A Project Report

On

UML

Book Hunt

By

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MCA-I, Sem-II

2023-2024

In Partial Fulfillment of the Degree of

Master's in Computer Application (M. C. A.)

Under The Guidance Of

Prof. Sadanand

Borse

Academic Year

2023-24

CERTIFICATE

This is to certify that Mr. Atharva Joshi, has successfully completed his project work entitled "**Book Hunt**" in partial fulfillment of MCA - I Semester-II program for the year A.Y. 2023-2024. He has worked under our guidance and direction.

Prof. Sadanand Borse
(Project Guide)

Dr. Dinesh Banswal
(Program Director)

Date:

Place:

CERTIFICATE

This is to certify that Ms. Janhavi Dehadray, has successfully completed her project work entitled "**Book Hunt**" in partial fulfillment of MCA - I Semester-II program for the year A.Y. 2023-2024. She has worked under our guidance and direction.

Prof. Sadanand Borse
(Project Guide)

Dr. Dinesh Banswal
(Program Director)

Date:

Place:

Acknowledgement

We would like to express our sincere and heartfelt gratitude to our institution "MIT WPU SOB PG" which provided us with an excellent opportunity to achieve our most cherished goal in life to become Master's degree in MCA-Management. We are extremely grateful to our respected Program Director, SOB Dr. Dinesh Banswal for providing an excellent academic environment which has made this endeavour possible. We take this opportunity to express our deep sense of gratitude to our guide Prof. Sadanand Borse for their resplendent idea and constant encouragement in making this project unmitigated success. Their thoughtfulness and understanding were vast and thoroughly helpful in successful completion of the project. His patience, dedication, and enthusiasm has inspired us to push ourselves beyond our limits and achieve our full potential.

Thank you once again for your time, support, and encouragement.

Thank You,

Atharva Joshi &

Janhavi Dehadray.

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Chapter 1: Introduction

1.1 Existing System:

The existing system for e-book websites typically offers a limited selection of free books for users to read without any subscription or payment requirements. These platforms often rely on advertisements or sponsorship's for revenue. Users may encounter restrictions on access to premium content, requiring individual purchases for each book. This model can limit user engagement and revenue potential for the website.

1)Limited Adoption of Subscription Models: Consumer adoption of e-book subscription models is still in its early stages, with only a small fraction of book consumption taking place through subscriptions. E-book sales have been slowing, and the market share of e-books is relatively small compared to physical books .

2)Challenges for Publishers: Many publishers are skeptical of subscription models due to concerns about sales and revenues, rights, and making ebook collections as appealing as individual titles.

3)Granularity and Focus: The publishing industry is characterized by granularity and focus, with a smaller number of titles released compared to other media types like movies or music. This contrasts with the all-encompassing approach of subscription services like Spotify or Netflix.

4)Limited Support from Top Publishers: Many of the world's top publishers do not currently support the subscription model, making it difficult for subscription e-book services to thrive.

5)Different Consumption Patterns: Users consume e-books differently than other subscription products, such as music or movies. The slower consumption rate and competition with free short-form reading content make it challenging to build a viable service.

1.2 Need for the System:

1)Enhanced User Experience: Introducing a subscription model for premium content allows users to access a wider range of books without the need for individual purchases, enhancing their overall experience on the website.

2)Revenue Diversification: Implementing a subscription model provides a steady stream of revenue through recurring payments, reducing reliance on one-time purchases or advertisements.

3)Increased Engagement: By offering a mix of free and premium content, the website can attract and retain a larger user base, encouraging users to explore more books and stay connected to the platform.

4)Personalization and Recommendations: A subscription model enables the website to gather user preferences and reading habits, allowing for personalized recommendations and a tailored reading experience.

5)Competitive Edge: In a competitive e-book market, offering a subscription model can differentiate the website from others, attracting users looking for a comprehensive and cost-effective reading solution.

1.3 Operating Environment

Hardware:

1. Device: Laptop, Mobile with any web browser

2. Processor: Dual-core or higher processors such as Intel Core i3,i5,i7 or equivalent AMD processors are sufficient to ensure smooth browsing.

3. Memory: At Least 4GB RAM for optimal performance.

4. System type: The website can support both 32-bit and 64-bit systems.

Software:

1. Operating System- Windows 10 or higher

2. Xampp Server

3. Visual Studio Code version 1.74.2 or higher

4. Google Chrome version 108.0.5359.126 or higher

2.1 Proposed System

The e-book website is a digital platform that allows users to access a vast collection of books, including both free and premium content. The website aims to provide a seamless and engaging reading experience for users.

Key features:

1)Free and Premium Content:

The website will offer a wide range of free books, including classic literature, public domain works, and self-published titles. Additionally, users can access premium content by subscribing to a monthly or yearly plan. The subscription model will offer a tiered pricing structure, to allow premium access for a specific duration

2)Search and Discovery:

The website will offer advanced search and filtering options, allowing users to easily discover new books based on their interests and preferences.

3)Security and Privacy:

The website will prioritize user security and privacy, with measures such as secure login, data encryption, and privacy policies.

4)Mobile and Cross-Platform Compatibility:

The website will be optimized for mobile devices, with a responsive design that adapts to different screen sizes and orientations. The website will also offer cross-platform compatibility.

2.2 Module Specifications

1)Search Module: The search module should allow users to search for books based on various parameters, such as title, author, genre, and keywords. The search module should be able to handle complex queries and provide accurate and relevant results.

2)Reading Module: The reading module should allow users to read books online or offline. The reading module should support various file formats, such as EPUB, PDF, and MOBI. The reading module should be optimized for various devices, such as desktop computers, laptops, tablets, and smartphones.

3)Subscription Module: The subscription module should allow users to subscribe to premium content. The subscription module should support various subscription plans, such as monthly, quarterly, and annually.

4)Payment Module: The payment module should allow users to make payments for subscriptions and purchases. The payment module should support various payment methods, such as credit cards, debit cards, and digital wallets. The payment module should also provide features such as invoicing, receipt generation, etc.

