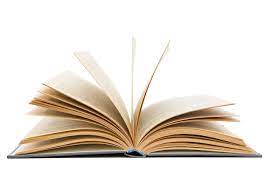
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**ONLINE EBOOK SYSTEM**

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I owe my deep gratitude to our project guide **Sir Ebad-Uddin-Ahmed**, who took keen interest on our project work and guided us all along, till the completion of our project work by providing all the necessary information for developing a good system.

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**ABSTRACT**

Welcome to our online ebook system website, where reading seamlessly integrates with the digital age. Our platform offers an extensive and diverse collection of ebooks, catering to a wide spectrum of literary tastes and preferences. Dive into the world of literature from the comfort of your device, with user-friendly features that enhance your reading experience. Our intuitive interface allows you to easily search, select, and access ebooks, making your literary pursuits more convenient than ever. From fiction to non-fiction, our digital library spans a multitude of genres, ensuring there's something for every reader. With interactive features, customizable reading options, and a commitment to fostering a vibrant reading community, our online ebook system website transforms the way you engage with books. Immerse yourself in captivating narratives, gain knowledge, and explore new horizons, all with the click of a button. Experience the future of reading, and embark on literary adventures that know no bounds, right here on our platform.

**TABLE OF CONTENT**

Certificate ............................................................................................................................................................................................. 3

Acknowledgement ................................................................................................................................................................................ 4

Abstract ................................................................................................................................................................................................ 5

CHAPTER # 1 ...................................................................................................................................................................................... 7

INTRODUCTION ................................................................................................................................................................................ 7

CHAPTER # 2 ...................................................................................................................................................................................... 9

FUNCTION REQUIREMENT ............................................................................................................................................................ 9

CHAPTER # 3 .................................................................................................................................................................................... 11

REQUIREMENT SPECIFICATION ................................................................................................................................................. 11

CHAPTER # 4 .................................................................................................................................................................................... 14

ANALYSIS ........................................................................................................................................................................................ 14

CHAPTER # 5 .................................................................................................................................................................................... 20

DESIGN ............................................................................................................................................................................................. 20

CHAPTER # 6 .................................................................................................................................................................................... 27

TESTING ........................................................................................................................................................................................... 27

CHAPTER # 7 .................................................................................................................................................................................... 31

SCREEN SHOTS ............................................................................................................................................................................... 31

Create Account ................................................................................................................................................................................... 32

Home Page Header ............................................................................................................................................................................. 34

Footer ................................................................................................................................................................................................. 34

Weight Converter ............................................................................................................................................................................... 35

Industries ............................................................................................................................................................................................ 35

About Us............................................................................................................................................................................................. 36

Our Services ....................................................................................................................................................................................... 36

Track Your Order ............................................................................................................................................................................... 37

Create A Shipment ............................................................................................................................................................................. 37

Contact Us .......................................................................................................................................................................................... 38

Login .................................................................................................................................................................................................. 38

CHAPTER # 8 .................................................................................................................................................................................... 39

TASK SHEET .................................................................................................................................................................................... 39

TASK SHEET .................................................................................................................................................................................... 40

CHAPTER # 9 .................................................................................................................................................................................... 41

SUBMISSION CHECKLIST ............................................................................................................................................................. 41

CHAPTER # 10 .................................................................................................................................................................................. 43

Conclusion .......................................................................................................................................................................................... 43

CHAPTER #1

1.1 INTRODUCTION:

Welcome to our online ebook system website, where literature meets technology for an exceptional reading experience. Explore a diverse collection of ebooks, customize your reading, and embark on literary adventures, all from the comfort of your device. Join us in this digital reading revolution!

1.2 PROPOSED SOLUTION:

In order to attract and retain the customers, and to reach out to the customers early, and to stand by in this competitive world the publisher wants to build a website where the customers can avail digital library.

1.3 Modules:

The entire project mainly consists of 2 modules, which are

* Head (Admin)
* Customer (Users)

**1.3.1 Head Module:**

* Admins should be able to manage customer orders and confirmations.
* Admins should track payments and update order status.
* Admins should be able to add, edit, or remove book listings.
* The admin panel should provide the ability to add, edit, or delete competition details.
  + 1. **User Module:**

1. Website (Registration / Login).

1. Membership (Registration / Login).

CHAPTER #2

2.1 functional requirements:

* A database should be created that holds the details of the books, orders, and that of the customers.
* The customers who are registered with the site will alone be able to fetch and see the details of the website.
* The Admin solely should have the rights of uploading the details of the books and as well uploading the books in the PDF document form.
* As soon as the receipt of an order, the customer should be acknowledged with the details of the order, like address (if ordered for the CD or Hard copy) and then ask for the confirmation of the order.
* After the confirmation is received from the user, then only the further process has to be taken place.
* The customer who has requested for the book online in the form of the PDF Document, can only access that document only after the payment is received by the publisher.
* The contact information is also needed to be provided, which includes the details of the dealers of that location, so that the customer can even purchase that book from the dealer.

