# **Library Management System**

System Requirements Documentation

Dalton Burge, Monica Galvez, & William Applegate

Indiana University
INFO-C451: System Implementation
Instructor: Jafrina Jabin
17th March 2024

# **Table of Contents:**

Section	Page
Customer Problem Statement	3
Functional Requirement Specification	7
System Sequence Diagram	14
Activity Diagram	16
User Interface Specification	20
Project Plan	32
References	33

# **Customer Problem Statement**

### **Problem Statement:**

A library lets its members checkout books and return them on an agreed upon date. This process requires checkout procedures so that the library can lend books to its members while maintaining accountability of all books owned by the library. To complete this task, library staff must be able to track which members have checked out books, what those books are, and when they are due to be returned to the library. Library staff must have a clearly defined checkout procedure that identifies the member, the books, and the checkout and due dates. During peak hours of operation, the process to lookup the information required to complete a checkout needs to be quick. By ensuring a quick checkout process, fewer staff members are needed to handle more member check outs, and member wait times are reduced. Library staff will use a web application to quickly look up members and the books they are checking out. The web application will generate a default due date. To complete the checkout process, this information will be submitted in the web application and the application will be responsible for saving the check out details. These details will be accessible in the web application by the library staff and members.

### Glossary of Terms:

Ciccounty of form	
Administrator	Library staff must each have their own individual account in the web
	application. An administrator can create staff accounts for library
	employees.
Library staff	Library staff are any library employee who can check books out to library
	members or access member records.
Member	A library customer who has registered an account with the library.
	Members may or may not be able to check out books depending on their
	account status with the library.
Guest	Non-member customers at the library who have not registered an
	account with the library. Guests cannot check out books.
Media	Library inventory that may be checked out to members. This includes
	books, CDs, DVDs, and Instruments.
Check-out	The transaction in which the library permits a member to borrow a book
process	from the library, only after both a library staff member and the member
	agree on what books are being borrowed and when they must be
	returned.
Account	The record of a library user, which could be either an account for a
	library member or a library employee.
Frozen/Active	Library staff may declare an account frozen which prevents the member
	from checking out books. Library staff can also return the account to an
	active status, thereby allowing the member to check out books again.
Due Date	The date a member is required to return checked out books by. Failure
	to return books by the due date will result in the user's account being
	frozen and a fine accrued.

### System Requirements:

Functional Requirements:

Requirement No.	Priority	Description

REQ-1	High	The systems should prevent users with late or lost media from borrowing more.
REQ-2	High	Users should be able to search the libraries catalogue
REQ-3	Medium	Users should get a notification when the media is close to being due.
REQ-4	High	Online Payment can be made using a credit/debit card.
REQ-5	High	The four types of media are books, CDs, DVDs, and Instruments
REQ-6	Medium	Payment in the library can be made using either a credit/debit card or cash
REQ-7	High	A library employee can check media out to members using a user interface.
REQ-8	High	A library employee can look up library members and view their account details. Account details include member name, contact information, media the member currently has checked out, current fines, and if the account is frozen or active.
REQ-9	High	A library employee can look up media to determine if it is checked out. If the media is checked out, the library employee can see what member checked out the media.

# Nonfunctional Requirements:

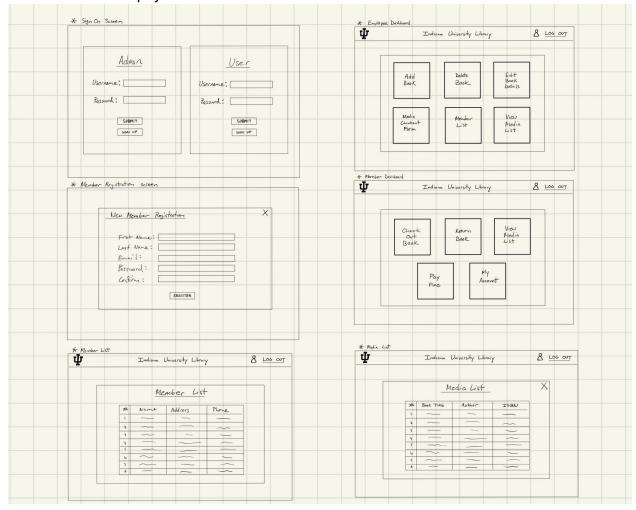
11011101	notional noquironito:
Functionality	Data is encrypted
	<ul> <li>Server-side authentication</li> </ul>
	<ul> <li>Session timeout after 5 minutes of inactivity</li> </ul>
Usability	<ul> <li>Users will have to follow password guidelines.</li> </ul>
	<ul> <li>System must be accessible from popular browsers, etc.</li> </ul>
	Chrome, Firefox, edge.
Reliability	<ul> <li>The system should be available 24/7, with exclusions for</li> </ul>
	maintenance and backups.
	<ul> <li>Backups should be done daily.</li> </ul>
Performance	<ul> <li>Must be able to handle over 10,000 users.</li> </ul>
	<ul> <li>The system must be scalable with increased books and</li> </ul>
	users.
Supportability	<ul> <li>Separate environments will be used for testing, before</li> </ul>
	releasing changes.
	<ul> <li>Must support English localization.</li> </ul>

