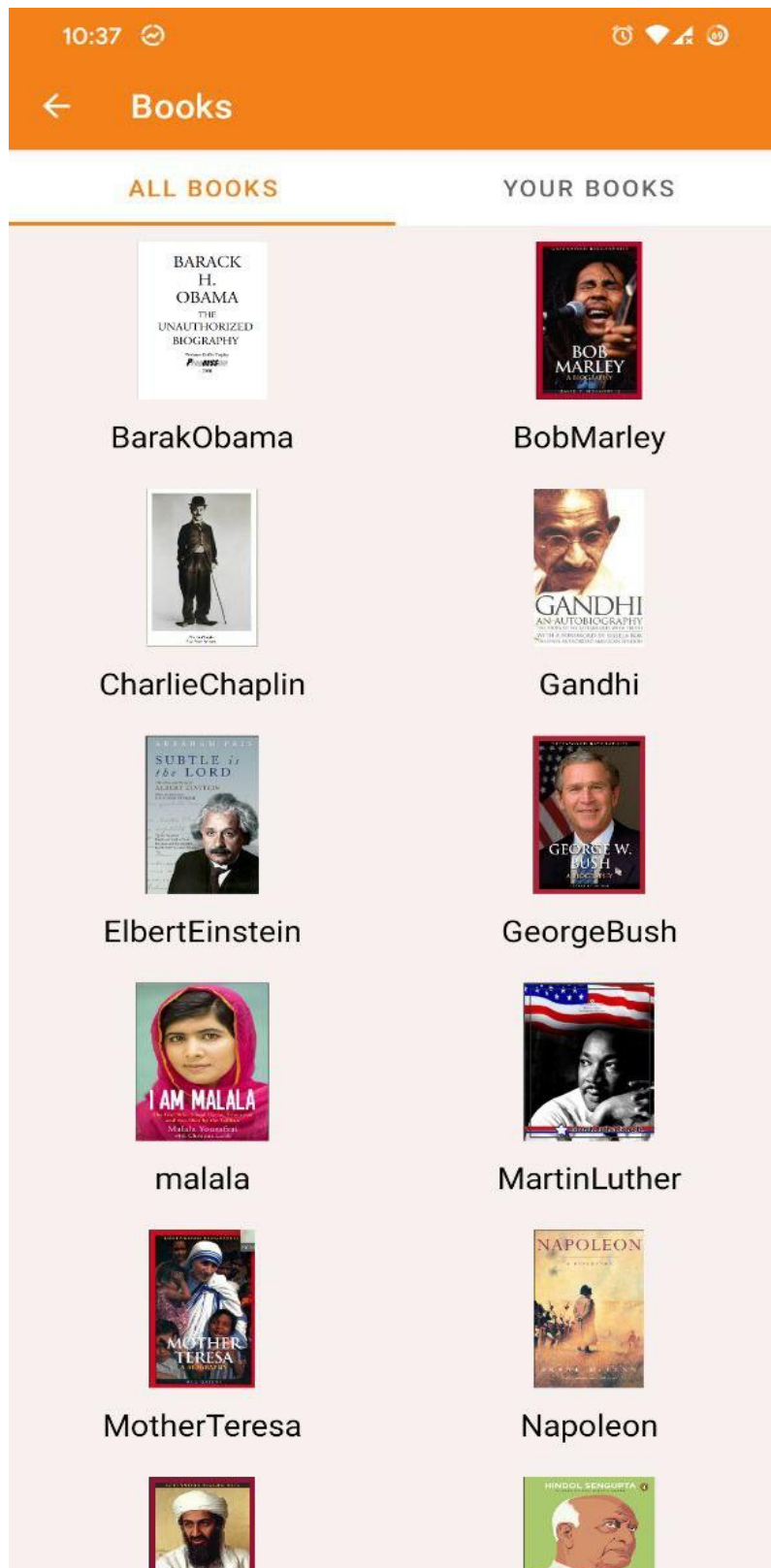


Fig. 28

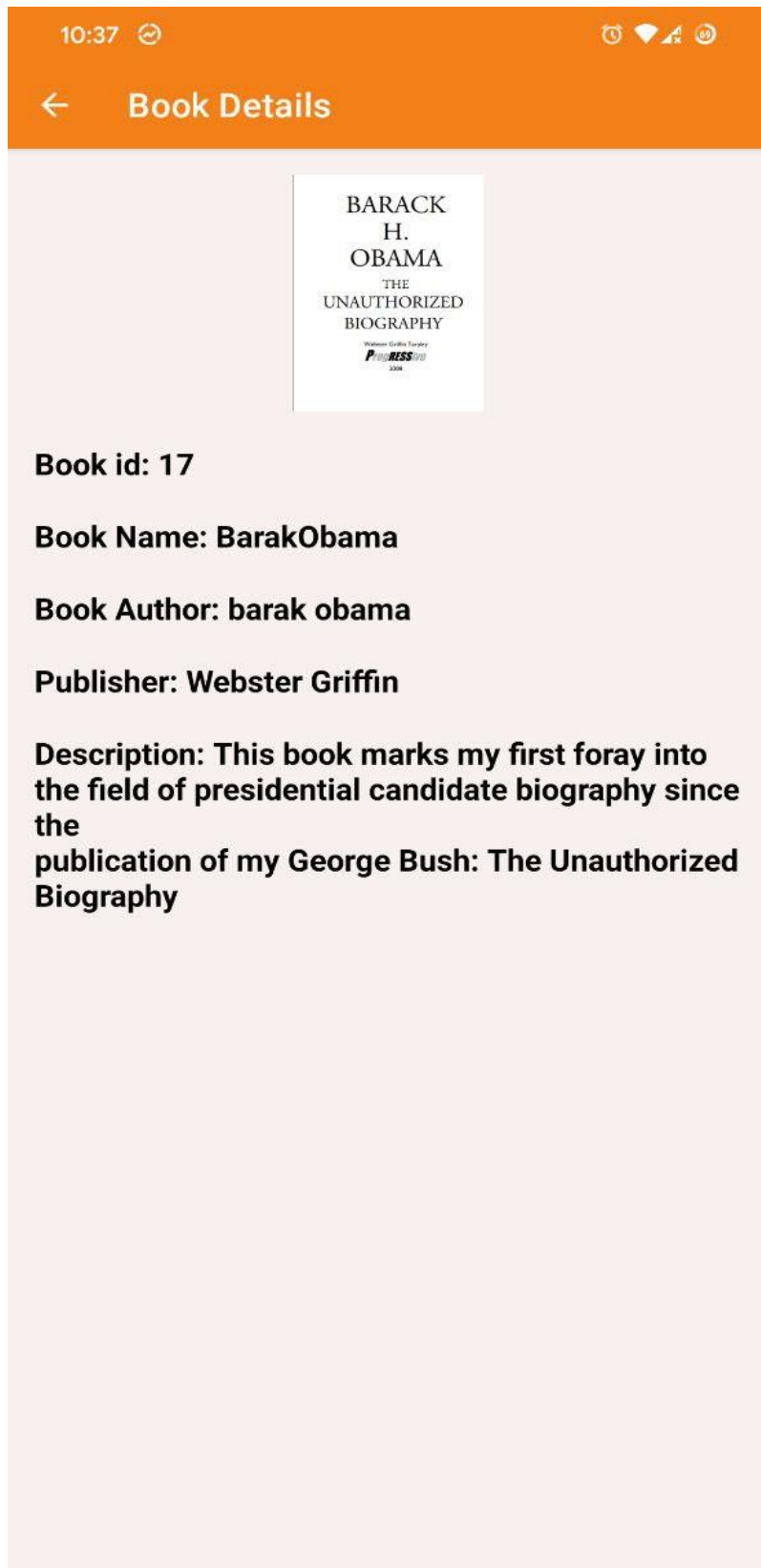


Fig. 29

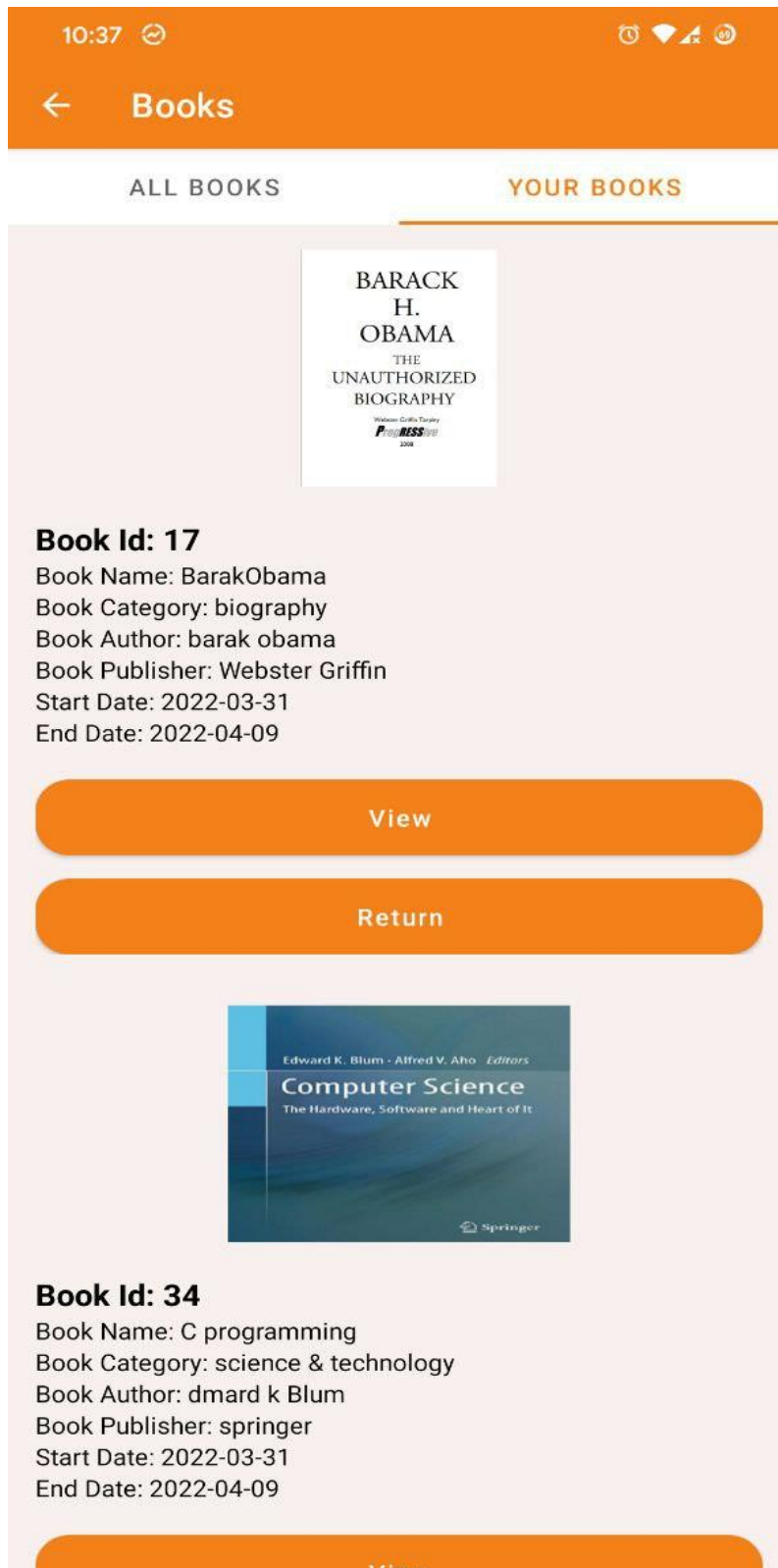


Fig. 30

10:37



LiMa

BARACK H. OBAMA

THE UNAUTHORIZED BIOGRAPHY

Webster Griffin Tarpley

Progressive

2008

BARACK H. OBAMA: THE UNAUTHORIZED BIOGRAPHY

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DIGITAL

Fig.31

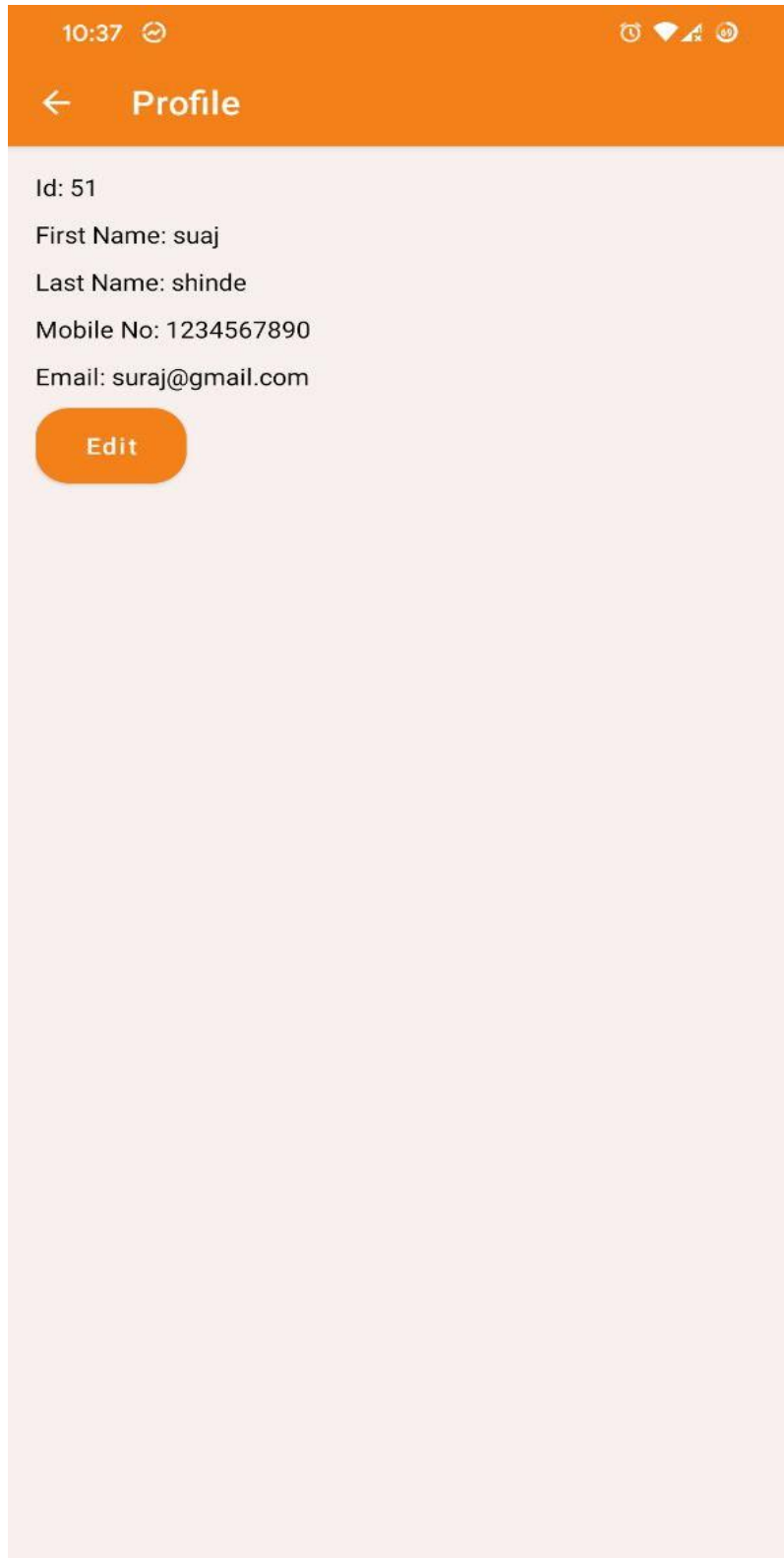


Fig.32

A screenshot of a mobile application interface for editing a user profile. The top status bar is orange and displays the time '10:37' and various system icons. Below this, a white header bar contains a back arrow and the title 'Edit Profile'. The main form area has a light pink background and contains six input fields, each with a label on the left and a placeholder text inside the input box. The fields are: 'First Name' (placeholder: 'enter your first name here'), 'Last Name' (placeholder: 'enter your last name here'), 'Email' (placeholder: 'enter your email here'), 'Mobile' (placeholder: 'enter your mobile here'), 'Password' (placeholder: 'enter password'), and 'Confirm Password' (placeholder: 'enter password'). At the bottom left of the form is an orange rounded button with the text 'Update' in white.

First Name	<input type="text" value="enter your first name here"/>
Last Name	<input type="text" value="enter your last name here"/>
Email	<input type="text" value="enter your email here"/>
Mobile	<input type="text" value="enter your mobile here"/>
Password	<input type="password" value="enter password"/>
Confirm Password	<input type="password" value="enter password"/>