2.3 Objectives Of The System

The objective of the e-book website project is to create a platform that offers a seamless and engaging reading experience for users. The website will provide access to a vast collection of free books, catering to the diverse reading preferences of users. Additionally, to enhance the reading experience and provide a more comprehensive selection of books, the website will also offer a subscription model for premium books.

The primary goal is to create a user-friendly and intuitive interface that makes it easy for users to discover, access, and read books. The website will also prioritize the following objectives:

Diversity of Content: The website will offer a wide range of free books across various genres, languages, and age groups to cater to the diverse reading preferences of users.

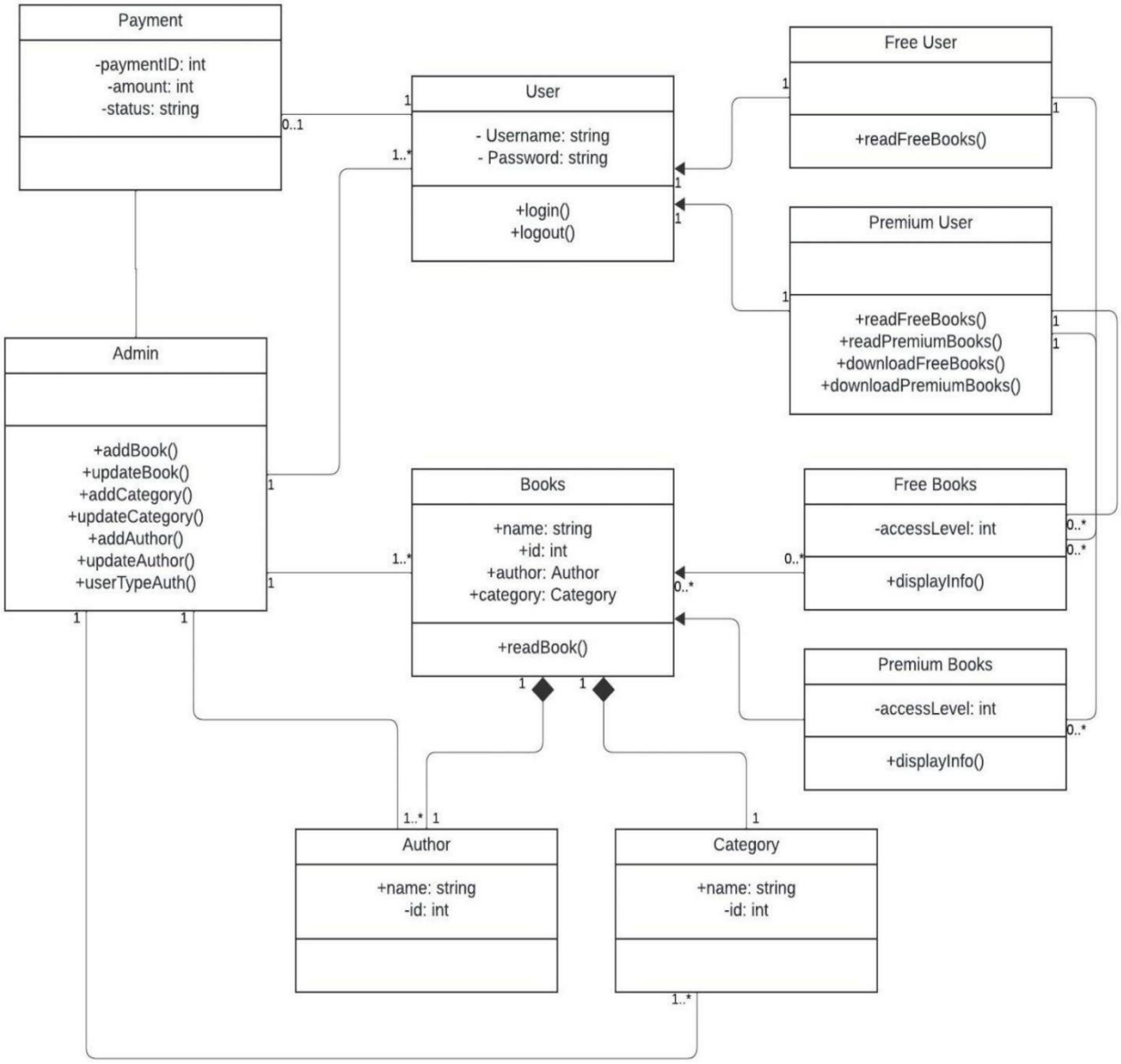
Subscription Model: The website will provide a subscription-based model for premium books, offering users access to a vast collection of books that are not available for free.

User Experience: The website will prioritize user experience by providing a seamless and engaging reading experience, with search functionality.