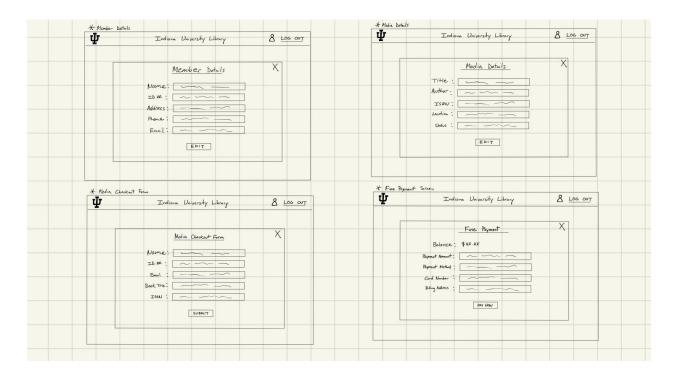
# • User Interface Requirements:

The user interface will include the following screens:

• Sign On Screen

- Member registration screen
- User Home screen (Employees and Members)
- Member list (employees only)
- Member Details (Member can only view self, employees can view any)
- Media List
- Media Details
- Media checkout form (completed by the library employee)
- Fine payment screen





### Plan of Work:

The developing environment should be finished by the end of the week. We have looked at our options and decided what would suit our team the most. We are also currently in the process of drafting up our sign-in page for the system to allow us to better communicate on how the system should function.

- User Registration and Sign on
- Access functionality from a user home-screen (for member and employee)
- Manage media content
  - o Employees can create, read, update, and delete media
  - Members can read/view media
- Manage user account state (account balance, frozen/active, check out history)
  - User can view own account
  - Employees can view all accounts and set frozen/active
- · Process checkouts via a web form
- Process returns via a web form
- Process payments to account balance (simulating payments)
- Accounts with past due checked-out media should be set to frozen status
- Administrators need the ability to create more employee / administrator accounts

# **Functional Requirements**

### Stakeholders

- Students
- General public (guests)
- University faculty
  - Library staff
  - Academia faculty (professors / deans/ advisors)
  - School administrators

### **Actors and Goals**

# **Primary actors**

• Member: This actor is able to log into the system to view rental items, as well as view and pay balance.

### **Secondary actors**

- Library staff: Checks out items for members and can examine member details.
- Administrator: Views staff list and can add, search, or remove staff
- Database: Responsible for holding member and book data.

### **Use Cases**

### Member (total: 17)

- View library media list (2)
- Search library media (2)
- Check account status (active/frozen, account balance) (4)
- View checked out media and return due dates (3)
- View media checkout history (2)
- Login/Logout (2)
- Pay fee (2)