CHAPTER #3

3.1 project specification:

The entire project mainly consists of 4 project specification, which are

1. [**Introduction**](file:///C:\Users\DELL\Downloads\PHP%20-%20E-Books%20(1)\PHP%20-%20E-Books\Project%20Specification%20(E-Books)%20-OST.doc#Intro)
2. [**Objectives**](file:///C:\Users\DELL\Downloads\PHP%20-%20E-Books%20(1)\PHP%20-%20E-Books\Project%20Specification%20(E-Books)%20-OST.doc#objectives)
3. [**Problem Statement**](file:///C:\Users\DELL\Downloads\PHP%20-%20E-Books%20(1)\PHP%20-%20E-Books\Project%20Specification%20(E-Books)%20-OST.doc#prblmstmt)
4. [**Hardware/ Software Requirements**](file:///C:\Users\DELL\Downloads\PHP%20-%20E-Books%20(1)\PHP%20-%20E-Books\Project%20Specification%20(E-Books)%20-OST.doc#hswreq)

**3.1.1 Intriduction:**

The thirst for learning, upgrading technical skills and applying the concepts in real life environment at a fast pace is what the industry demands from IT professionals today. However busy work schedules, far-flung locations, unavailability of convenient time-slots pose as major barriers when it comes to applying the concepts into realism. And hence the need to look out for alternative means of implementation in the form of laddered approach.

**3.1.2 Objectives of the project:**

The Objective of this program is to give a sample project to work on real life projects. These applications help you build a larger more robust application. The objective is not to teach you concepts but to provide you with a real life scenario and help you create applications using the tools.You can revise them before you start with the project. It is very essential that a student has a clear understanding of the subject. Kindly get back to eProjects Team in case of any doubts regarding the application or its objectives.

**3.1.3** **Problem Statement**

Problem statement is attached separately in a file “**E-Books**”

**Standards plan:**

Every code block must have comments.

The logic of the program needs to be explained. Proper documentation should be maintained.

Complete Project Report along with synopsis, code and documentation should be prepared.

**3.1.4 Hardware/ Software Requirements**

**Hardware**

* A minimum computer system that will help you access all the tools in the courses is a Pentium 166 or better
* 128 Megabytes of RAM or better

**Operating System**

* LINUX / Windows 2000 Server (or higher if possible)

**Software**

* PHP
* MySQL
* PERL
* Apache

CHAPTER #4

4.1: ANALYSIS:

**4.1.1 Introduction:**

This report outlines the plan for an online ebook system for a well-known publisher. The client publishes various types of books and wants to adapt to changing reading habits and preferences.

**4.1.2 Existing Scenario:**

Currently, the client mainly distributes physical books and CDs through dealers, which can lead to delays. The client also conducts essay and story writing competitions, but the entry process is not user-friendly.

4.1.3 **Proposed Scenario:**

The solution is to create a user-friendly website. Customers can register, access member benefits, and buy books in different formats. This change will reduce delays and make publications more accessible.

**4.1.4 Non-Financial Requirements:**

- Capture and manage detailed book information.

- Admin should be able to enter book details and manage the site.

- Create a database for book and customer information.

- Implement an advanced search feature.

- Allow customer registration.

- Showcase new releases and top books on the homepage.

- Display competition details and winners.

- Limit access to registered users.

- Create a timer for essay writing competitions.

\*\*Financial Requirements:\*\* Define payment methods (credit cards, DD, checks, VPP) and grant access to PDF documents upon payment. Competition participation is free with prizes awarded per competition rules.

**4.1.5 FinancialRequirements:**

Key functional requirements include:

- Building a comprehensive database for book and customer data.

- Restricting access to registered users.

- Admin-exclusive rights for uploading book details and PDF documents.

- Sending order acknowledgments and confirmation requests.

- Granting access to PDF documents after payment.

- Providing contact information for dealer purchases.

