PROJECT REPORT

on

BOOKHIVE APPLICATION

Submitted By

AMALDEV MR
ARSHITHA M
DHRISHIYA UR
HASHIRAHMED KB

CHAPTER 1

INTRODUCTION

Bookhive Corp. is a leading publishing house in the US. The company headquarter is located in Atlanta. It has been publishing books, articles, journals, novels, magazines, and encyclopedias for the past fifteen years.

Presently, the company depends on the print and electronic media to advertise its books. There is a static website that is periodically updated whenever a new book is released. Many competitors of the company already have their e-commerce stores and are selling books online. Bookhive is losing its customers to competitors because people prefer buying books online, without having to visit a retail store. Customers often complain that due to an inadequate number of stores in their city, they have to travel a long distance to reach a store. In addition, customers visiting a store complain that, at times, the books that they are looking for are not available in the stores. Hence, many orders remain unplaced and customers are dissatisfied. As a result, there has been a loss in the company's revenue.

The existing business model is insufficient to meet customer demands. To overcome the current limitations, we are developing a software for online bookstore named bookhive application that can be globally used to order books. The store will have its own interface through which it will be able to manage the orders pertaining to that store.

CHAPTER 2

OBJECTIVES OF THE STUDY

1 The objective of the project is to develop a bookhive application where the books can be brought from the comfort of home through the internet.

2 It tracks and manage all the information of customer, stock, delivery etc.

3 Editing, adding and updating of records is improved which results in proper resource management of books data.

CHAPTER 3

DESCRIPTION OF EXISTING SYSTEM

Bookhive Corp. is a leading publishing house in the US. The company headquarter is located in Atlanta. It has been publishing books, articles, journals, novels, magazines, and encyclopedias for the past fifteen years. Presently, the company depends on the print and electronic media to advertise its books. There is a static website that is periodically updated whenever a new book is released. Many competitors of the company already have their e-commerce stores and are selling books online. Bookhive is losing its customers to competitors because people prefer buying books online, without having to visit a retail store. Customers often complain that due to an inadequate number of stores in their city, they have to travel a long distance to reach a store. In addition, customers visiting a store complain that, at times, the books that they are looking for are not available in the stores. Hence, many orders remain unplaced and customers are dissatisfied. As a result, there has been a loss in the company's revenue.

CHAPTER 4

OOAD OF PROJECT

Use Case diagrams

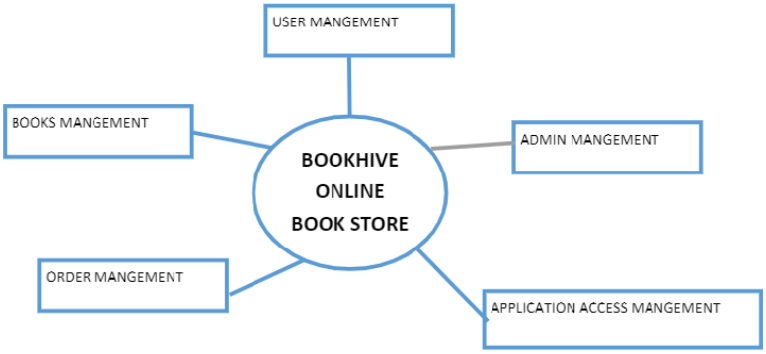


Figure 4.1: Level 0 data flow diagram of bookhive application.

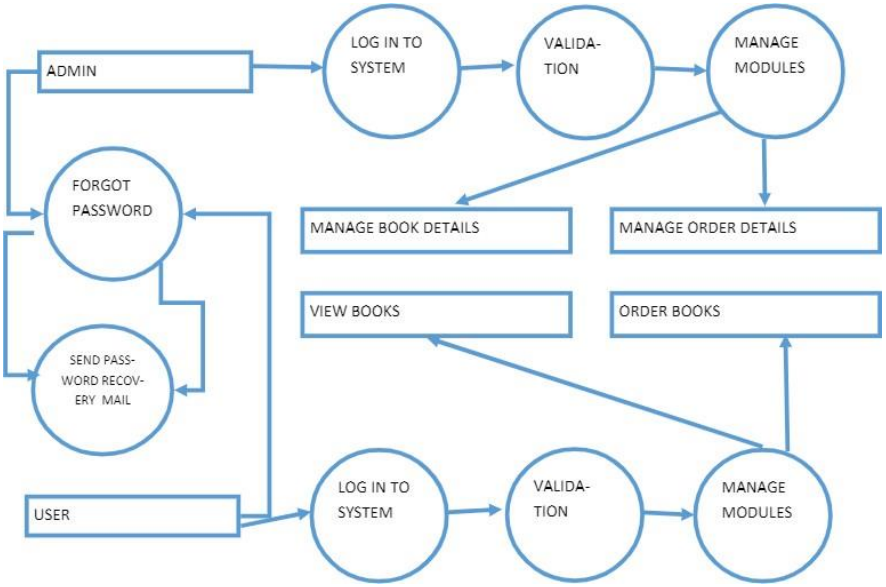


Figure 4.2: Level 1 data flow diagram of bookhive application.

