

**Project\_Report  
On  
ONLINE BOOK STORE SYSTEM**

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### **CERTIFICATE**

This is to certify that the project work titled “**ONLINE BOOK STORE SYSTEM**” is a bonafied project work submitted by S HARITHA and Y ISWARYA In the department of COMPUTER SCIENCE AND ENGINEERING in partial fulfillment or requirements. For the award of degree of Bachelor of Technology in Computer Science and engineering for the year 2021-22 carried out the work under the supervision

GUIDE  
M MUNIBABU

HEAD OF THE DEPARTMENT  
P HARINADH

## **ACKNOWLEDGEMENT**

The satisfaction that accompanies the successful completion of any task would be incomplete without the mention of the people who made it possible and whose constant guidance and encouragement crown all the efforts success.

I am etremely grateful to our respected Director, Prof. K. SANDYA RANI for fostering an excellent academic climate in our institution.

I also express my sincere gratitude to our respected Head of the Department Mr.P. HARINADH for his encouragement, overall guidance in viewing this project a good asset and effort in bringing out this project.

I would like to convey thanks to our guide at college Mr.M. MUNI BABU for his guidance, encouragement, co-operation and kindness during the entire duration of the course and academics.

My sincere thanks to all the members who helped me directly and indirectly in the competion of project work. I epress my profound gratitude to all our friends and family members for their encouragement.

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## **ABSTRACT**

The main objective of this project is to create an online book store that allows users to search and purchase a book online based on title and author. The selected books are displayed in tabular format and the user can order their books online through instead of going out to a book store and wasting time.

Online book store is an online web application where the customer can purchase books online. Through a web browser the customers can search for a book by its title or author, later can add to the shopping cart and finally purchase using credit card transaction. The user can login using his account details or new customers can set up an account very quickly. They should give the details of their name, contact number and shipping address. The user can also give feedback to a book by giving ratings on a score of five. The books are divided into many categories based on subjects like Software, Database, English, Architecture etc.

The Online Book Store Website provides customers with online shopping through a web browser. A customer can create, sign into his account, place items into a shopping cart and purchase using his credit card details.

The administrator will have additional functionalities when compared to the common user. He can add, delete and update the book details, book categories, member information and also confirm a placed order.

## **INTRODUCTION**

An online book store software project that acts as a central database containing various books in stock along with their title, author and cost. This project is a website that acts as a central book store. This web project is developed using html, css, javascript as front-end php, sql as back-end. The sql database stores various book related details. A user visiting the website can see a wide range of books arranged in respective categories. The user may select desired book and view its price. The user may even search for specific books on the website. Once the user selects a book, he has to fill in a form and the book is booked fro the user.

The software has the following three main components:-

1. Implement of new user to register and login.
2. Implement user to choose any books.
- 3.Implement the user to buy books.

The website will be implemented using HTML, CSS, JAVA SCRIPT, PHP as the programming languages. MYSQL database will be used to link database.

## **PURPOSE**

Software requirement specification is meant for an online book store. The online book store is meant as a way for customers to browse books on the website and buy them from home without need to travel to a book store virtually. Defining the functions and specifications of the online book store is the primary purpose of this SRS.

## **SCOPE**

The software system being produced is called online book store. It is being produced for a customer interested in selling books via internet. This online book store will allow any user to create an account to become a customer. The system will allow customers to browse and search the books.

## **REQUIREMENT SPECIFICATION**

### **Hardware Configuration:**

#### **Client Side:-**

<b>RAM</b>	512 GB
<b>Hard Disk</b>	10 GB
<b>Processor</b>	1.0 GHz

#### **Server Side:-**

<b>RAM</b>	1 GB
<b>Hard Disk</b>	20 GB
<b>Processor</b>	2.0 GHz

### **Software Requirement:**

<b>Front-end</b>	HTML, CSS, JAVA SCRIPT
<b>Server side Language</b>	PHP
<b>Database Server</b>	MYSQL
<b>Web Browser</b>	Google chrome, Firefox Web Browser
<b>Operating system</b>	Ubuntu, Windows
<b>Software</b>	xampp



## **APACHE**

The Apache HTTP server project is an effort to develop and maintain an open-source HTTP server for modern operating systems including UNIX and WINDOWS. The goal of this project is to provide a secure, efficient and extensible server that provides HTTP services in sync with the current HTTP standards.

The Apache HTTP server was launched in 1995 and it has been the most popular web server on the internet since April 1996. It has celebrated its 20<sup>th</sup> birthday as a project in February 2015.

## **PHP**

- PHP stands for PHP: Hypertext Preprocessor.
- PHP is a server-side scripting language, like ASP.
- PHP scripts are executed on the server.
- PHP supports many databases (MYSQL, Informix, Oracle, Sybase, Solid, Generic ODBC, etc.).
- PHP is an open source software.
- PHP is free to download and use.

## **MYSQL**

- MYSQL is a database server.
- MYSQL is ideal for both small and large applications.
- MYSQL supports standard SQL.
- MYSQL compiles on a number of platforms.
- MYSQL is free to download and use.

How to access MYSQL:

<http://localhost/phpmyadmin>

## **Analysis and Design**

### **Analysis:**

As technology is improving day by day everyone wants everything to be online. This project Online Book Store website also provides services online. Through online we can order a book which is interesting for users. In this website, the users can order their interesting books and pay online only. This is mainly designed for the book lovers who are interested to read the books online. It also provides the users a good interaction with the website. This project makes users to buy the books for really low price and the books that are provided in the website really good ones.

### **Design Introduction:**

In the process of evaluating the solution and the specifications of a detailed online based solution, there is a need for the system design. In designing the new system, the software and hardware aspects were taken into consideration in order to produce a workable website that will allow effective communication between the customers, the merchant and the acquiring bank or acquirer.

Also the customer can make an order, make payments for the books ordered, and the good books will be shipped to him/her.

This involves the design of an efficient algorithm that will satisfy the functional description of the various sub systems of on-line book shopping.

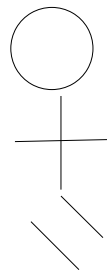
The design activities are of main importance in this phase, because in this activity, decisions ultimately affecting the success of the software implementation and its ease of maintenance are made. These designs have the final bearing upon reliability and maintainability of the system. Design is the only way to accurately translate the customer's requirements into finished software or system.

Design is the place where quality is fostered in development. Software design is a process through which requirements are translated into a representation of software. Software design is conducted in two steps. Preliminary design is concerned with the transformation of requirements into data.

### **UML Diagrams:**

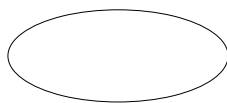
Actor:

A coherent set of roles that users of use cases play when interacting with the use case. An observable result of value of an actor.



**Use Case:**

A description of sequence of actions, including variants, that a system performs yields an observable result of value of an actor. Actor diagram is drawn in a eclipse shape.



UML stands for unified modeling language. UML is a language for specifying, visuals and documenting the system. This is the step while developing any product after analysis. The goal from this is to produce a model of the entities involved in the project which later need to be built. The representation of the entities that are to be used in the product being developed need to be designed.

### **USECASE DIAGRAMS:**

Use case diagrams model behavior within a system and help the developers understand what the user requires. The stick man represents what's called an actor.

Use case diagrams can be useful for getting an overall view of the system and clarifying what can do and more importantly what they can't do.

Use case diagrams consist of use cases and actors and show the interaction between the use case and actors.

- The purpose is to show the interactions between the use case and actor.
- To represent the system requirements from the user's perspective.
- An actor could be the end-user of the system or an external system.

A use case is a description of a set of sequence of actions. Graphically it is rendered as an ellipse with a solid line including only its name. Use case diagrams are behavioral diagrams that show a set of use cases and actors and their relationships. It is an association between the use cases and actors. An actor represents a real-world object. Primary actor-sender, secondary actor receiver.