### Library Staff (total: 32)

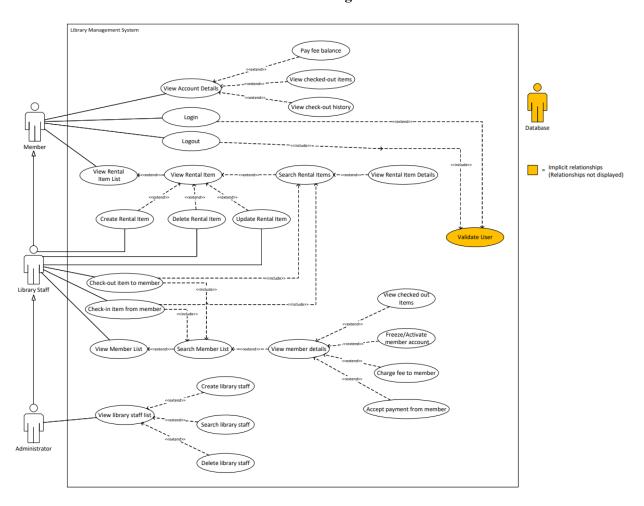
- Add media to inventory (3)
- Delete media from inventory (3)
- Update media in inventory (2)
- View library media list (2)
- Search library media (2)
- Checkout media to member (2)
- Check in returned media (2)
- View member list (2)
- Search member list (3)
- View member details (2)
- Freeze/Activate member account (3)
- Add fee to member account (2)
- Accept fee payments for Member (2)
- Login/Logout (2)

### Library Administrator (total: 12)

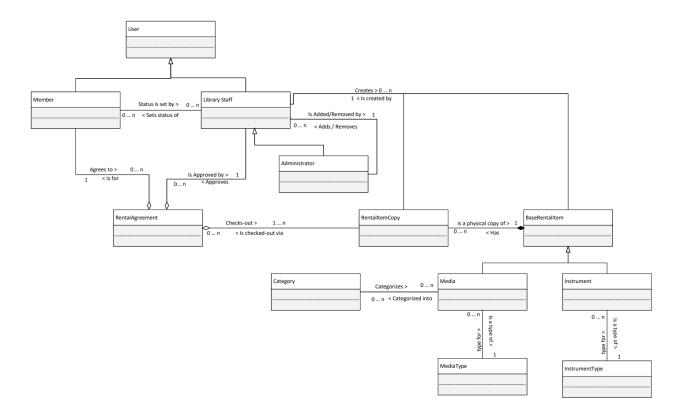
• Add Library Staff (3)

- Delete library staff (3)
- View Library staff (2)
- Search library staff (2)
- Login/logout (2)

# **Use Case Diagram**



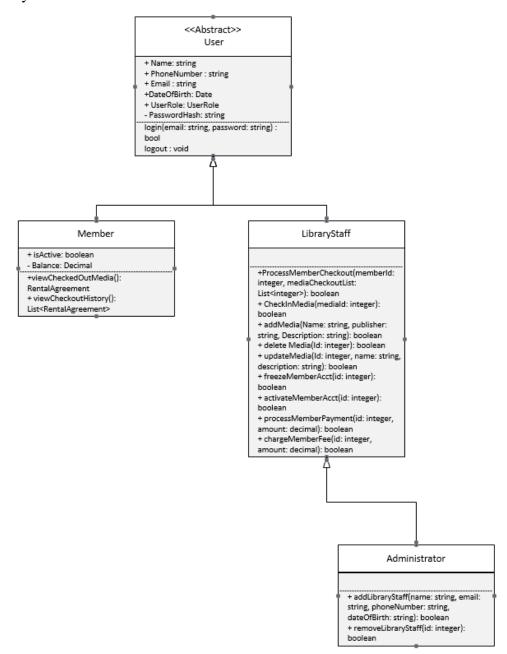
# **Class Diagram**



# **Data Types and Operation Signatures**

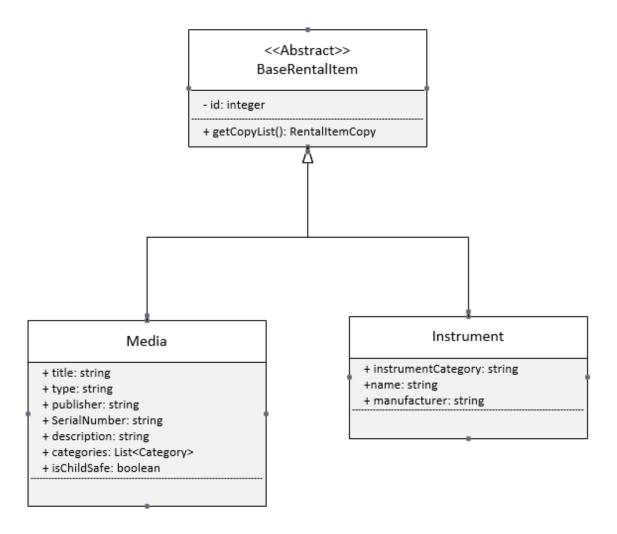
### User

There are two types of users in the library management system, members, and library staff. Because all users must be either a member or a library staff member, the User class is abstract. Some, but not all, library staff are also system administrators with access to additional functionality.