Figure. (4.3) below shows the use case diagram of bookhive application.It is a graphical depiction of user's possible interactions with a system.

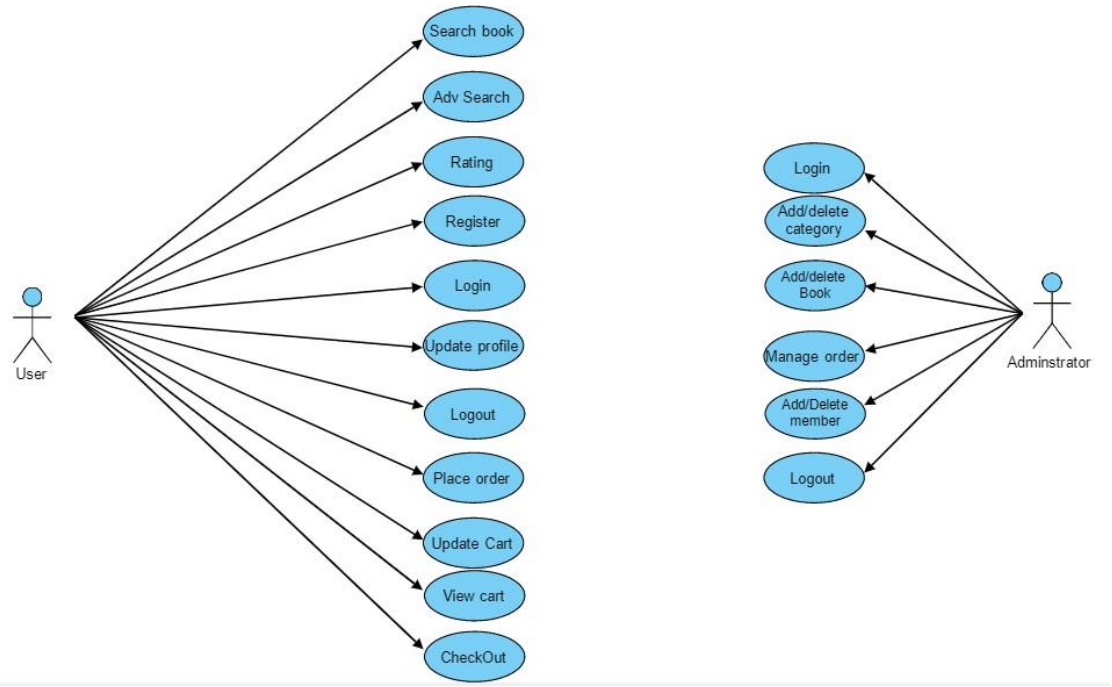


Figure 4.3: Use case diagram of bookhive application.

Here use case diagram describe the relationship between users and use cases. A use case is a user activity in the system. It consist of two components,

1 Actor : Actors are represented with a label naming actors role. There may be multiple actors in a diagram.

2 Use case : Represented as ellipse with a label inside, naming the use case. There may be multiple use cases in a diagram.

Actors represent the role that a user might play where each role is represented separately. Actor and Use case names must be unique with in a diagram. A use case describe the activity that is possible. It have several instances of activity throughout it's life time. In our Book hive application user need to login first before he/she could order and purchase any desired books.