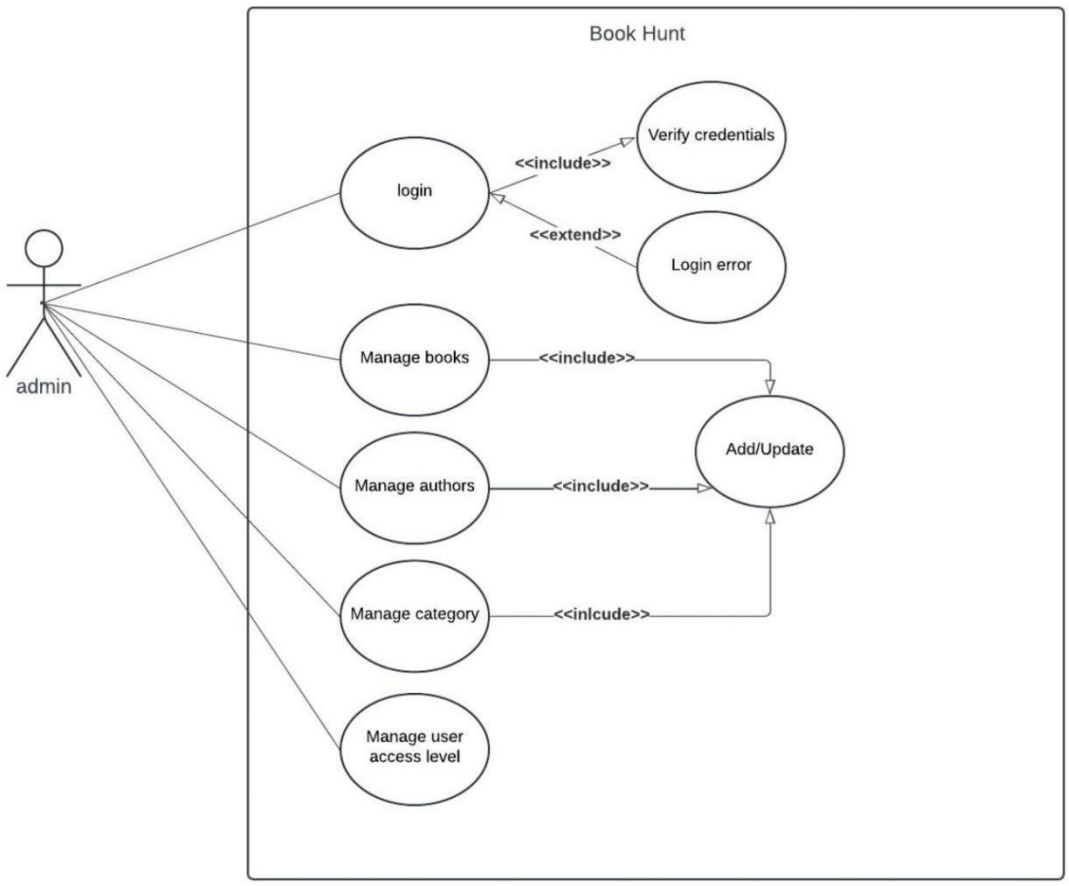
Accessibility: The website will be accessible on various devices, including desktops, laptops, tablets, and smartphones, to ensure that users can access the platform from anywhere, at any time.

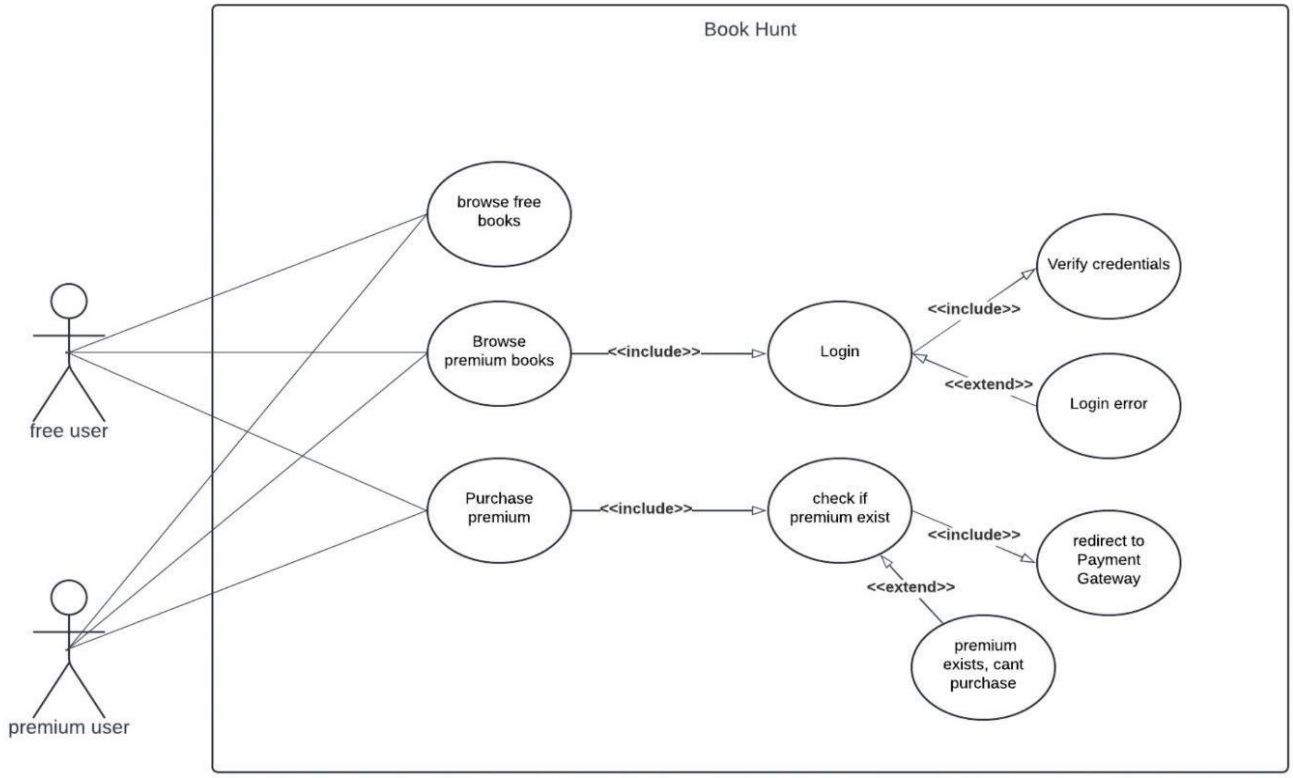
By achieving these objectives, the e-book website will provide a valuable resource for readers, offering them a convenient and engaging way to access and read books.

