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E-Lib Digital Library Management System using Flutter and Dart

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Abstract: *This research aims to see the implementation of the digital library application made using Flutter and dart. In the day-to-day life, people who are interested in reading books face many problems of carrying the books along and also not even every time possible to go to libraries. Hence, to overcome this problem we propose this model of "A digital E-library management system" which is an android application. The E-library management system which serves the purpose of a virtual library that users can carry anywhere, anytime. This application contains several different genres of books well processed, and systematically arranged. Method used for the implementation of the application are flutter and Dart The motive of this technology application is to create a taxi provider library for engineers running Android and iOS, the usage of Dart Object-Oriented Programming, Dio, and Retrofit. Design of a visual interface to gaining access to particular functionality from the library and create Android and iOS apps from its projects requires accelerating software development. consequently, the high- quality answer is for the designer to apply it. Flutter is an open-source SDK for enhancing high performance with the most reliable mobile apps for iOS and Android, primarily based on a single code base. Use for downloading providing certain information on the web service. All communications made via the REST API using the HTTP application only.*

Keywords: Digital Libraries, Flutter, Dart, Retrofit, REST API

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