Sequence Diagram

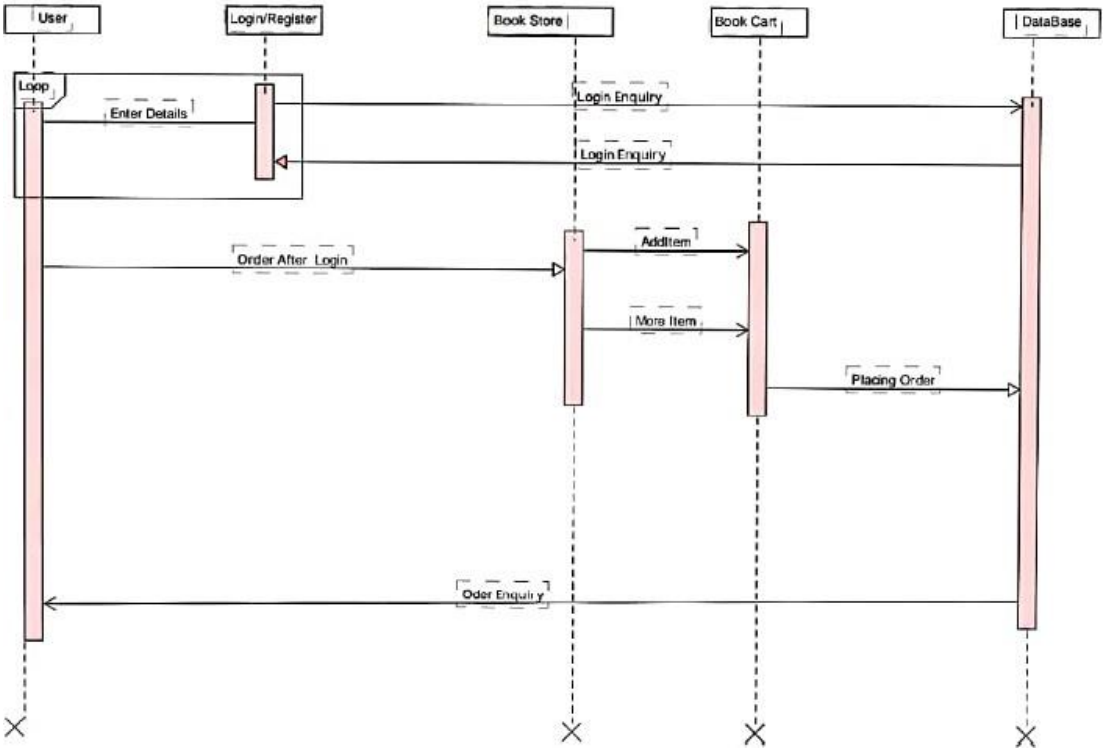


Figure 4.4: Sequence diagram of bookhive application.

Class Diagram

A class diagram is an illustration of the relationship and source code dependencies among classes in the Unified Modeling Language(UML). In this context, a class defines the methods and variables in an object, which is a specific entity in a program or the unit of code representing that entity.

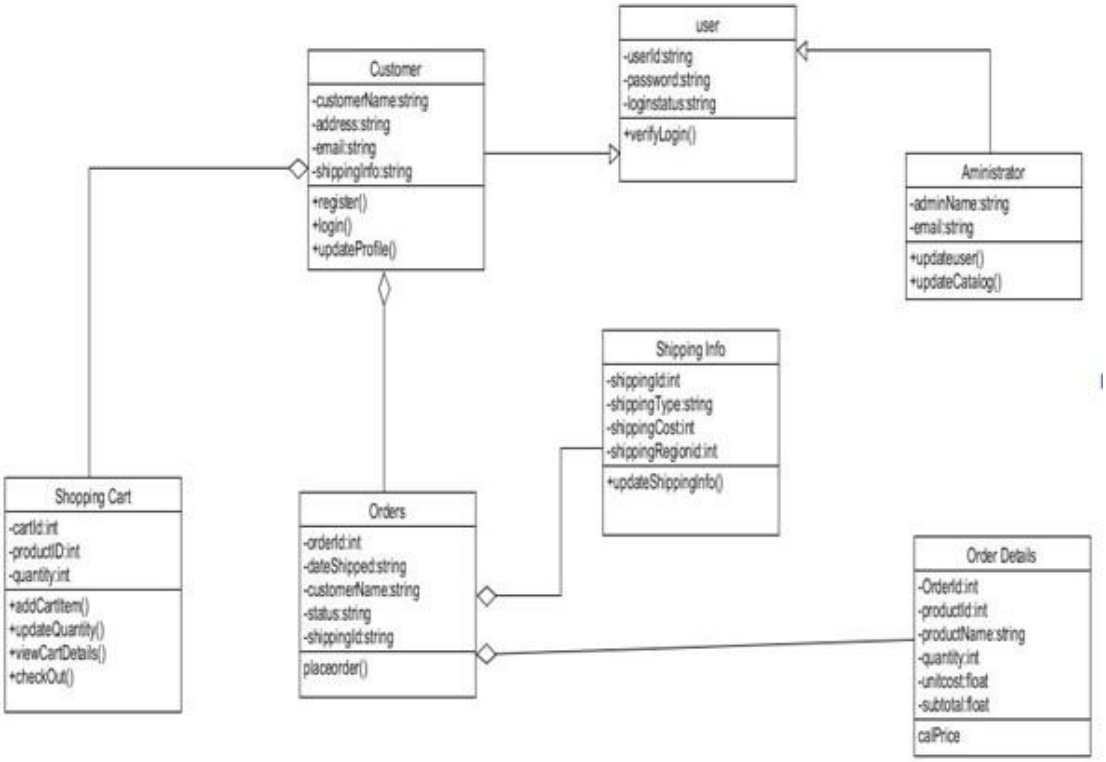


Figure 4.5: Class diagram of bookhive application.