In summary, the proposed online ebook system will address distribution challenges and improve user engagement for the client. The transition to a digital platform will streamline book distribution, making publications more accessible to customers and enhancing the overall experience. This implementation promises significant benefits for both the publisher and its readers.

**4.1.6 LANGUAGE SPECIFICATION :**

**1. HTML.**

**2. CSS.**

**3. JAVASCRIPT.**

**4. PHP.**

**5. SQL.**

CHAPTER #5

5.1 DESIGN :

**5.1 SYSTEM DESIGN:**

**5.1.1 INTRODUCTION TO UML:**

**UML Design**

The Unified Modelling Language (UML) is a standard language for specifying, visualizing, constructing, and documenting the software system and its components. It is a graphical language, which provides a vocabulary and set of semantics and rules. The UML focuses on the conceptual and physical representation of the system. It captures the decisions and understandings about systems that must be constructed. It is used to understand, design, configure, maintain, and control information about the systems.

The UML is a language for:

* Visualizing
* Specifying
* Constructing
* Documenting

**Visualizing**

Through UML we see or visualize an existing system and ultimately, we visualize how the system is going to be after implementation. Unless we think, we cannot implement. UML helps to visualize, how the components of the system communicate and interact with each other.

**Specifying**

Specifying means building, models that are precise, unambiguous and complete UML addresses the specification of all the important analysis design, implementation decisions that must be made in developing and deploying a software system.

**Constructing**

UML models can be directly connected to a variety of programming language through mapping a model from UML to a programming language like JAVA or C++ or VB. Forward Engineering and Reverse Engineering is possible through UML.

**Documenting**

The Deliverables of a project apart from coding are some Artifacts, which are critical in controlling, measuring and communicating about a system during its developing requirements, architecture, desire, source code, project plans, tests, prototypes releasers, etc.

**5.2 UML Approach**

### UML Diagram

A diagram is the graphical presentation of a set of elements, most often rendered as a connected graph of vertices and arcs. You draw diagram to visualize a system from different perspective, so a diagram is a projection into a system. For all but most trivial systems, a diagram represents an elided view of the elements that make up a system. The same element may appear in all diagrams, only a few diagrams, or in no diagrams at all. In theory, a diagram may contain any combination of things and relationships. In practice, however, a small number of common combinations arise, which are consistent with the five most useful views that comprise the architecture of a softwareintensive system. For this reason, the UML includes nine such diagrams:

1. Class diagram
2. Object diagram
3. Use case diagram
4. Sequence diagram
5. Collaboration diagram
6. State chart diagram
7. Activity diagram
8. Component diagram
9. Deployment diagram

**USE CASE DIAGRAM:**

A use case diagram in the Unified Modelling Language (UML) is a type of behavioural diagram defined by and created from a use-case analysis. Its purpose is to present a graphical overview of the functionality provided by a system in terms of actors, their goals (represented as use cases), and any dependencies between those use cases.

Use case diagrams are formally included in two modelling languages defined by the OMG: the unified modelling language (UML) and the systems modelling language (sysML)

**Use case diagram of our project:**

**Flow Chart:**

A flowchart is a type of diagram that represents a workflow or process. A flowchart can also be defined as a diagrammatic representation of an algorithm, a step-by- step approach to solving a task. The flowchart shows the steps as boxes of various kinds, and their order by connecting the boxes with arrows

Registeratiom

Memberships

USER

Charges of books

Announce winners

ADMIN

**Activity Diagram:**

An activity diagram is a behavioural diagram i.e., it depicts the behaviour of a system. An activity diagram portrays the control flow from a start point to a finish point showing the various decision paths that exist while the activity is being executed.

Login

**YES** **NO**

Register

As a user As aadmin

Add competitions

Make changes of books

login

Register

Order status

Announce winners

Charges of books

Competitions

memberships

contact

CHAPTER #6

6.1 testing :

**6.1.1 INTRODUCTION TO SYSTEM TESTING:**

The purpose of testing is to discover errors. Testing is the process of trying to discover every conceivable fault or weakness in a work product. It provides a way to check the functionality of components, sub-assemblies, assemblies and/or a finished product It is the process of exercising software with the intent of ensuring that the Software system meets its requirements and user expectations and does not fail in an unacceptable manner. There are various types of test. Each test type addresses a specific testing requirement.