## Use Case Diagrams:

### Admin:

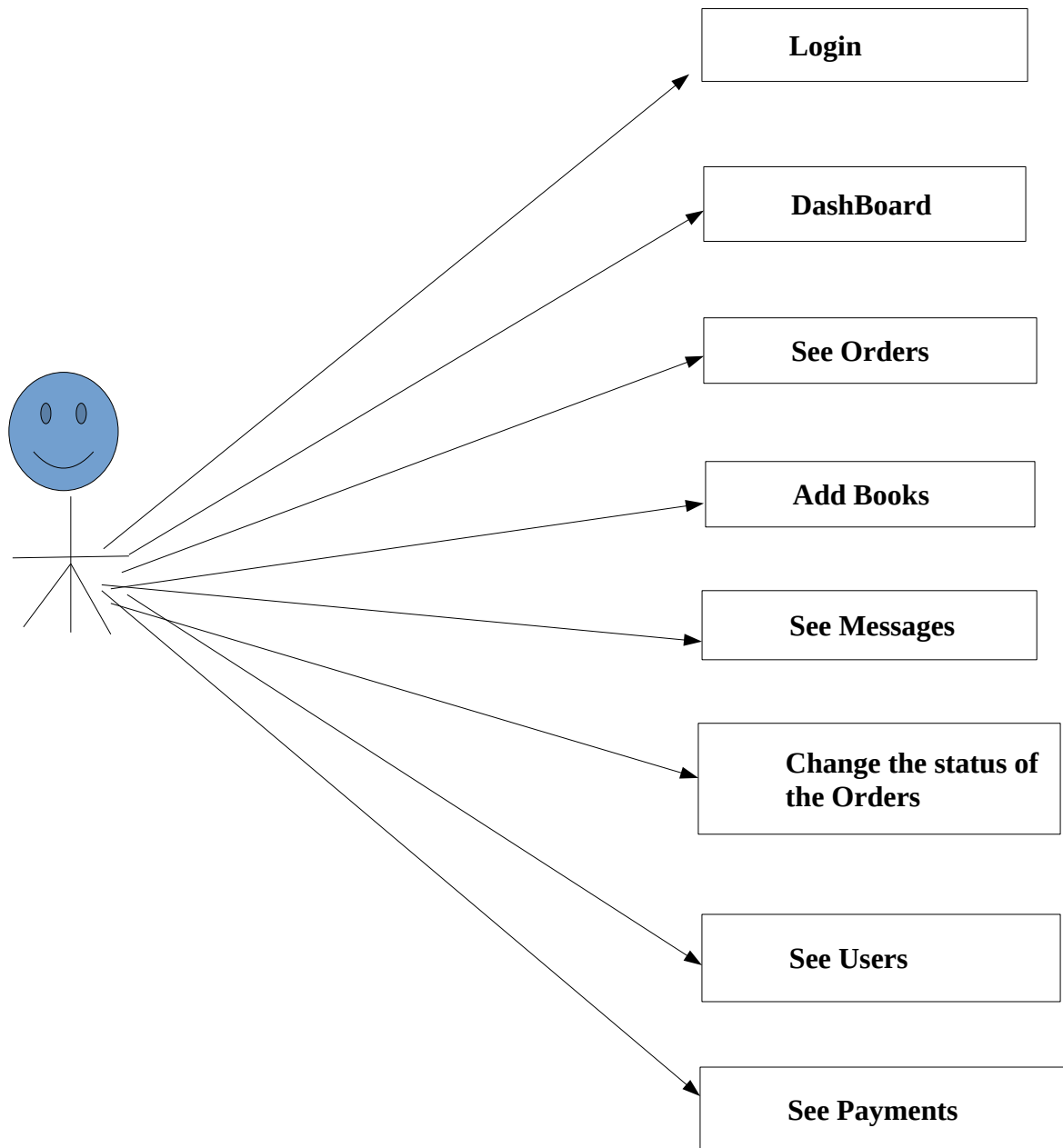
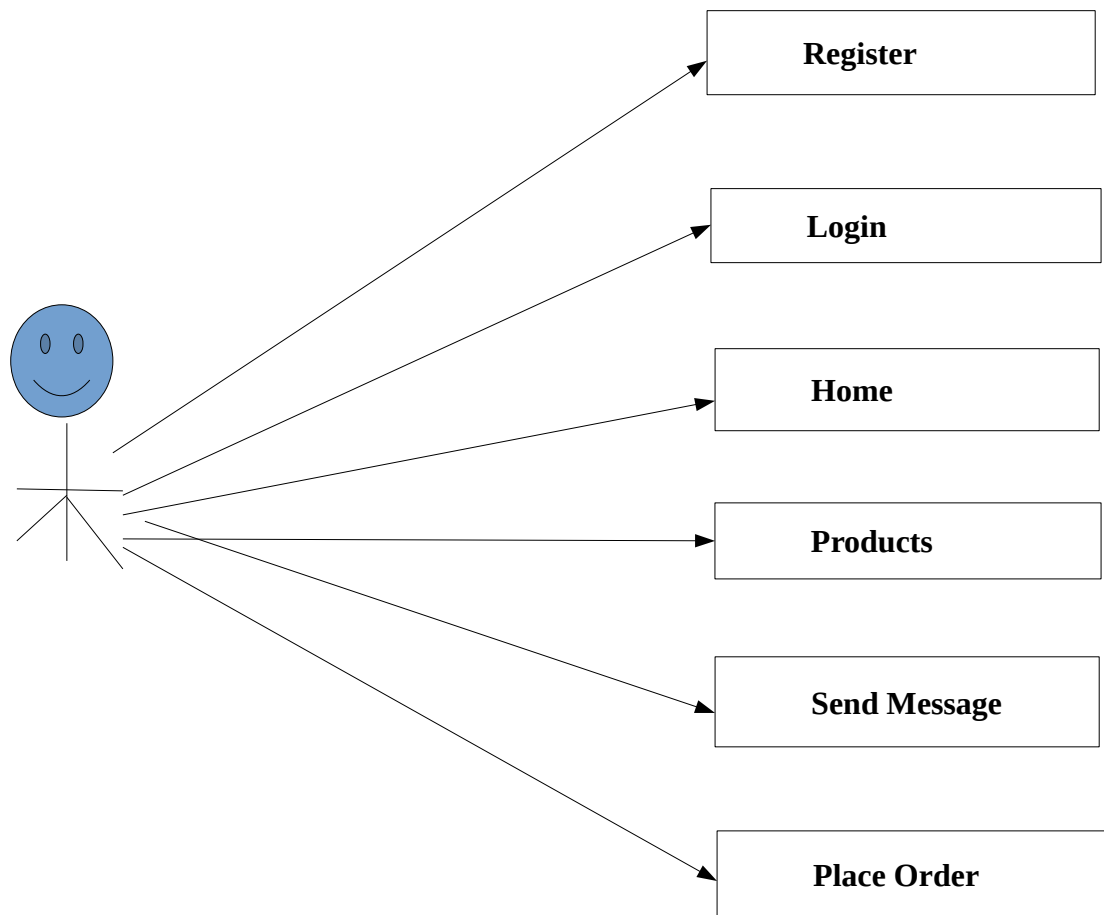


fig-1: admin

**User:**



**fig-2: User**

## **ER Diagram:**

The entity relationship model was originally proposed by Peter in 1976. As a way to unify the network and relational database views. Simply stated the ER model is a conceptual data model that views the real world as entities and relationships. A basic component model is the Entity-Relationship diagram which is used to visually represent data objects. The utility of the ER model is:

It maps well to the relational model. The constructs used in the ER model can easily be transformed into relational tables.

It is simple and easy to understand with a minimum of training. Therefore, the model can be used by the database designers to communicate the design to end users.