DATABASE DESIGN OF PROJECT

5.1 ER Diagrams

An entity relationship diagram (ERD), also known as an entity relationship model, is a graphical representation that depicts relationships among people, objects, places, concepts or events within an information technology system.

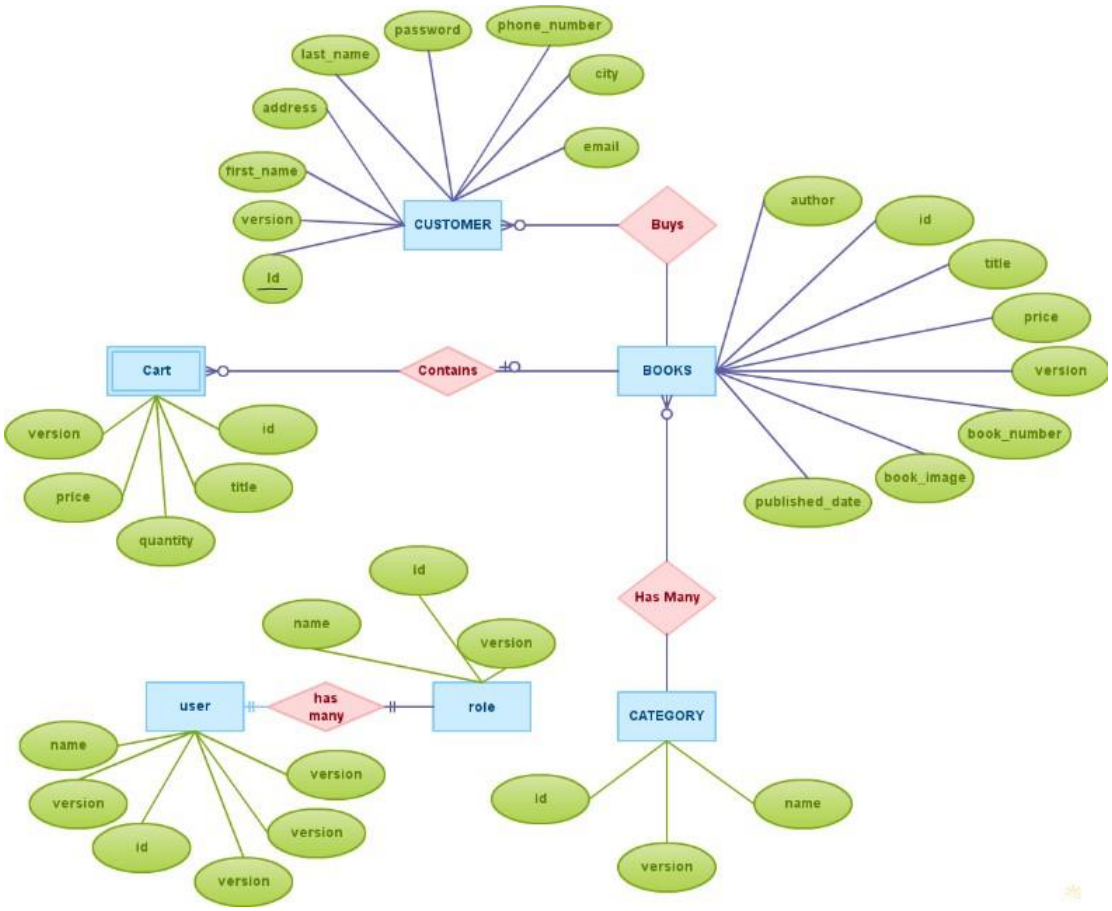


Figure 5.1: ER of bookhive application.

CHAPTER 7

TECHNOLOGIES USED IN PROJECT

Backend

1 Java 11

2 Spring Boot

3 Spring Security

4 MySQL

5 JWT Authentication

6 Spring Data JPA

7 Hibernate

8 Maven

Frontend

1 Angular 7

2 Angular CLI

3 Bootstrap

LIMITATIONS AND SCOPE OF FUTURE RESEARCH

Limitations

1 The product does not store any transaction. So the customer will not be able to make any references to past transactions.