3.1 Class Diagram

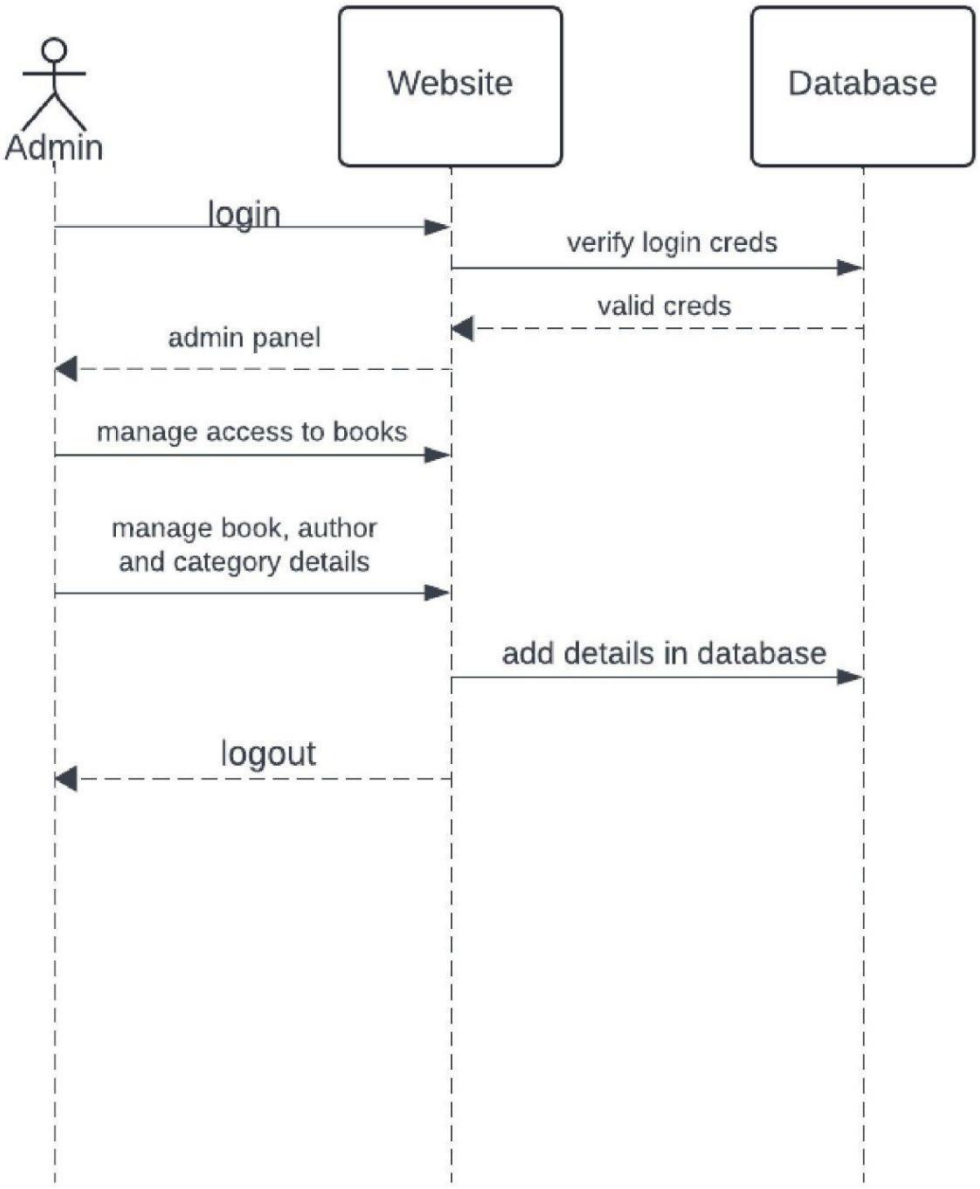


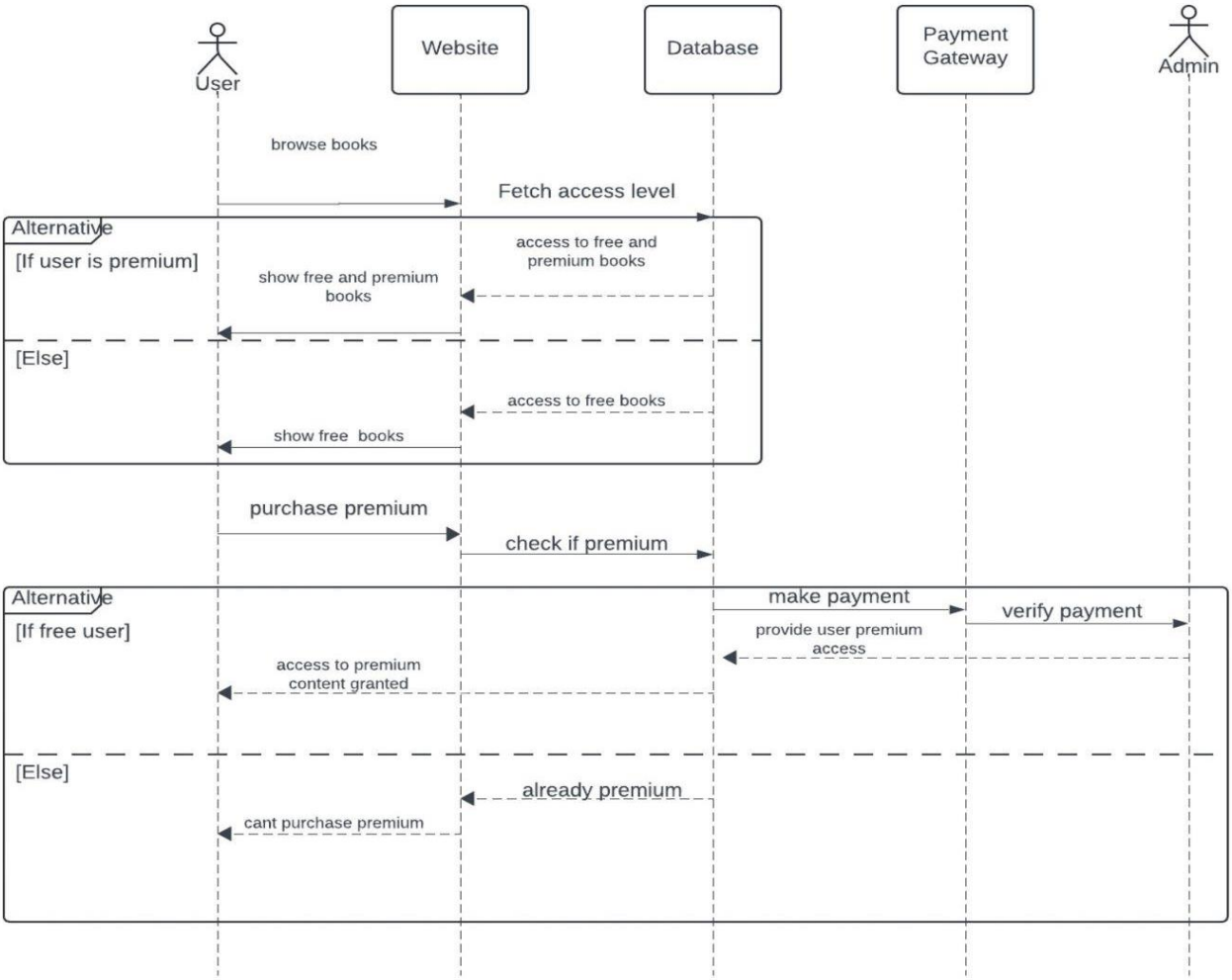
3.2 Use Case Diagram





3.3 Sequence Diagram


Admin
Website
Database
login
verify login creds
valid creds
admin panel
manage access to books
manage book, author
and category details
add details in database