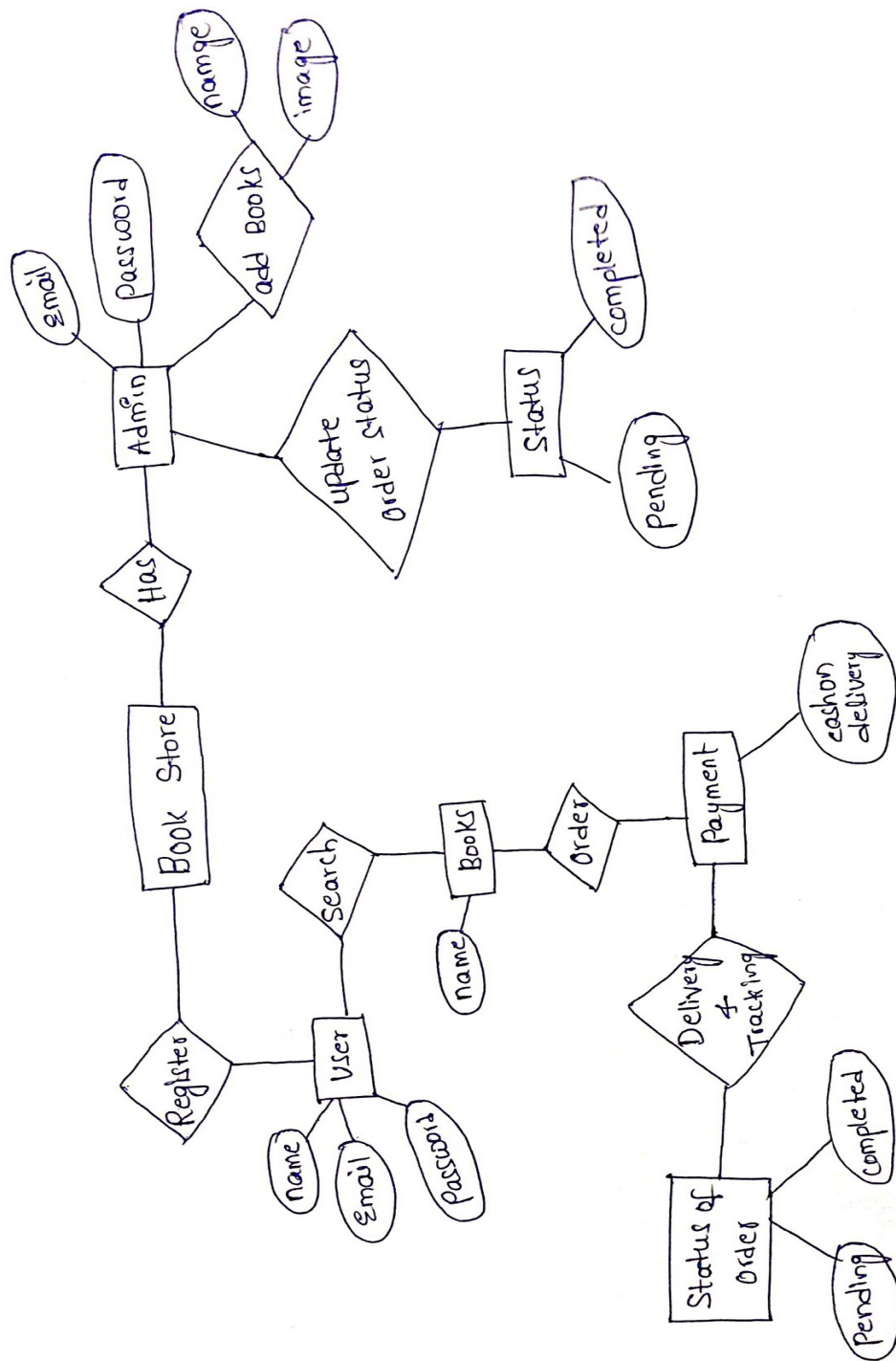
In addition, the model can be used as a design plan by the database developer to implement a data model in specific database management software.

## **ER Notation**

There is no standard for representing data objects in ER diagrams. Each modeling methodology uses its own notation. The original notation used by the Chen is widely used in academic texts and journals but rarely seen in their CASE tools or publications by non-academics. Each style uses special set of symbols to represent the cardinality of connection. The notation used in this document is from martin. The symbols used for the basic ER constructs are:

**Entities** are represented by labeled rectangles. The label is the name of the entity. Entity names should be singular nouns.

**Relationships** are represented by a solid line connecting two entities. The name of the relationship is written above the line. Relationship names should be verbs.





## **Implementation and System Testing**

After all phase have been perfectly done, the system will be implemented to the server and the system can be used.

### **System Testing**

The goal of the system testing process was to determine all faults in our project. The program was subjected to set of test inputs and many explanations were made and based on these explanations it will be decided whether the program behaves as expected or not. Our project went through two levels of testing.

1. Unit Testing
2. Integration Testing

### **Unit Testing:**

Unit testing is commenced when a unit has been created and effectively reviewed. In order to test a single module we need to provide a complete environment i.e., besides the section we would require the producers belonging to other units that the unit under the test call non local data structures that module accesses. A procedure to call the functions of the unit under test with appropriate parameters.

#### **1. Test for the admin module**

**Testing admin login form-** This form is used for login of administrator of the system. In this form we enter the user name and password if both are correct administration page will open otherwise if any of the data is wrong it will get redirected back to the login page and again ask the details.

**Report Generation:** admin can generate report from the main database.

### **Integration Testing**

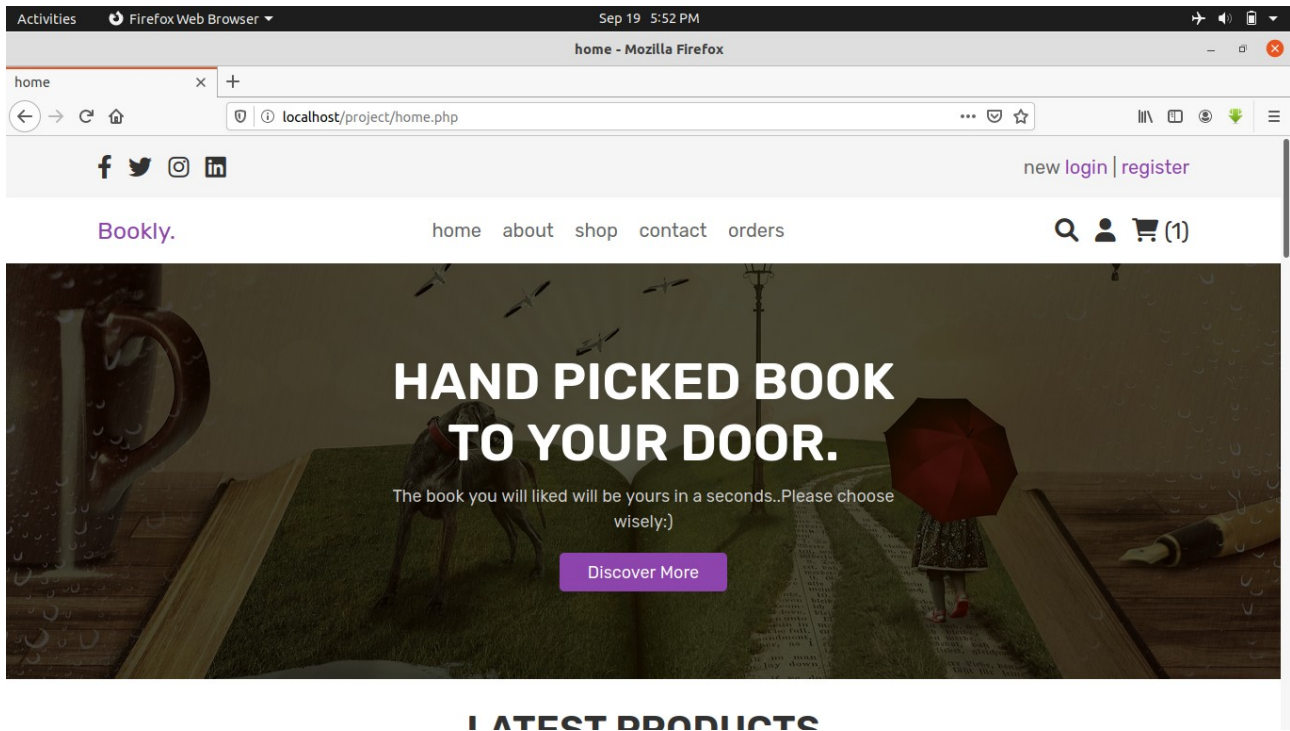
In the integration testing we test various combination of the project module by providing the input.