2 Cash on delivery is not present.

3 Delay in delivery.

4 Frauds in online shopping.

5 Lack of close examination in online shopping.

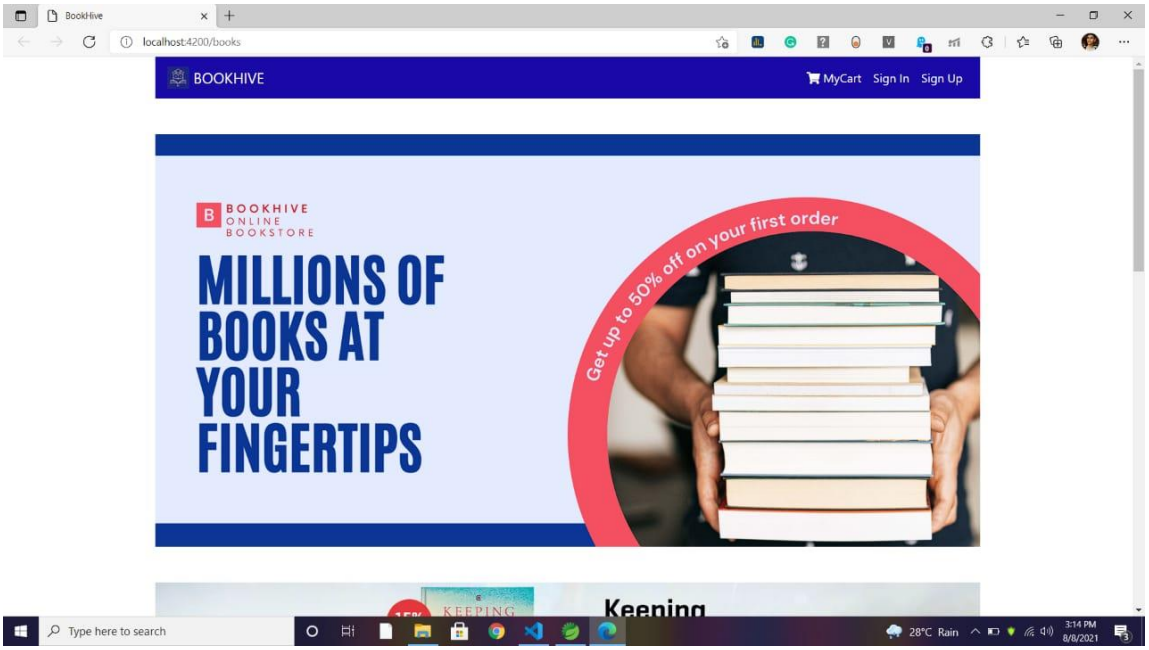
Scope

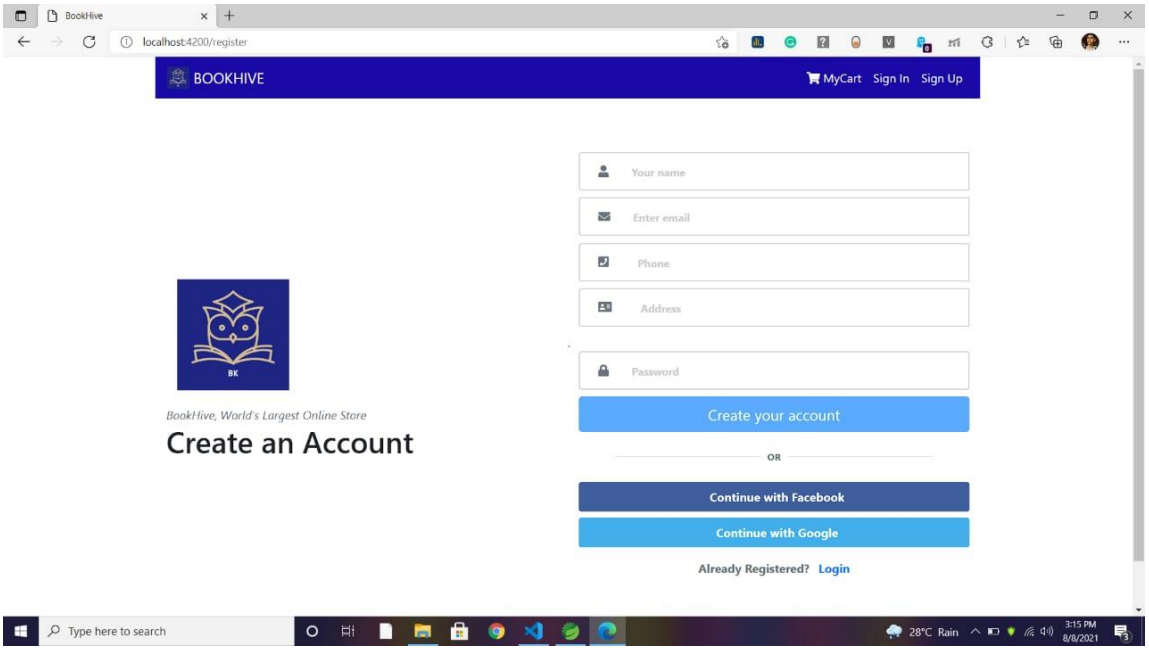
1 Artificial Intelligence : Companies are now able to gather and investigate data in real-time thus facilitating competence and efficiency in the business. Machines itself are assisting businesses by performing all routine tasks, payments in a quick manner. Chatbots, CRM, internet of things are changing e-commerce domain. AI is connecting customers together and reducing efforts.

