CS 101 PROJECT REPORT

SLOT: 11

GROUP: 11

PROJECT: LIBRARY MANAGEMENT

TEAM MEMBERS:

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INTRODUCTION:

Nowadays all the businesses are shifting to computer based system. It is increasing the demand among the customer. This project is concerned with developing a Library Management System using C++. In this system the library management becomes more efficient & easier to handle with its reliable system components.

This program is intended to facilitate the interaction between the readers and Library. It makes the issuing, returning, adding, deleting books much easier. It also facilitates the reader to search books available in the library and access them easily.

PROBLEM DEFINITION:

Most of the libraries are operated manually by group of people. In such situations many people are involved in the process of managing the library to keep records regarding the books & students (issuers), keep records on issued, returned etc. all these things have to be carried out manually. Hand keeping large amount of maintenance workers may cost a lot & it will not be efficient for a library. Manual record keeping is also not a reliable method as people tend to forget things.

On the borrower's point of view, in manual system borrower can't find a book exactly at once as they are not ordered well. Sometimes user might be searching for a book that is not available in the library in such situations people get

frustrated. Therefore there should be a reliable way to manage the library system efficiently and economically.

OBJECTIVE:

The aim of this project is to develop a system that can handle & manage the activities involved in a library in an efficient & reliable way. Less managing personnel & easy searching availability & user profile managing are major goals in this project.

- We aim to develop a database which stores the issue details and the book details.
- We aim to develop a system through which the librarian should be able to:
  - ➢ Access and edit the database containing information of books and students
  - ➢ Issue books and Return books
  - ➢ Create a new account

  Also the student (issuer) should be able to:

  - ➢ Search required book by giving its name or its corresponding details.
  - ➢ Check the availability of the book.
- Our objective is to create an easy to understand, user friendly, reliable and economical program.

RESOURCES REQUIRED:

- A computer with minimum 256 MB of RAM
- Code::blocks installation
- Microsoft Access facility(MS Office package)