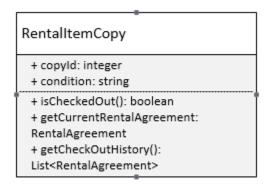
### **BaseRentalItem**

The base rental item abstract class represents anything that can be rented or checked out of the library by members. There are two types of rental items, Media and Instruments. Media includes the enumerated types of books, CDs, DVDs, and any other form of published communication. Instruments represent musical instruments that can be checked out of the library.



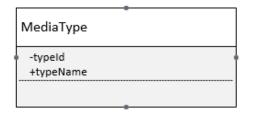
# RentalItemCopy

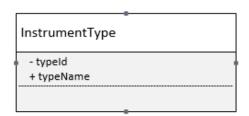
A rental item copy represents the physical copy of a rental item. Just as a library can have many copies of the same book, there can be many rental item copies to one base rental item.



# MediaType and InstrumentType

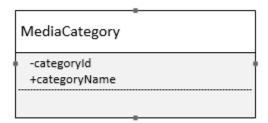
Media and instruments can both be classified by their type. Media and Instruments only belong to one type. The type is represented as an enumerated list of types. Media types may include books, DVDs, and CDs. Instrument types may include percussion, woodwind, brass, and strings for example.





# MediaCategory

Media can be classified by its category, which may include genre and/or its intended age. Categories are represented by an enumerated list of categories. Media is not limited to one category but can be labeled with many categories.



# RentalAgreement

When a member checks out an item from the library, they agree to a rental agreement. The rental agreement provided details of that agreement, including references to the member and the item being rented.

# Rental Agreement -Transaction ID (Int) -Member ID (Int) -Check out (date) -Check in date (date) -Date returned (nullable date) -Item rented (String) -Record trasaction() -Lend() -Loan -Return()

# **System Sequence Diagram and Design**

# **Sequence Diagrams:**

# Sequence Diagram for Checking in media

Actor: Menmber

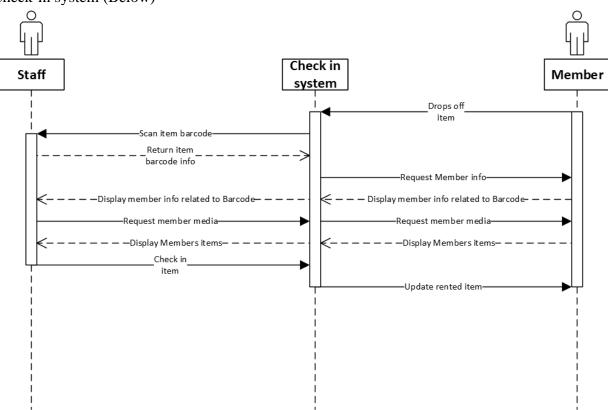
Object: Check-in counter

Interacts with the Check-in system or Staff

# Steps for checking in:

- 1. The member drops off their item
- 2. Staff scans the item
- 3. The system reads the media's bar code information
- 4. The system requests the members information
- 5. The system displays the members information about the media
- 6. The staff requests the members items
- 7. The systems return the members item list
- 8. The staff checks-in the media
- 9. The system updates the members rented item status

# Check-in system (Below)



# Sequence Diagram for Checking out media

Actor: Menmber

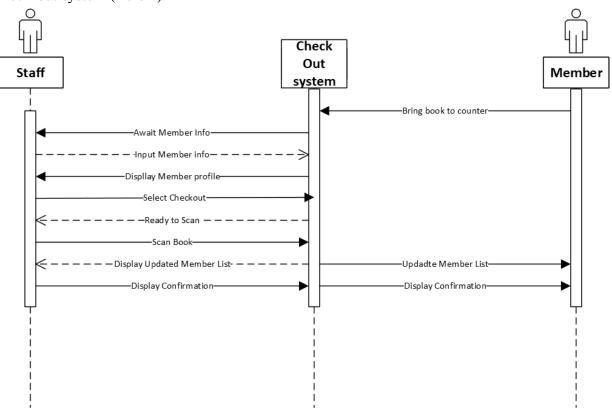
Object: Check-out counter

Interacts with the Check-out system or Staff

# Steps for checking out:

- 1. Member brings media to counter
- 2. The checkout system request member information
- 3. Staff inputs the member information
- 4. The checkout displays the member's profile
- 5. The staff selects checkout on the system
- 6. The staff scans the media
- 7. The checkout system displays an updated list to the staff and the member's account
- 8. The checkout sends a confirmation that the checkout was successful to the staff and member