The primary objective is to test the module interfaces in order to confirm that no errors are occurring when invokes the other module.

## Evaluation

**Project URL:** <http://localhost/project/>

**Home Page:**



## Registration Page:

Activities Firefox Web Browser Sep 19 5:51 PM

register - Mozilla Firefox

register x +

localhost/project/register.php

**REGISTER NOW**

enter your name

enter your email

enter your password

confirm your password

Register Now

already have an account? [login now](#)

## Login Page:

Activities Firefox Web Browser Sep 19 5:51 PM

login - Mozilla Firefox

login x +

localhost/project/login.php

**LOGIN NOW**

enter your email

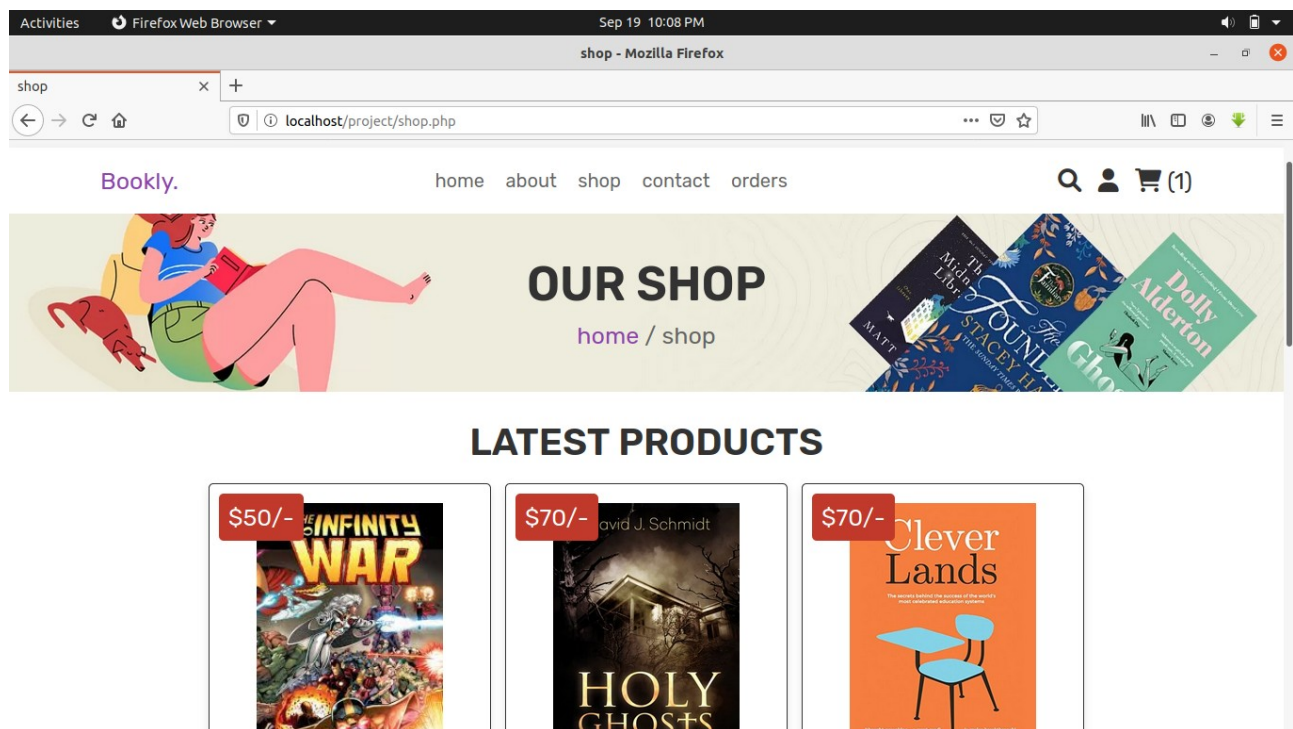
enter your password

Login Now

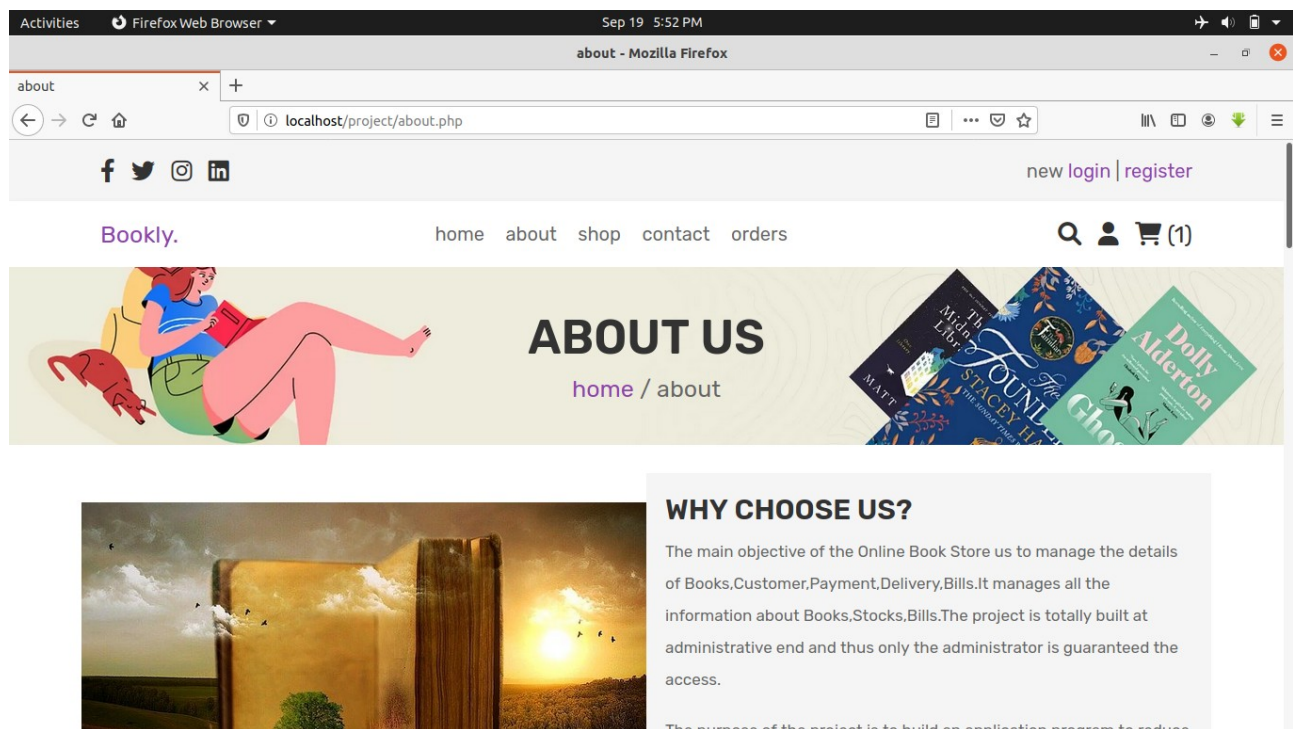
don't have an account? [register now](#)