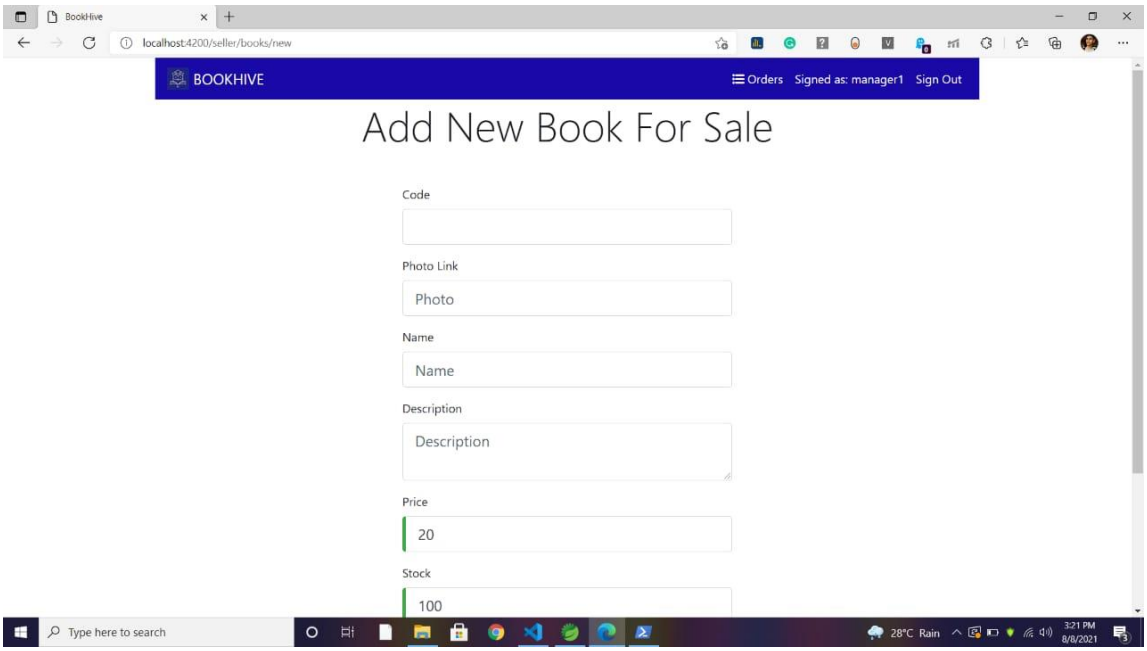
2 Google's Buy Now Button : 'Buy Now' style button allow e-shoppers to search for any products on Google and purchasing can be done using single click only. The button offers customization and thus shopping process becomes flexible online. Thus without any headache product can be availed to the customer in less time.

3 App only Approach : App only model is going to be of great use as the future of the internet lies in the mobiles. Mobile technologies are becoming a hub for the customers/ brand engagement creating a holistic experience. App only e-commerce model is proving itself as the best digital solution for business growth over the web.