# Check-out system (Below)



# **Activity Diagrams:**

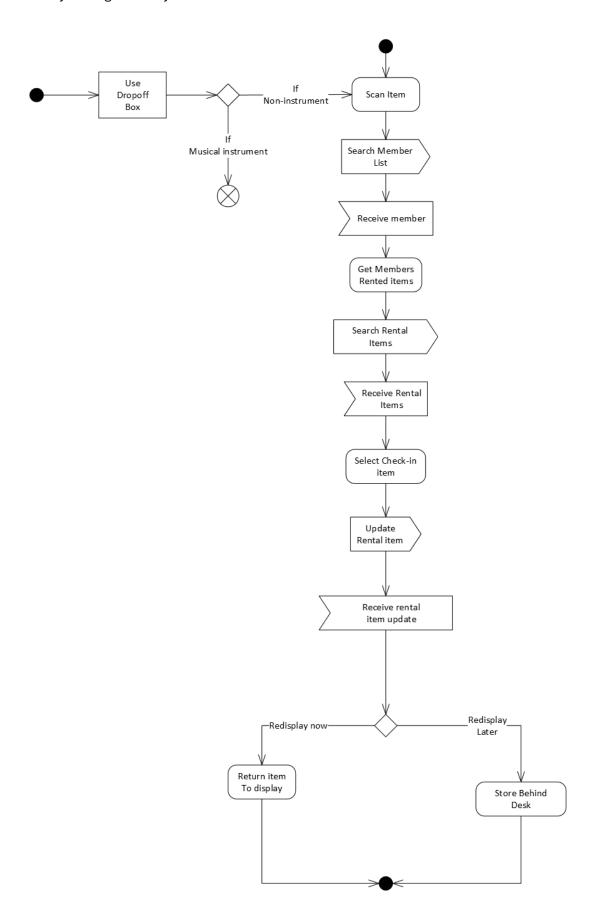
# Activity diagram for checking-in media (image next page)

### **States:**

- Initial state: The member brings media to be returned to the counter
- Final state: The staff updates the members account and returns the media to its shelf when able

# **Action:**

The member begins the check-in process by returning the media to a drop-off point or at the check-in counter. The staff scans the item and searches the member list and receives the member's rented items list. The staff now searches the list for the item and checks in the item. The system updates the rental items status, and the staff returns the media back to its display when able.



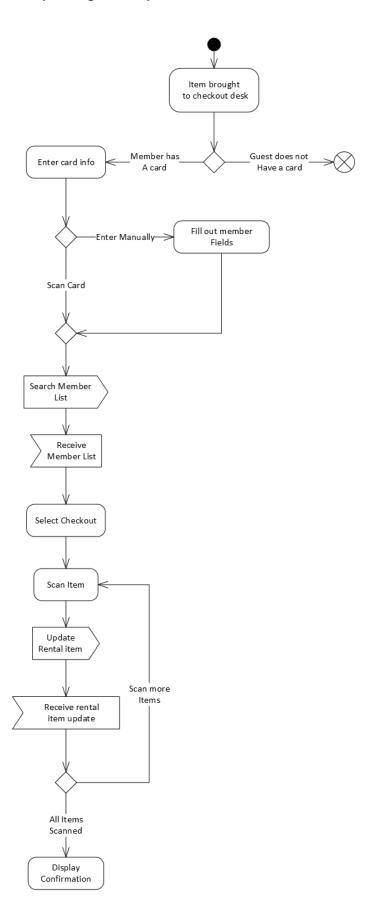
# Activity diagram for checking-out media (image next page)

### **States:**

- Initial state: The member brings an item to the checkout-desk
- Final state: 1. The member successfully checks out a book. 2. The member cannot check out a book without a card.