logout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Website
Database
Payment Gateway
Admin
browse books
Fetch access level
Alternative
[If user is premium]
access to free and premium books
show free and premium books
[Else]
access to free books
show free books
purchase premium
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make payment
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provide user premium access
access to premium content granted
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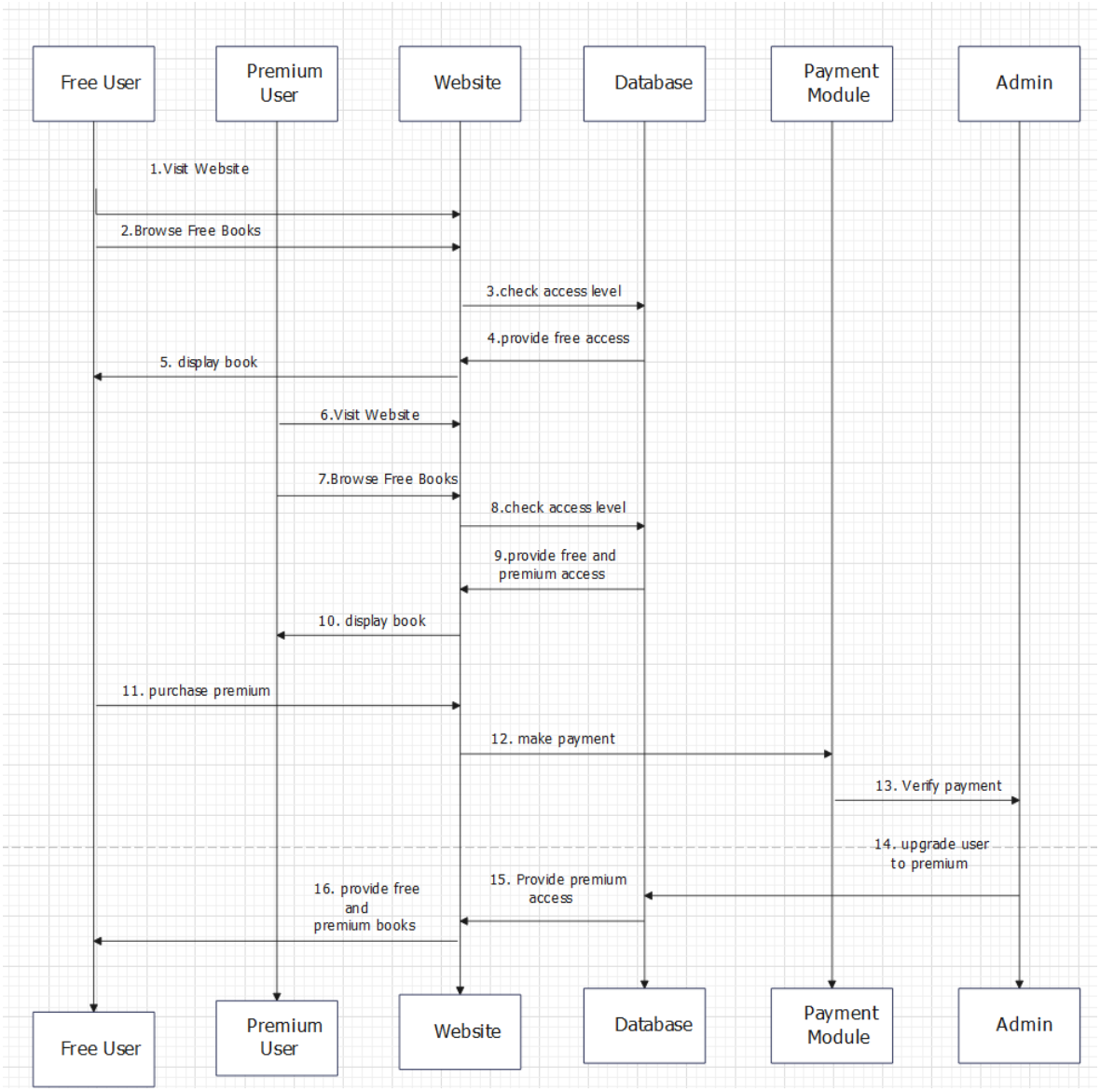
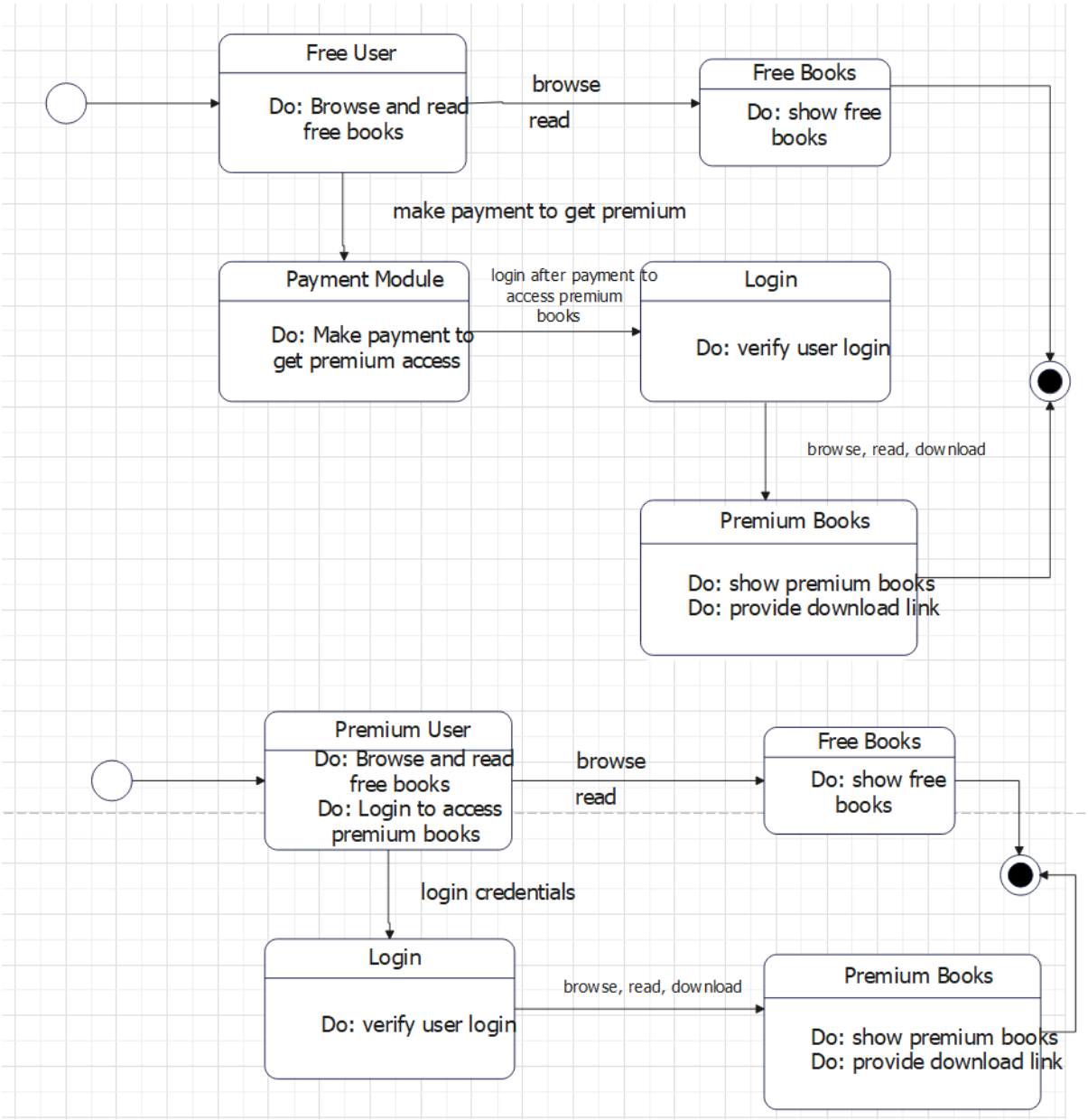
already premium
cant purchase premium