CHAPTER 7
WORKING CODE SCREENSHOTS



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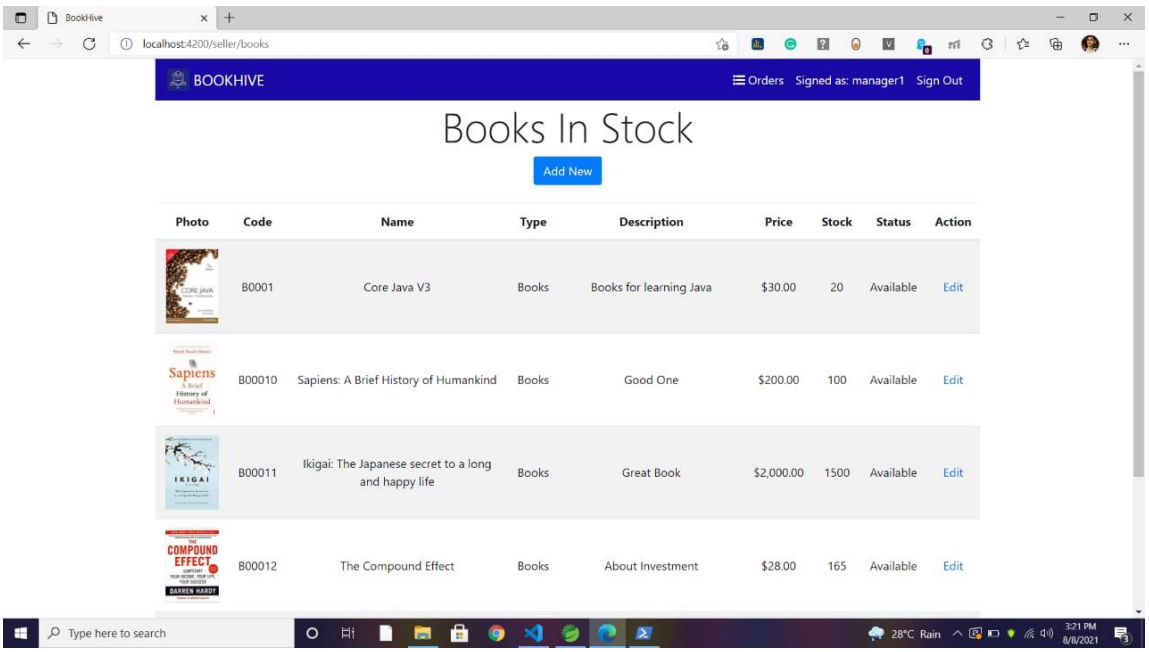
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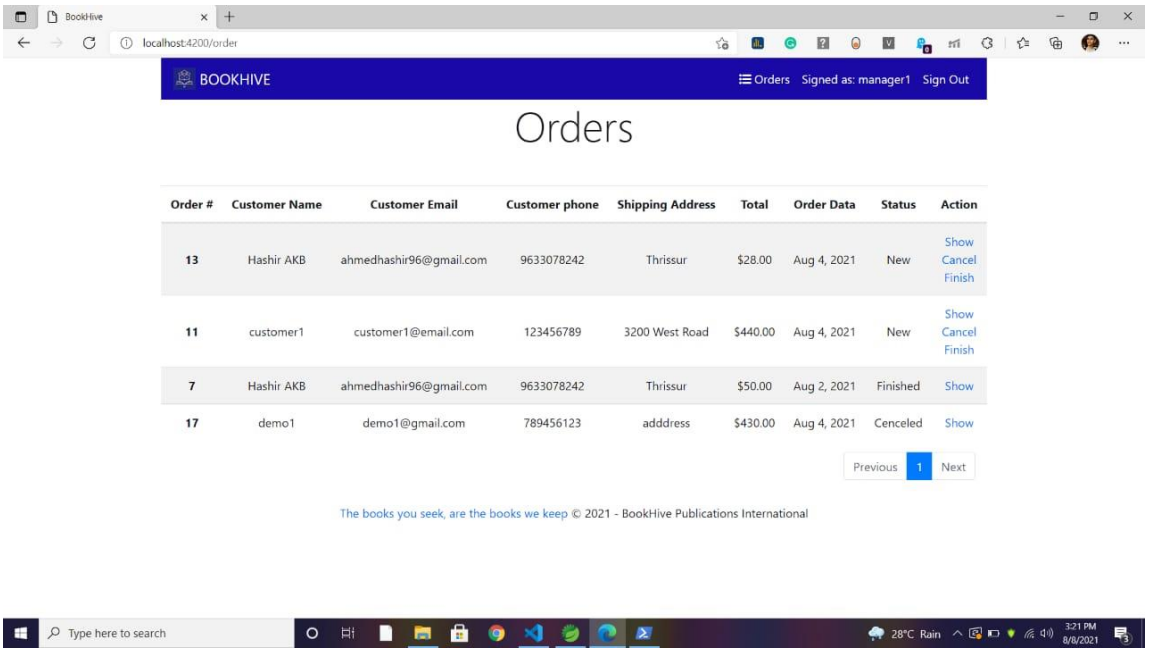
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17 demo1 demo1@gmail.com 789456123 adddress $430.00 Aug 4, 2021 Canceled Show
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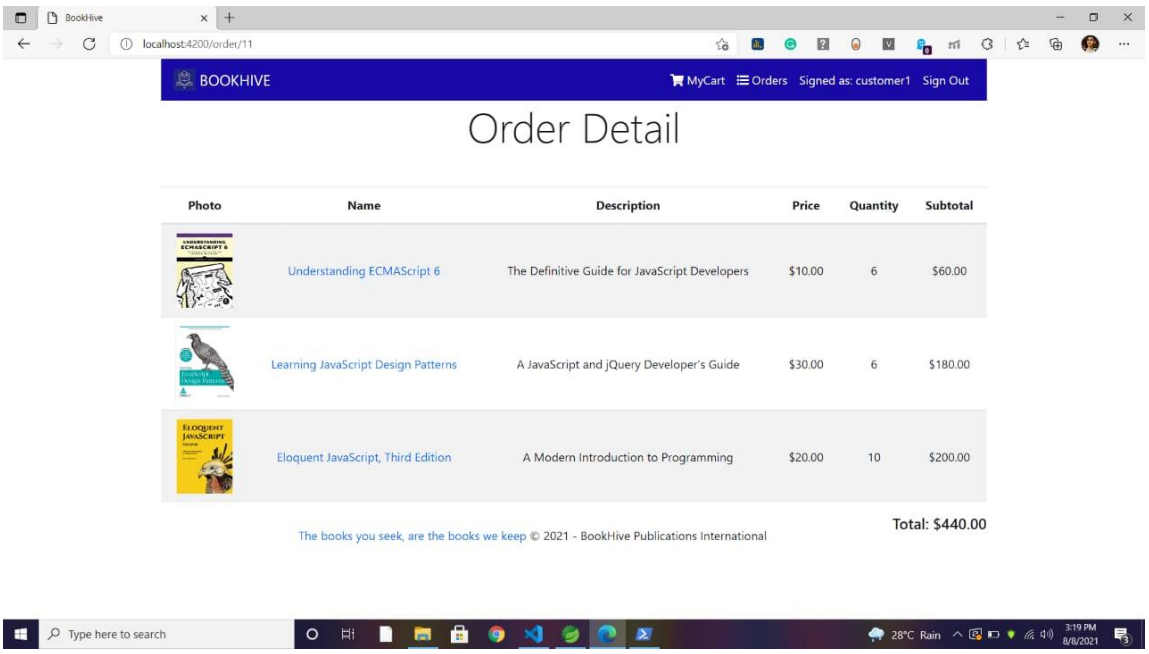