### **Action:**

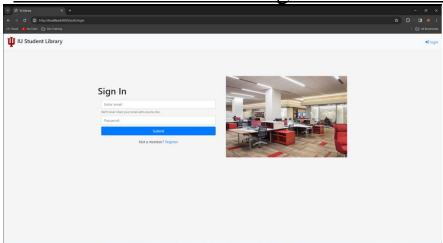
The member brings a media item to the check-out desk. The member presents their card, or they cannot checkout the media item. The staff scans the card or enters the information in manually. The checkout system searches the member list. The staff selects checkout and scans the item, and the system updates the members rental items list, then the step repeats for any additional items. When all items are scanned a confirmation is displayed and a confirmation is sent to the customer.

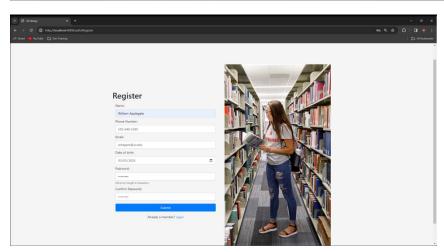


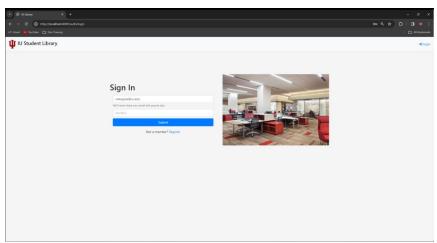
# **User Interface Specification**

# **Preliminary Design**

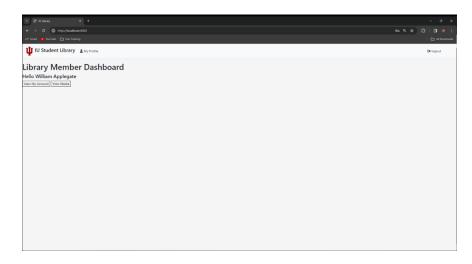
Use Case: A new user registers to become a member





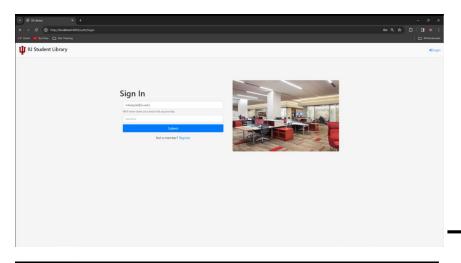


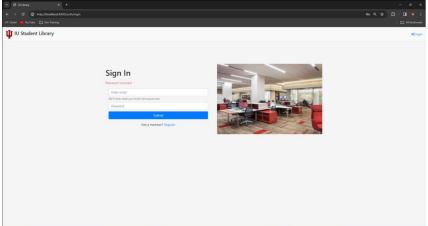
Clicks the 'Register' link in blue. Fills out the register form fields and then clicks blue 'Submit' button User is now able to sign in by submitting their email and password

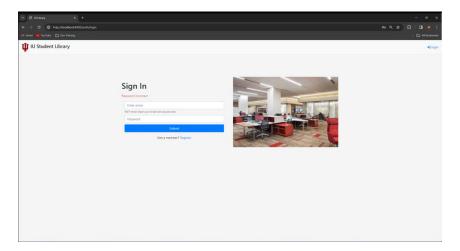


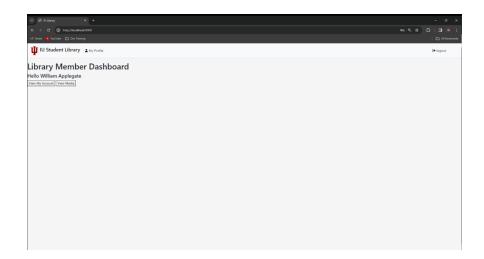
Member will be taken to their Library Member Dashboard