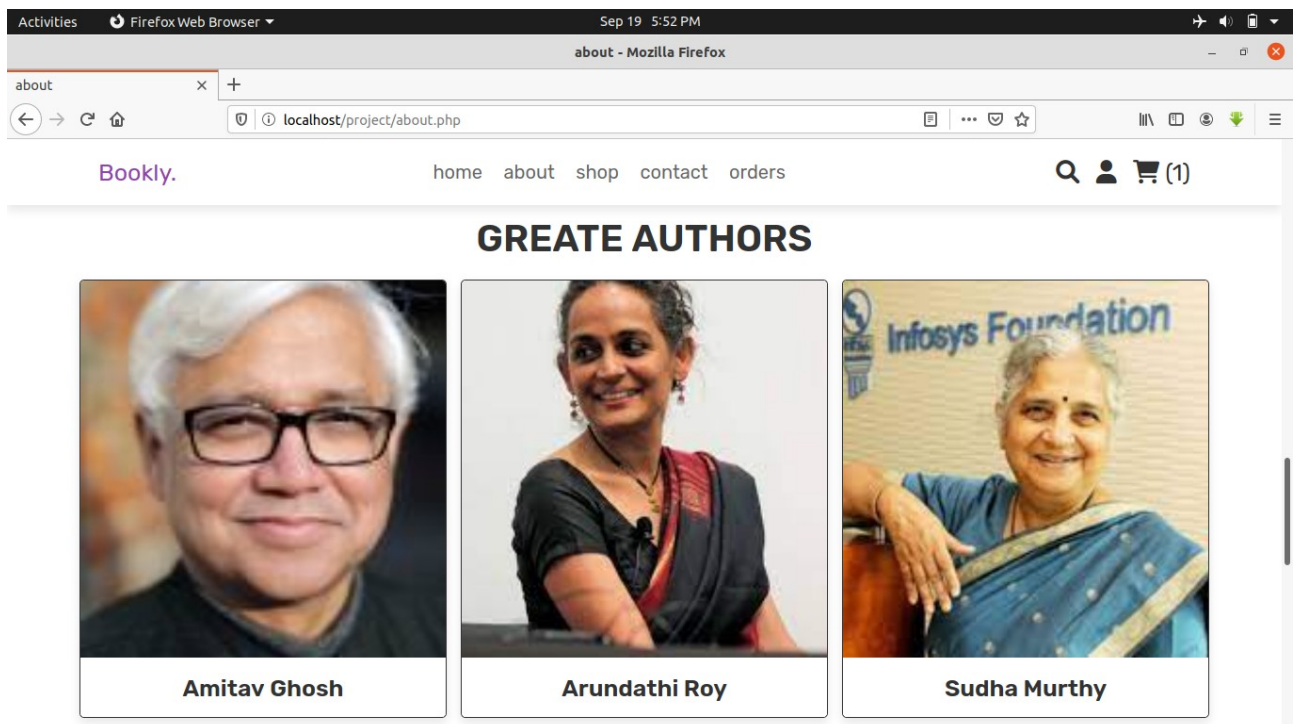
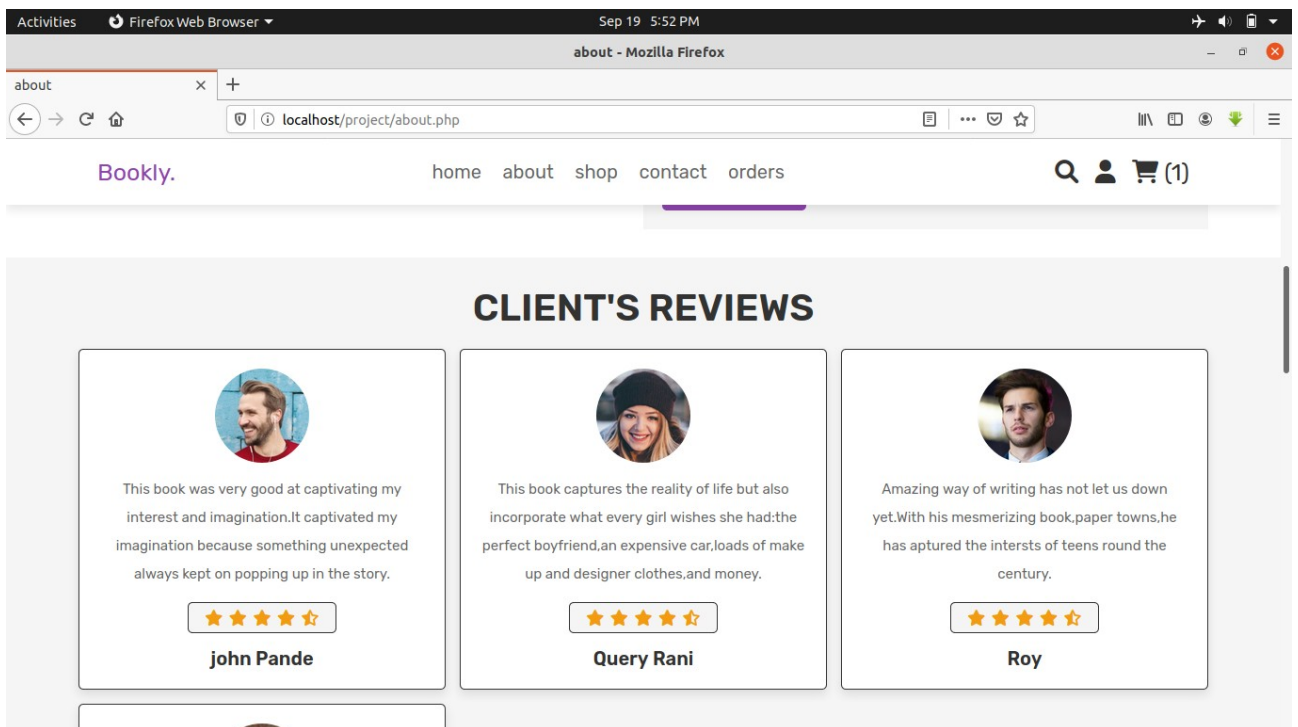