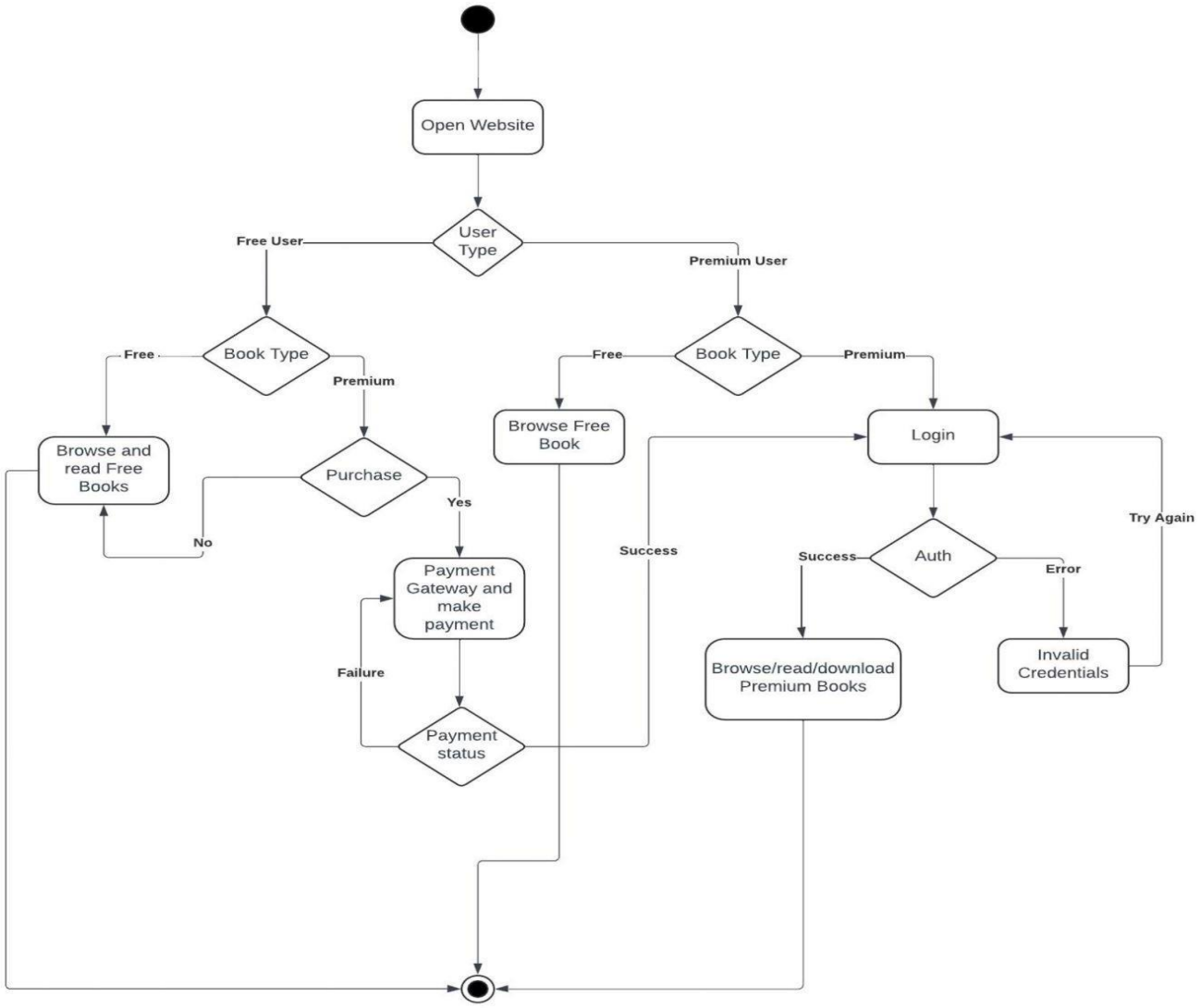
3.4 Collaboration Diagram



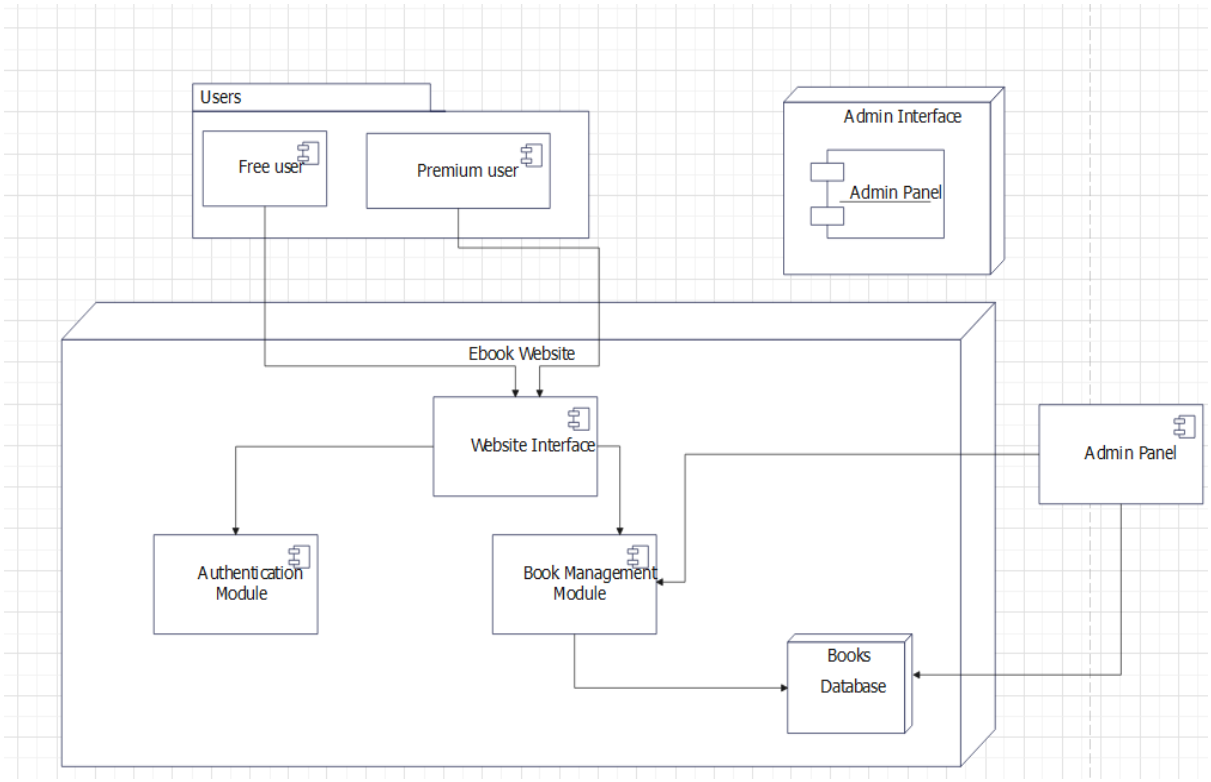
3.5 State chart Diagram



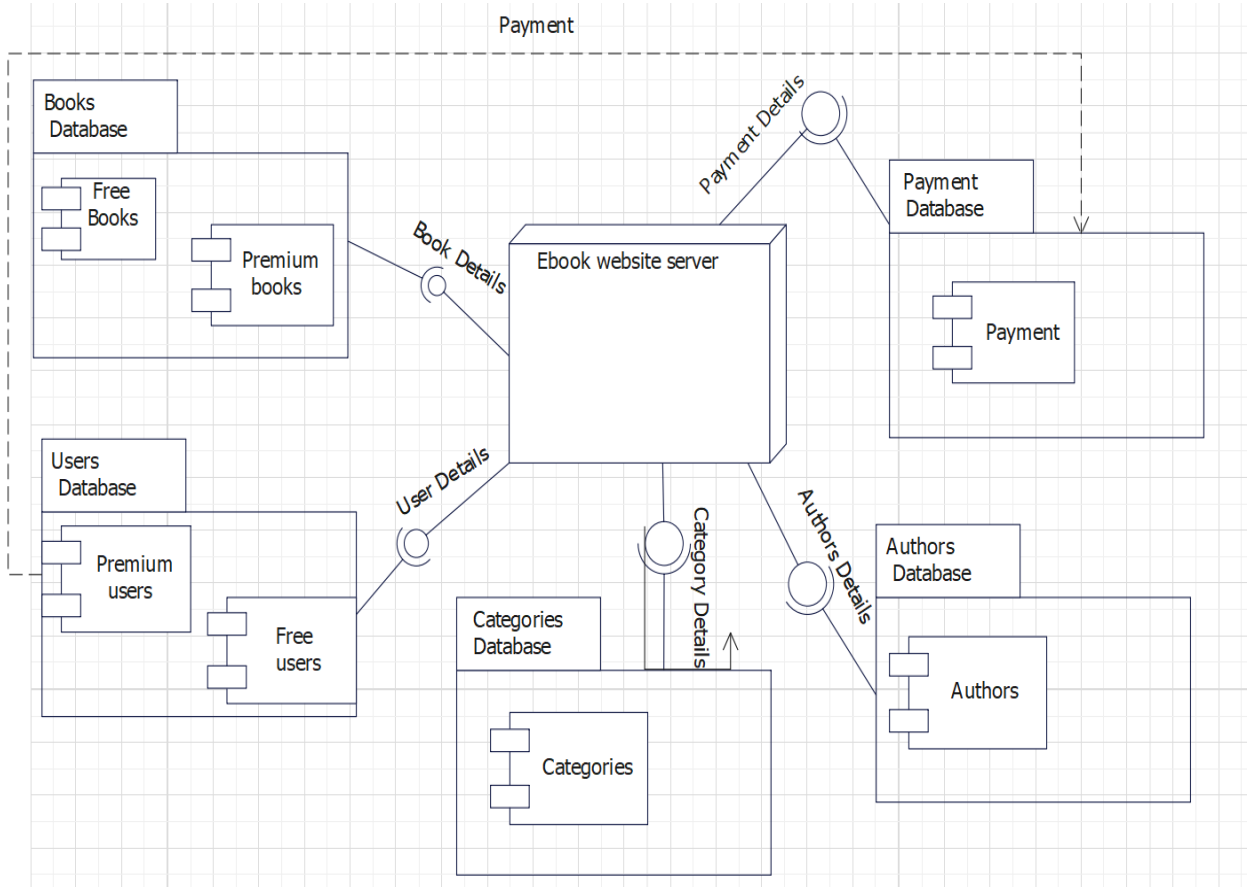
3.6 Activity Diagram



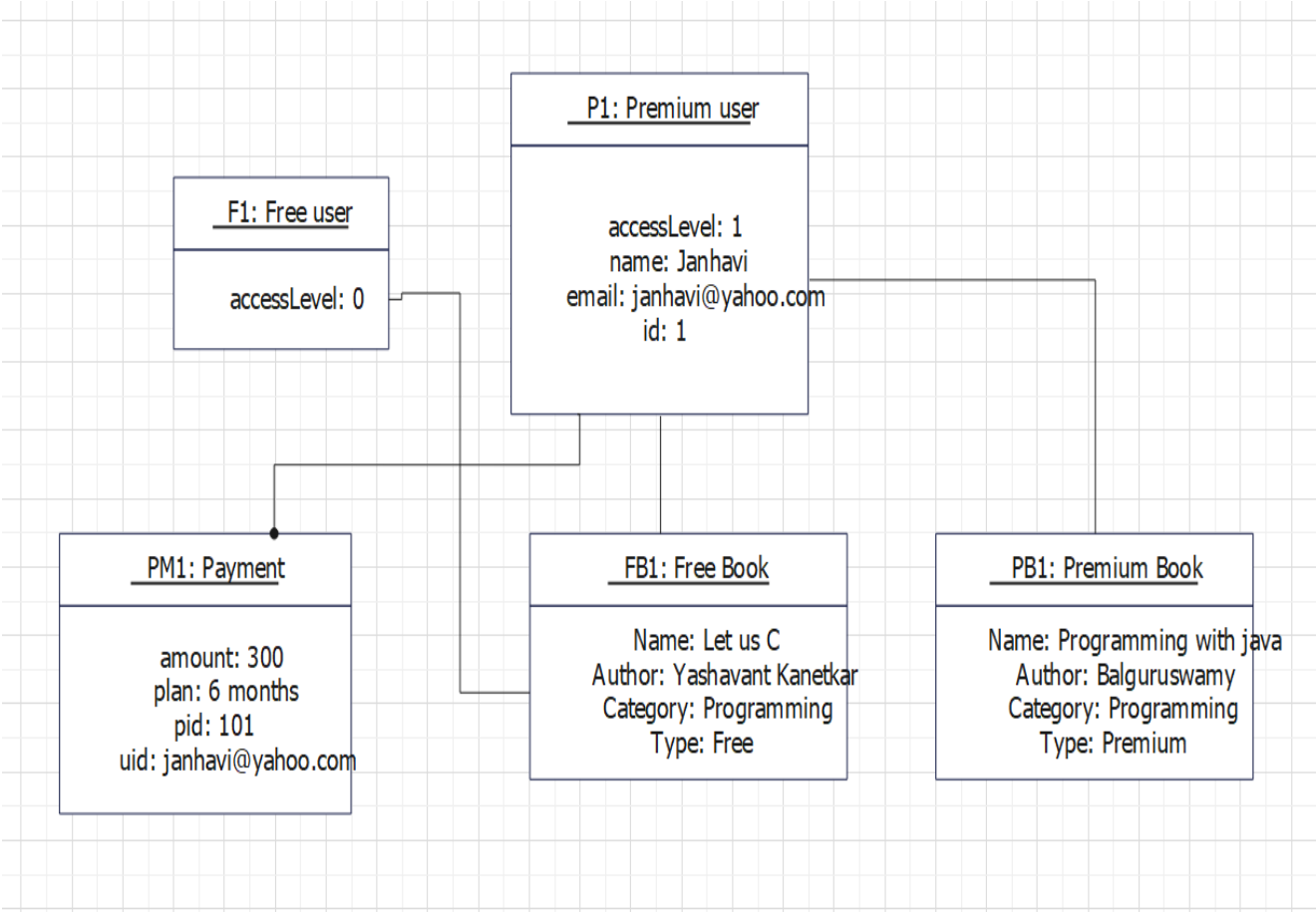
3.7 Deployment Diagram



3.8 Component Diagram



3.9 Object Diagram



3.10 Entity Relationship Diagram

3.11 Limitations and Bibliography

1. Limited Access: Only premium users who purchase a subscription can access the full catalog of books. Free users have limited access to a few books only.
2. Limited Accessibility: The website may not be fully accessible to users with disabilities, and they may not be able to use certain features or access certain content.
3. Limited Sharing: Users may not be able to share their eBooks with others, even if they are premium users.
4. Subscription Duration: Premium subscriptions will have a limited duration, such as monthly or annually. This limitation is intended to provide flexibility for users who may not want to commit to a long-term subscription.
5. User Accounts: Premium users will need to create an account on the website to access premium books. This limitation is intended to provide a personalized experience for users and to track user activity on the website. While free users can access free books without creating an account.
6. No Refunds: The eBooks are non-refundable, and users cannot return them once they have purchased or accessed them.

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