Use Case: User's password is incorrect

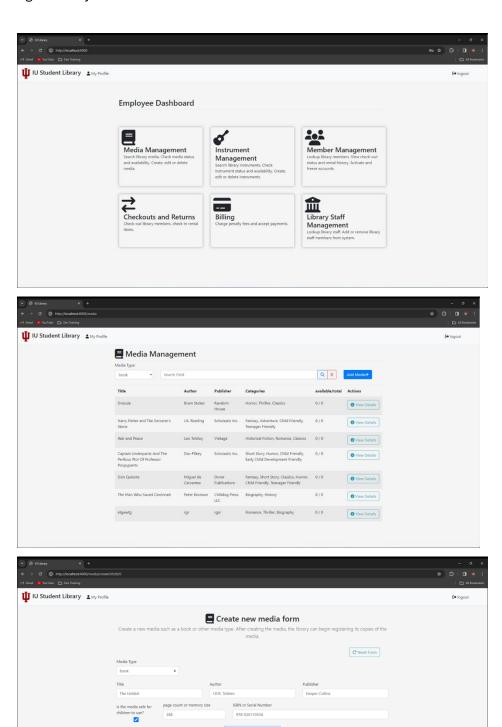




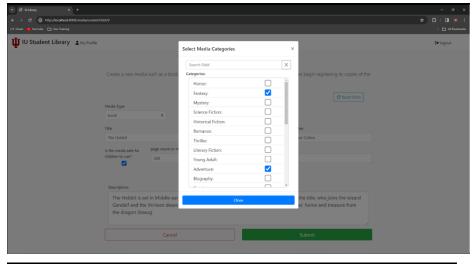


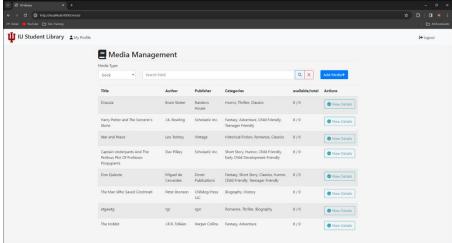


Use Case: An employee adds new media

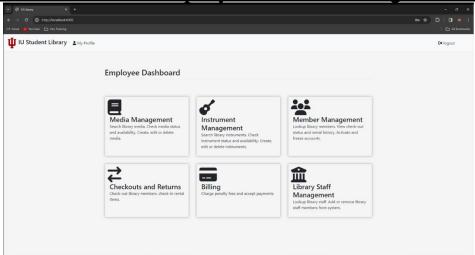


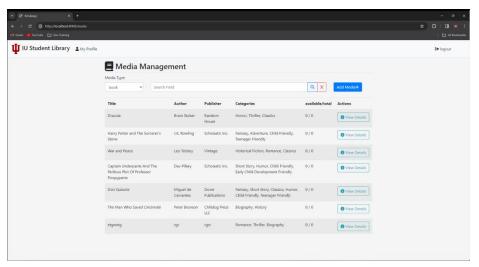
The Hobbit is set in Middle-earth and follows home-loving Bilbo Baggins, the hobbit of the title, who joins the wizard Gandalf and the thirteen dwarves of Thorin's Company, on a quest to reclaim the dwarves' home and treasure from the dragon Smart.

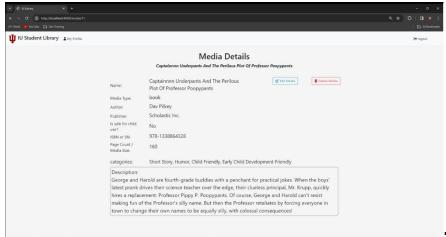


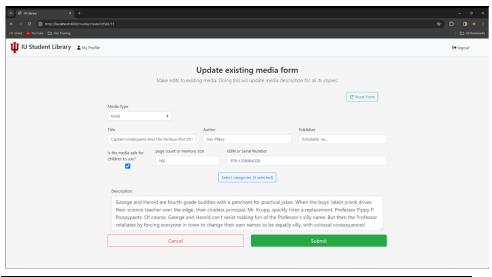


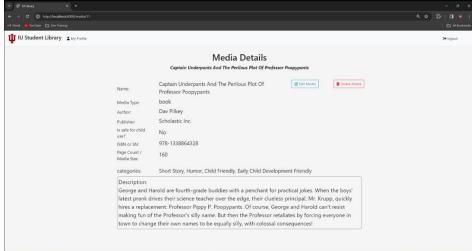
Use Case: An employee edits existing media