## Shop Page:

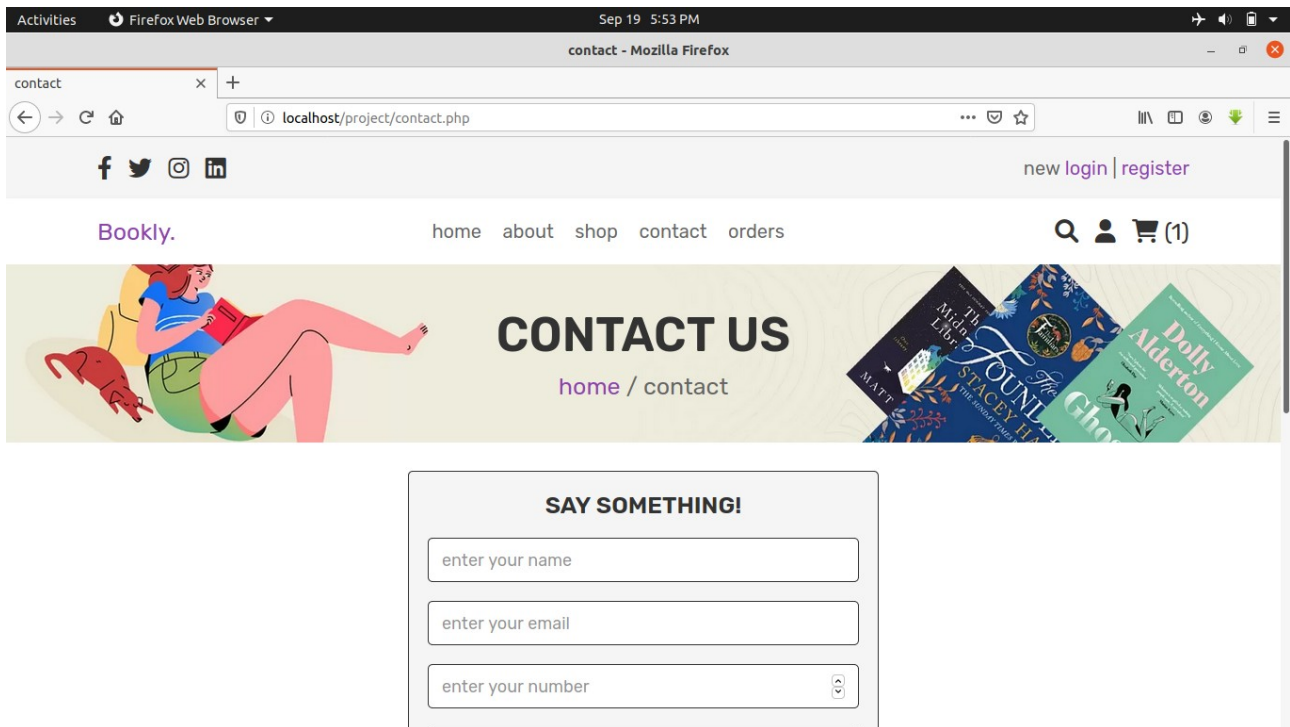


## About Page:

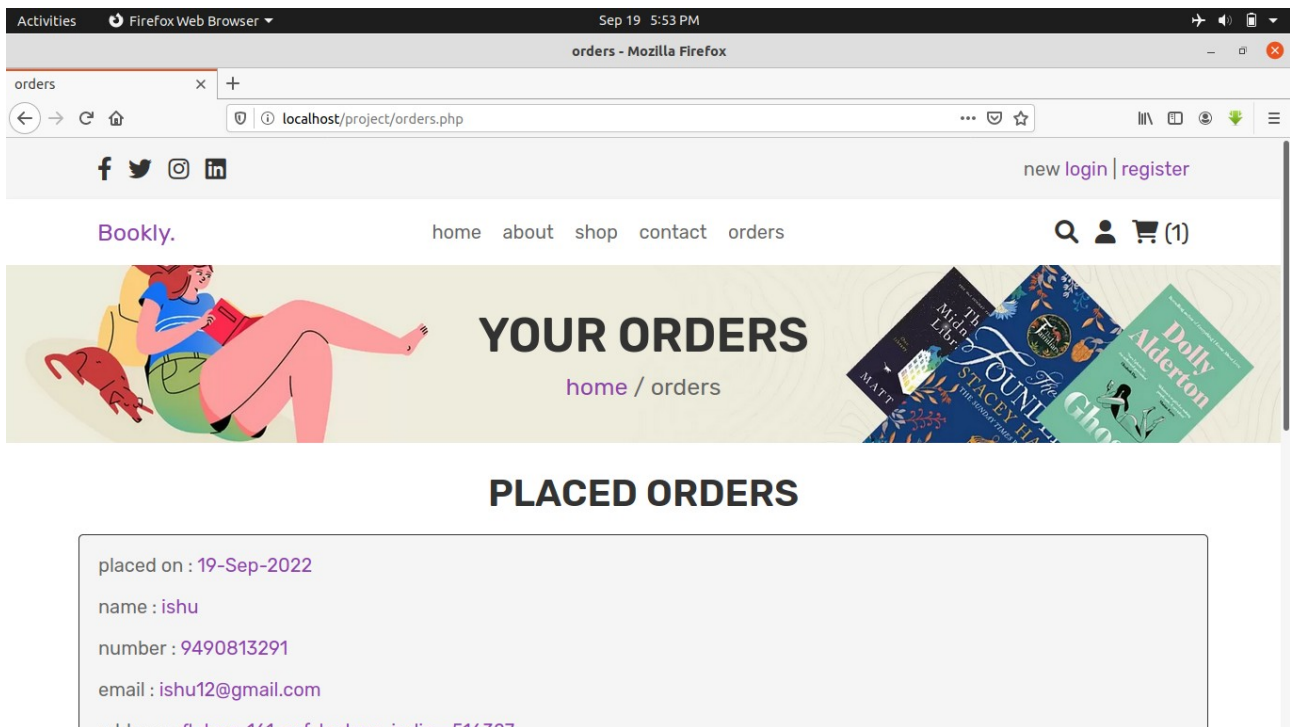




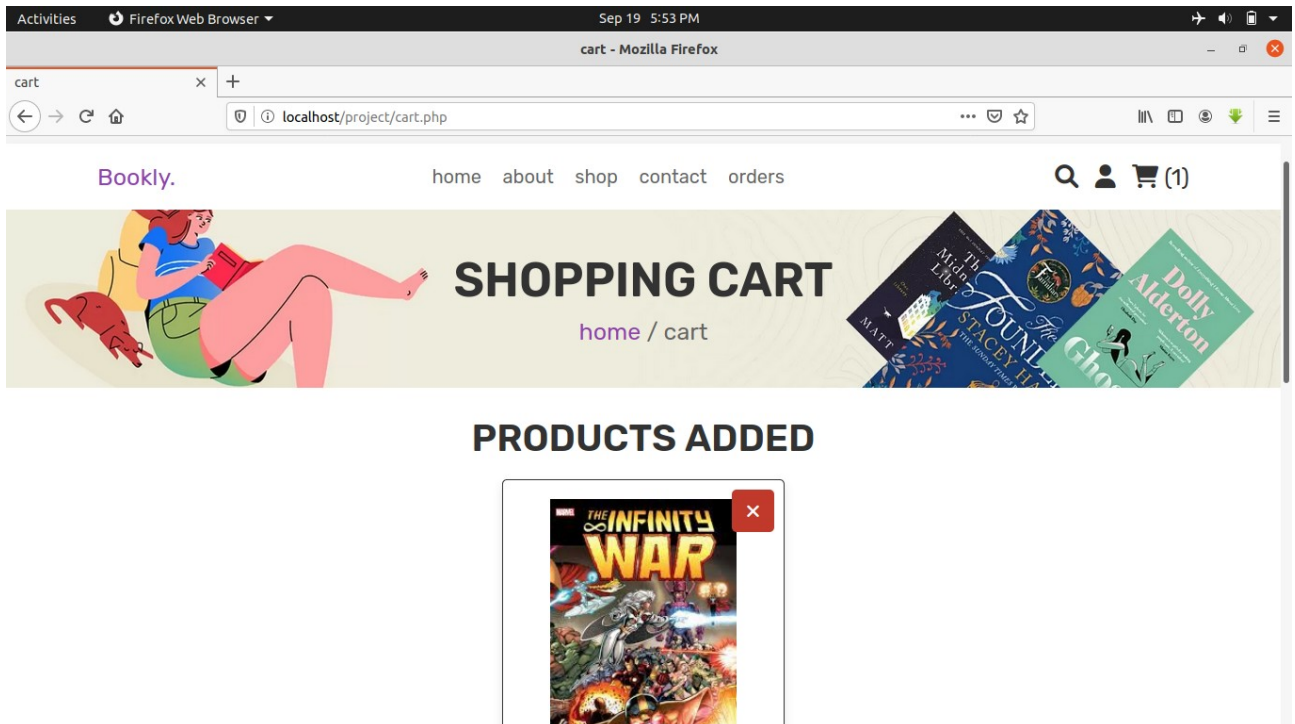
## Contact Us:



