**OBJECT ORIENTED PROGRAMMING**

**SEMESTER PROJECT DOCUMENTRY**

**Project Name:**

“Library System”

**Overall view:**

This project is for a user in library. If a student or a faculty member wants to borrow a book from the library, this program will take the USERNAME and person's ID and will issue to verify its membership. After that, a new window will be opened that consists of a search bar in which student will enter the book name after that a list relevant to that name will appear in a table which consist of 3 Columns of “**Book Name, Author** **Name** and **Edition**”. The student will click the book he wants, and thatbook willbe **issued** on his account.

This program will also contain a **locate BUTTON** through which students can find in which block and row the book is present in library.

For example, if we enter “Java how to program” then after issuing the book this will tell that this book is present in “Computer Science” section in shelf number 3.

**Functions to be used:**

**// window 1**

1. Username label and text field
2. Password label and text field
3. Colors on the text field
4. Login Button
5. Event handler with login button
6. Warning Dialog Box
7. Button “Forget Password”

**// window 2**

1. A search bar of text field
2. A search button
3. File handling (text files used to store the information of books)
4. Event handler with search button
5. Issue book button
6. Locate button
7. Event handler on locate button
8. Sort Button