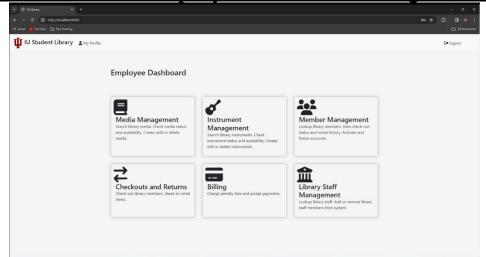


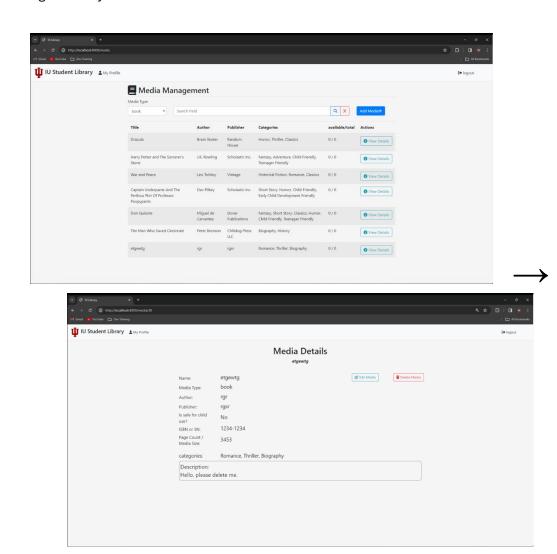


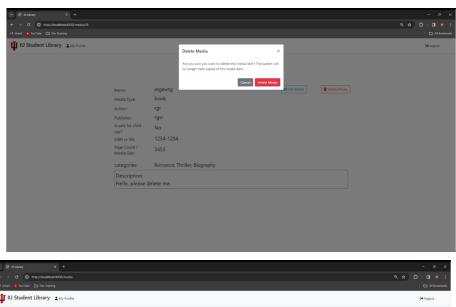


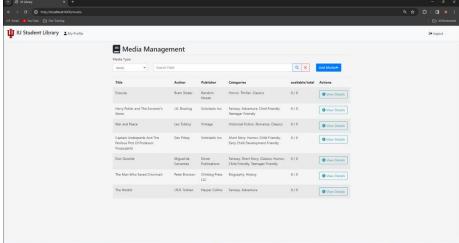


Use Case: An employee deletes existing media









# **User Effort Estimation**

Usage Scenario	Navigation	Clicks	Keystrokes
New user registers to become member	Sign-in, Register form, Sign-in, Dashboard	3	<50
User's password is incorrect	Sign-in	2	<20
An employee adds new media	Dashboard, Media Management, Create new media form	8	<100
An employee edits existing media	Dashboard, Media Management, Media Details, Update exisiting media form	4	<10
An employee deletes media	Dashboard, Media Management, Media Details	4	0

# **Project Plan**

**Project planning:** 

J	
Software	<ul> <li>Front-end: HTML,CSS,JavaScript</li> </ul>
	Back-end: Node.js
	Database: MariaDB
Hardware	PC and servers
Network	Local network and an internet connection with other I.U. libraries. Ethernet
	cables required.

# **Development approach:**

- HTML/CSS/JavaScript with Bootstrap framework.
- JavaScript with Node.js.
- MariaDB for the database.
- Focus on web application to be used in the web browser

**Development Timeline:** 

Weeks	Description
1-2	Determine the framework and establish the structure of the system, connecting frontend to back-end, connecting back-end to database.
3-4	Build the system login. Register management, staff, and known members
5-6	Implement basic features for staff and management. This will include signing up members, viewing accounts, checking out members, and checking book databases. The book database will allow for adding, deleting, and reservation of books.
7-8	Test and fix known issues. Record demo for the mid-term.
9-11	Improve the system based on feedback. Add basic user features such as reserving books, browsing the catalog, and paying fines.
12-14	Write test cases and add features
15	Record and submit final presentation

# References

- Bootstrap (2024). GetBootstrap.com v5.3.3. Views on 17 March, 2024 at: https://getbootstrap.com/
- Delamater M. & Ruvalcaba Z. (2020). Murach's JavaScript and jQuery 4<sup>th</sup> Edition. Murach.
- Elmasri R. & Navathe S. (2021). Fundamentals of Database Systems 7<sup>th</sup> Edition. Pearson.
- Mebjas (2023). Html5-QRCode. Viewed on 10 March 2024 at: <a href="https://github.com/mebjas/html5-grcode#readme">https://github.com/mebjas/html5-grcode#readme</a>
- Mills J. (2021). Building Web Applications with Node.js and Express. PluralSight.com. Viewed on 4 February 2024.
- Tilley S. & Rosenblatt H. (2017). System Analysis and Design. 11th Edition. Cengage Learning.