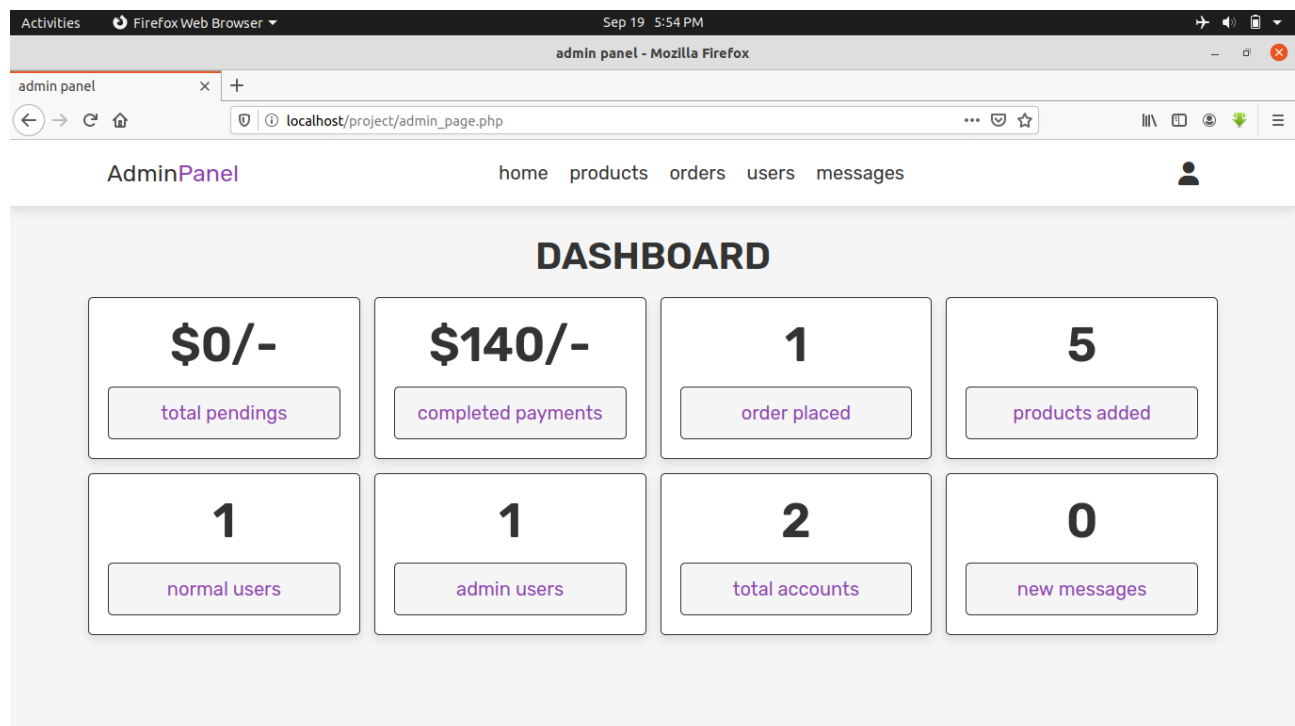
## Orders:



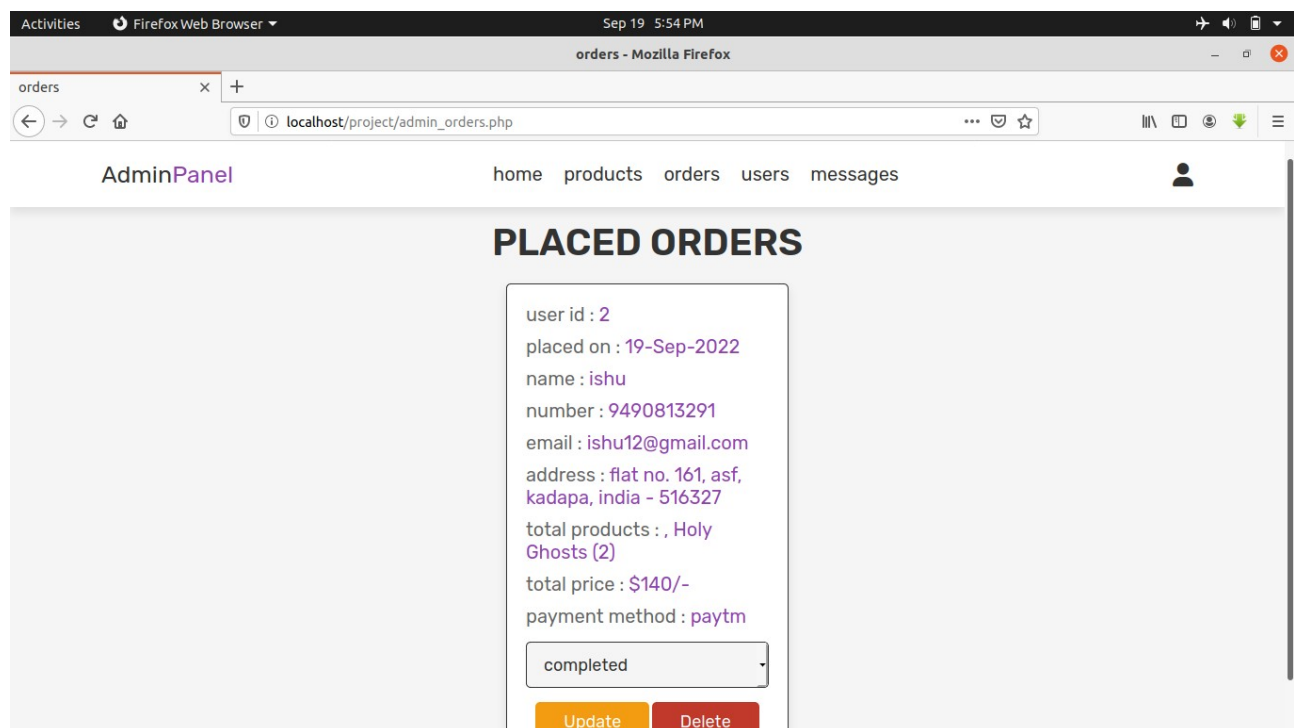
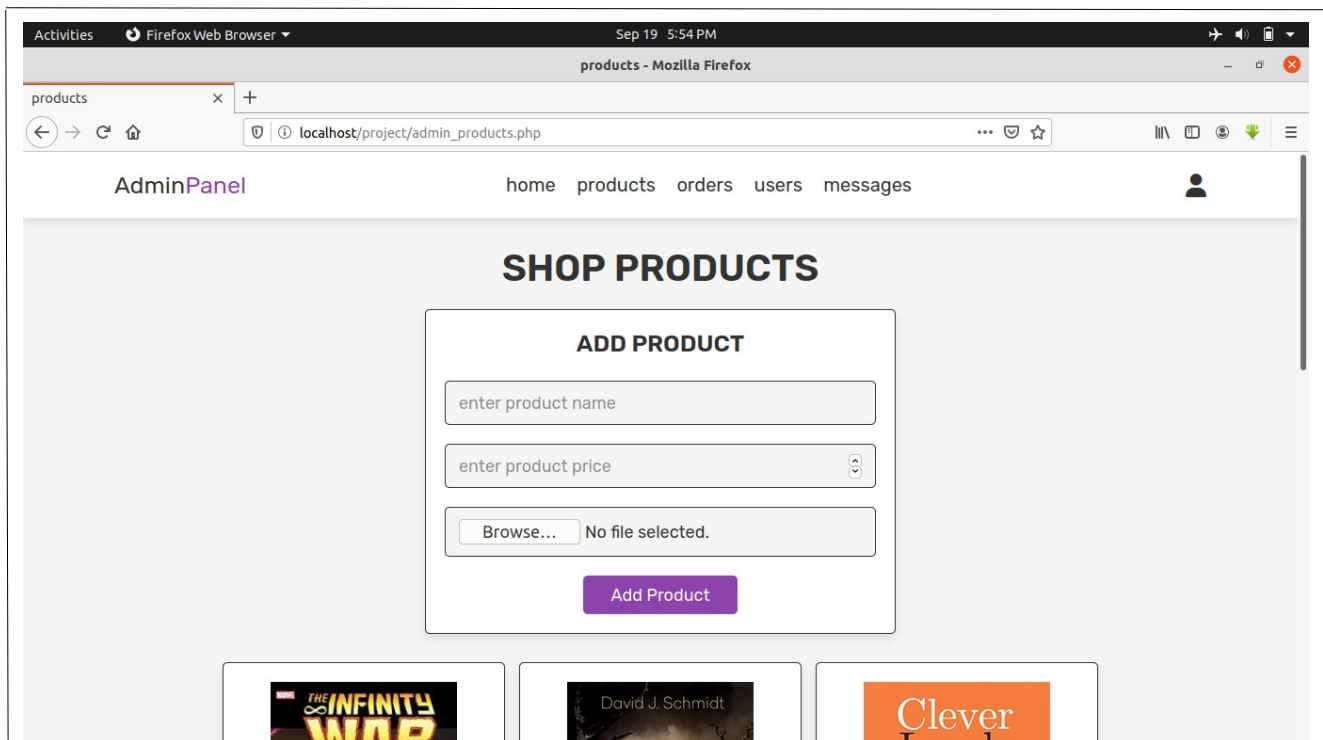
## Cart:



