Annotation

This graduation project is developing a mobile application "Library" for the university in the Android environment, allowing students to have quick access to books that are in the library.

This application will provide an opportunity to save the necessary literature in a mobile phone. In addition to books, there will be displayed the news of the university and the tab "My Books", where the user can add the necessary books or guidelines.

The software in this project was developed in the AndroidStudio environment, the code is written in an object-oriented programming language Java. The main part fully describes the mobile application "Library".