**6.1.2 TYPES OF TESTING**:

**Unit testing:**

Unit testing involves the design of test cases that validate that the internal program logic is functioning properly, and that program inputs produce valid outputs. All decision branches and internal code flow should be validated. It is the testing of individual software units of the application .it is done after the completion of an individual unit before integration. This is a structural testing, that relies on knowledge of its construction and is invasive. Unit tests perform basic tests at component level and test a specific business process, application, and/or system configuration. Unit tests ensure that each unique path of a business process performs accurately to the documented specifications and contains clearly defined inputs and expected results.

**Integration testing:**

Integration tests are designed to test integrated software components to determine if they actually run as one program. Testing is event driven and is more concerned with the basic outcome of screens or fields. Integration tests demonstrate that although the components were individually satisfaction, as shown by successfully unit testing, the combination of components is correct and consistent. Integration testing is specifically aimed at exposing the problems that arise from the combination of components.

**Functional test:**

Functional tests provide systematic demonstrations that functions tested are available as specified by the business and technical requirements, system documentation, and user manuals.

Functional testing is centred on the following items:

Valid Input : identified classes of valid input must be accepted. Invalid

Input : identified classes of invalid input must be rejected. Functions : identified functions must be exercised.

Output : identified classes of application outputs must be exercised.

Systems/Procedures: interfacing systems or procedures must be invoked.

Organization and preparation of functional tests is focused on requirements, key functions, or special test cases. In addition, systematic coverage pertaining to identify Business process flows; data fields, predefined processes, and successive processes must be considered for testing. Before functional testing is complete, additional tests are identified and the effective value of current tests is determined.

**System Test**:

System testing ensures that the entire integrated software system meets requirements. It tests a configuration to ensure known and predictable results. An example of system testing is the configuration-oriented system integration test. System testing is based on process descriptions and flows, emphasizing pre-driven process links and integration points.

**White Box Testing:**

White Box Testing is a testing in which in which the software tester has knowledge of the inner workings, structure and language of the software, or at least its purpose. It is purpose. It is used to test areas that cannot be reached from a black box level.

**Unit Testing:**

Unit testing is usually conducted as part of a combined code and unit test phase of the software lifecycle, although it is not uncommon for coding and unit testing to be conducted as two distinct phases.

**Black Box Testing:**

Black Box Testing is testing the software without any knowledge of the inner workings, structure or language of the module being tested. Black box tests, as most other kinds of tests, must be written from a definitive source document, such as specification or requirements document, such as specification or requirements document. It is a testing in which the software under test is treated, as a black box. you cannot “see” into it. The test provides inputs and responds to outputs without considering how the software works.

**Test strategy and approach**

Field testing will be performed manually and functional tests will be written in detail. **Test objectives**

* All field entries must work properly.
* Pages must be activated from the identified link.
* The entry screen, messages and responses must not be delayed.

**Features to be tested**

* Verify that the entries are of the correct format
* No duplicate entries should be allowed
* All links should take the user to the correct page.

**Integration Testing:**

Software integration testing is the incremental integration testing of two or more integrated software components on a single platform to produce failures caused by interface defects.

The task of the integration test is to check that components or software applications, e.g., components in a software system or – one step up – software applications at the company level – interact without error.

**Test Results:**

All the test cases mentioned above passed successfully. No defects encountered.

CHAPTER #7

7.1 Screen shots :

CHAPTER #8

8.1 task sheets :

|  |  |  |  |
| --- | --- | --- | --- |
| S.NO | TASK | TEAM MEMBER NAME | STATUS |
| 1. | Analysis | Alishba Hashmi and rabia kanwal |  |
| 2. | Design | Alishba Hashmi and rabia kanwal |  |
| 3. | Development | Alishba Hashmi and rabia kanwal |  |
| 4. | Documentation | Alishba Hashmi and rabia kanwal |  |
| 5. | Finalization | Alishba Hashmi and rabia kanwal |  |

CHAPTER #9

9.1 checklist :

|  |  |  |  |
| --- | --- | --- | --- |
| S.no | List of items | Remarks | Comments |
| **1.** | Do All Pages Linked together | **Yes** |  |
| **2.** | Authorization | **Yes** |  |
| **3.** | Crud Operations | **Yes** |  |
| **4.** | Database Connection | **Yes** |  |
| **5.** | Project Zip File | **Yes** |  |

CHAPTER #10

10.1 conclusion :

In conclusion, a successful eBook website hinges on high-quality content, user-friendly design, robust marketing, and a commitment to user satisfaction. Prioritize content quality, security, and regular updates while also keeping an eye on SEO and legal considerations. With the right strategy, your eBook website can attract and retain a loyal readership.