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Learning JavaScript Design Patterns A JavaScript and jQuery Developer's Guide $30.00 6 $180.00
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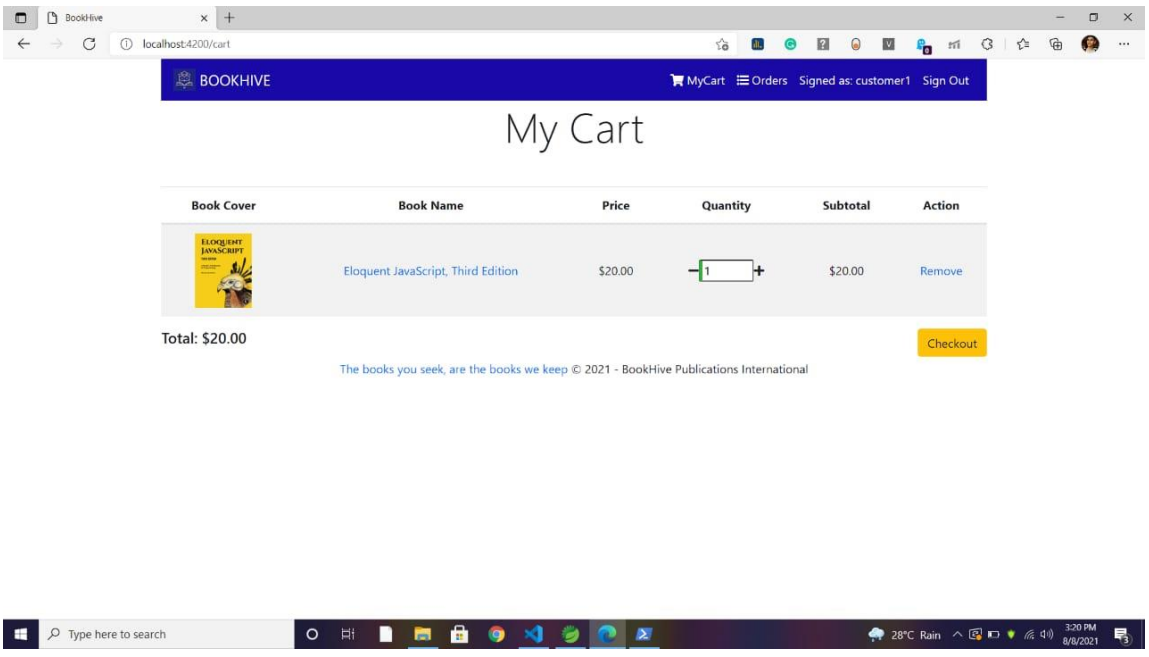
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CHAPTER 7
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