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**Online Book Store**

**Project Report Document**

**Version I**

Prepared by

**TEAM ALLIANCE**

Team Members

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# 1. Introduction

The online book store is an application which can be used to buy books online. The user will be able to book any book that is currently available in the store. The manager will be the one who will manage the book store and keep the site up to date.

## 1.1 Purpose of the Application

The purpose of this application is to allow students to register and schedule an appointment online any time prior to three days of their plan to meet professors. This android application helps professors to fetch the information of students who has scheduled appointments. Professors are given an authority to reject/suggest a new appointment for the students. Students can check the status of his scheduled appointment anytime.

# 2. Team Information

Team Alliance has four group members in it, we had a great time during all the phases.

## Team Organization

Leader/Designer -- Jiaxing

Developer/Presenter -- Christopher

Developer/Testing -- Azharuddin

Documentation/Testing -- Kiran Reddy

## 2.2 Product Information

The project was developed using water fall model. Which meant we had to put lot of efforts during our analysis and design phases.

## 2.3 Process Model

The team decided to use Water fall model. We have chosen this model because it is a small project and there are no uncertain requirements in the project. During the requirements phase, all the necessary information will be gathered.

# 3. Deployment issues

## 3.1 **problems encountered**

We had to phase some problems during the deployment phase with the server configuration. Apart from the server configuration we had the following issues during the deployment.

* + Asynchronous JavaScript needed to run in an order sometimes.
  + Error correction is difficult and tedious.

## 3.2 Deviations from specification

We planned to put a search bar on the web page initially but we couldn’t manage to come up with a search bar for the online book store.

## 3.3 Problems in the system

* Login name of the user doesn’t show on the home screen.
* Credit card validation.

# 4. Future work

## 4.1 More time available

If we had more time for the project, we would have spent that time on the following things.

* Template the web pages
* Use of the database and/or cookies over session
* More fine tuning of CSS
* Improved data validation
* Efficient database requests
* Search Bar

## 4.2 Different approach

If the project has to be done again, we would have given some more extra time for the deployment. We spent too much time during planning and requirements phase.

## 4.3 Team learned

The team has learned the following things during the development of the project:

* Web design is difficult
* JavaScript is versatile
* Websites are difficult to debug
* Asynchronous requests make programming difficult

# Summary

Alliance Software Development developed Online Bookstore, a website that allowed individuals to purchase books online. Due to time constraints and a few development issues the website, although partially functional, the website was not fully completed. The team learned a lot about developing a website, as well as the various issues that may arise while doing so.