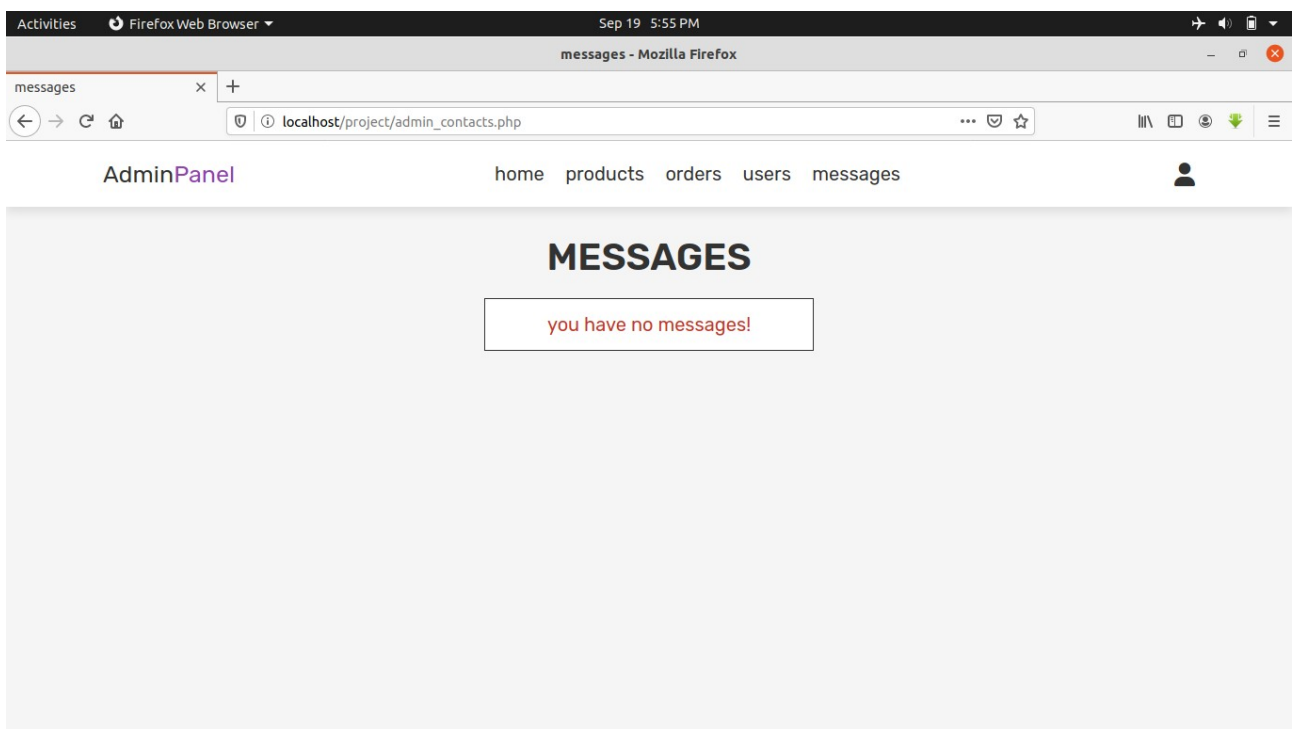
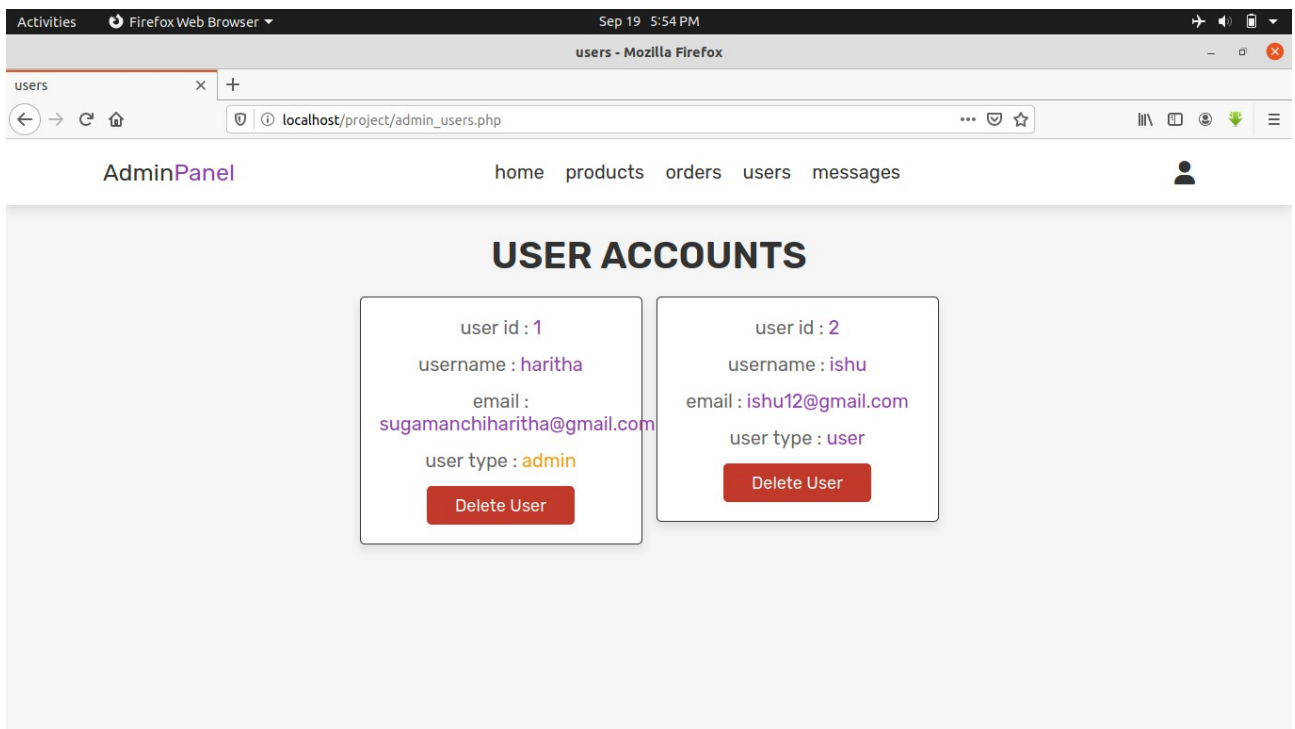
## Admin Page:











## **Conclusion**

A good shopping cart design must be accompanied with user-friendly shopping cart application logic. It should be convenient for the customer to view the contents of their cart and to be able to remove or add items to their cart. The shopping cart application described in this project provides a number of features that are designed to make the customer more comfortable. This project helps in understanding the creation of an interactive web page and the technologies used to implement it. The design of the project which includes data model and process made of illustrates how the database is built with different tables, how the data is accessed and processed from the tables. The building of the project has given me a precise knowledge about how PHP is used to develop a website, how it connects to the database to access the data and how the data and webpages are modified to provide the user with shopping cart application.

## **References**

### **For PHP:**

- > <https://www.w3schools.com/php/default.asp>
- > <https://www.sitepoint.com/php/>
- > <https://www.php.net/>

### **For MYSQL:**

- > <https://www.mysql.com/>
- > <http://www.mysqltutorial.org/>

\*\*\*\*\*THANK YOU\*\*\*\*\*