Update

Fig.33

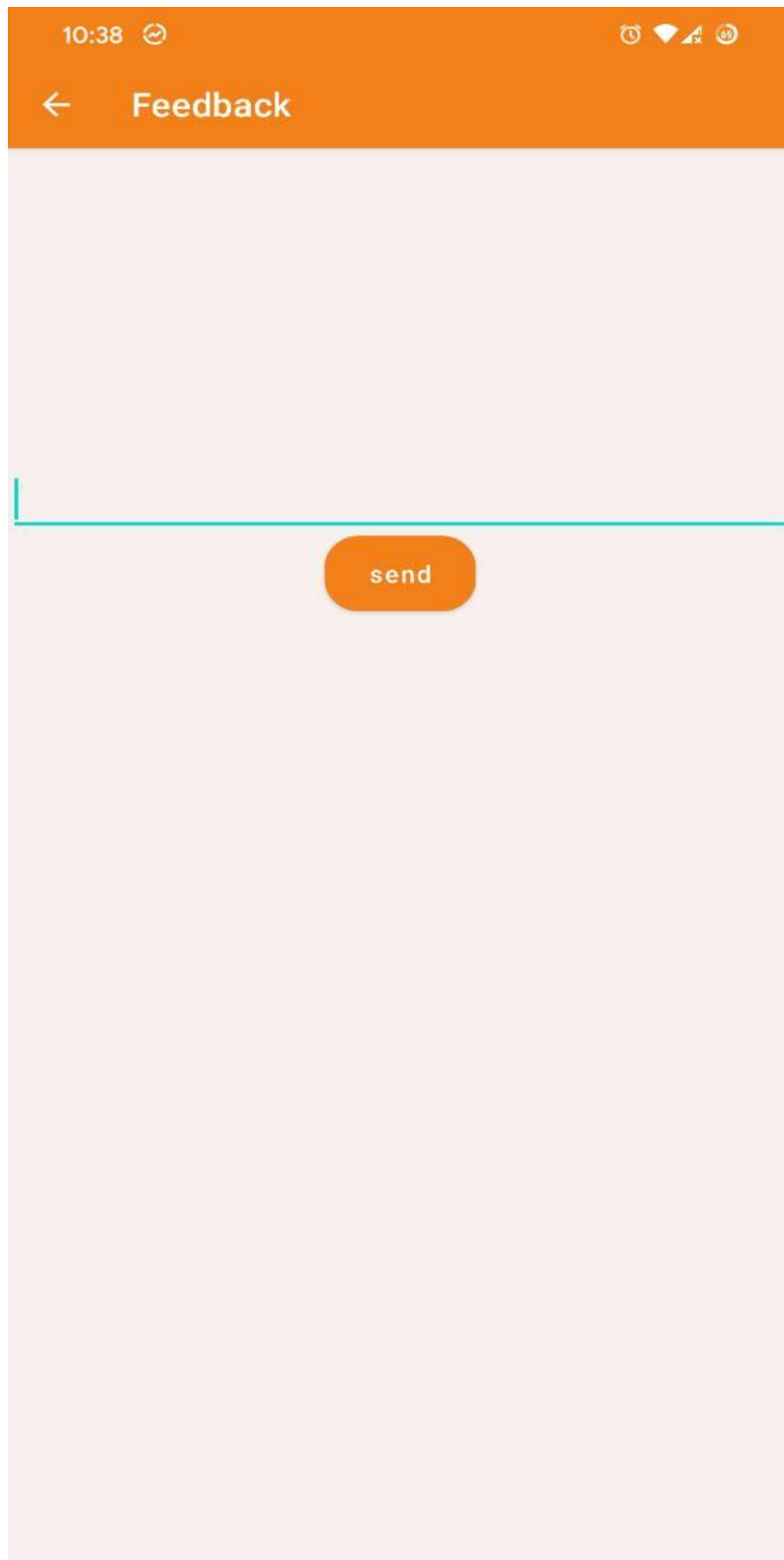


Fig.34

| Conclusion: Accomplishments While it was a challenge to develop, our project team successfully created a prototype wellness application for the Android platform. It makes entire process online where student can request books, admin can accepts request and do transactions on books and students data. It also has a facility for student login where student can login and can see books issued as well request for book or give some suggestions. It has a facility of admin's login where admins can add books and do some other operations.

| Future Work: There is a future scope of this facility that many more features such as online lectures video tutorials can be added by teachers as well as online assignments submission facility, a feature of group chat where students can discuss various issues of engineering can be added to this project thus making it more interactive more user friendly and project which fulfills each users need in the best way possible.

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http://www.w3schools.com/html/html_intro.asp

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<https://www.wikipedia.org/>

<https://www.nationallibrary.gov.in/>