

A Mini Project Synopsis on

Online Book Store

S.E. - I.T Engineering

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CERTIFICATE

This to certify that the Mini Project report on **Online Book Store** has been submitted by Sakshi Thorbole (21204003), Rohan Bait (21204008) ,Sania Mane(21204014) and Tejas Patil who are a Bonafede students of A. P. Shah Institute of Technology, Thane, Mumbai, as a partial fulfilment of the requirement for the degree in **Information Technology**, during the academic year **2020-2021** in the satisfactory manner as per the curriculum laid down by University of Mumbai.

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TABLE OF CONTENTS

1. Introduction.....	1
1.1. Purpose	2
1.2. Objectives	2
1.3. Scope	3
2. Problem Definition	4
3. Proposed System.....	5
4. Features and Functionality.....	5
5. Project Outcomes	6
6. Software Requirements.....	7
7. Project Design.....	8
8. Project Scheduling... ..	15
9. Conclusion	16

References

Acknowledgement

Chapter 1

Introduction

In this era of highly advanced software, one can observe a lot of progress in the zone of architectural design and its principles. There are various innovative and efficient software emerging out in the market which have made the life of a common man very simple and easy. Our Online Bookstore is one such software. It is a combination of both e-commerce and book sales industry put together in a single software. Using the online bookstore system has a lot many benefits. There is absolutely no necessity for a consumer to go out looking for a particular book. The book of his/her liking can be easily purchased using the online bookstore software whilst sitting in their comfort zone and just running the software on a system with an active internet connection and a web browser. This helps in saving a whole lot of time and energy of the consumer.

The Book Store is a simple project developed using python. This project is an interesting project. The user can add the number of book details and you can see the details stored in the list form. The user can delete the list items if he/she wants to remove it. The project file contains a python script (bookstore.py). This is a simple GUI-based project which is very easy to understand and use.

The main objective of the project is to create an online book store that allows users to purchase a book based on title, author and subject. The selected books are displayed in a tabular format and the user can order their books online through credit card payment. The Administrator will have additional functionalities when compared to the common user. Online Book store is an online web application where the customer can purchase books online, through our system. The customers can select a book; later can add to the shopping cart and finally purchase using credit card transaction. The users can login using his account details or new customers can set up an account very quickly. The books are divided into many categories based on subject like "action, looking, Adventure, etc."

The application will provide the basic functionalities to the users i.e. selecting the desired book, putting it in the cart and in the end buy the book by using online payment systems like gpay PayPal also the credit card easily

1.1 Purpose:

Its main purpose is that it saves the time of the user and also their efforts since earlier if someone has to buy a certain book they have to go out and buy a book and also sometimes he faces the availability issues of a certain book so our system solves the problems where user will be able to search for the desired book either by the name of the author or by the name of the book in the search bar. Our system also has an online payment where user can pay online and buy books and other features like add to cart is also available. Since now due to pandemic restrictions some shops are closed and some are shutdown so online book store helps people buy the book from their home and get it delivered to your doorstep easily. We can update the information of books and manage availability and arrival record of the books. It saves human efforts and time. With the help of this software, the customer can easily search and find the book

1.2 Objectives:

- To manage the details of books, customer, payment, delivery etc.: It can manage the details of the book so user can find it easily also can handle customers. The payment option helps the user pay the price of the book by using online paying methods like PayPal, gpay etc. easily.
- To keep track of all the information of the user: When the user signs him up on the website he is prompted to fill all the details about them and it store the details in the database and can be used for tracking purpose.
- To reduce user's searching time: It also reduce the searching time of user
- To contain database where all the information will be stored safely: All the information entered by user will be stored securely in our database.

1.3 Scope:

- This project will provide users to purchase book online: By this project user will be able to buy books online easily and very efficiently.
- The system will be able to handle all the necessary information: This system can easily handle all the information that a user will require during his purchase or queries.
- It is easy to understand: It is a simple application so everyone can be able to understand it easily.
- It is easy to operate.
- It has good user interface: Its user interface is made by keeping in mind that every person can operate it without any difficulty.
- Firstly, this library is amongst the fastest growing sector in India and worldwide,
- Because of which there is a high demand of managerial skills in this sector. This high
- Growth is expected to be there for next two decades.
- The project will keep track of all the books and library information.
- The system will be able to handle all necessary information.
- It is easy to understand and use.
- It has a simple and a good user interface which helps user to use the system easily

Chapter 2

Problem Definition:

The Problems we identified are mentioned below:

1. Expense: Since offline markets sometime sells the books overpriced so user can get deals at our applications
2. Increased human efforts and lack of time: Since going out to buy books requires more efforts and also there is lack of time for some people due to their working time or busy schedule make it harder to go and buy a book at offline stores.so by using our system the user can buy the book or make a purchase from anywhere he/she wants without any difficulty or problem.
3. Offline stores are restricted by time: Since the pandemic started many offline store are closed and many shut down their shops so and also we can't go out because of restrictions , so our system solves this problems by letting the customer buy books online and make a purchase easily

Chapter 3

3. Proposed System:

The proposed Online Book store is developed after the analysis of issues, problems, and drawbacks of the offline markets. Here, different modules have been assigned for managing and organizing different tasks in our system. Using this software, A user will be able to buy book, search for desired book, Add book in the card which make purchase easier and also able to pay via online payments like PayPal, credit card etc.

The main feature of this system is that all the books available in the Online Book Store can be displayed in a list so that Customer need not roam through the entire System to find a book.

Additionally, the application effectively maintains the details of users and also the details of the books effectively.

3.1Features and Functionality:

➤ Customer Features –

Feature 1: The customer can search for the desired book.

Feature2: The customer can add the products to his or her cart.

Feature 3: The order checkout process can also be completed by the customer.

Feature 4: The customer can view his orders.

Feature 5: This project also have a payment method that uses paypal and credit card payments.

Chapter 4

Project Outcomes:

- User will be able to login.
- If the user don't have the account then he/she can also create an account.
- User can search for the desired book by entering the book name or author name in the search box.
- User will be able to view all the books in the book store.
- User can also be able to check the final list of the books before ordering.
- User will be able to login.
- In case, if user forgets the password then it can also be retrieved.
- We can be able to add, delete or update customer's details easily.
- We can also be able to search for the desired book.
- The system also records the data of book issued and the book returned.

Chapter 5

Software Requirements:

- Front End - Python
- Back End – MySQL
- IDE – Vs Code
- Operating System – Windows 10

Chapter 6

Project Design:

Login Page: User can login by putting his username and password. If user don't have an account then he can create his account using the sign up button. If user forgets his password then both username and password can be retrieved using the forgot password button.

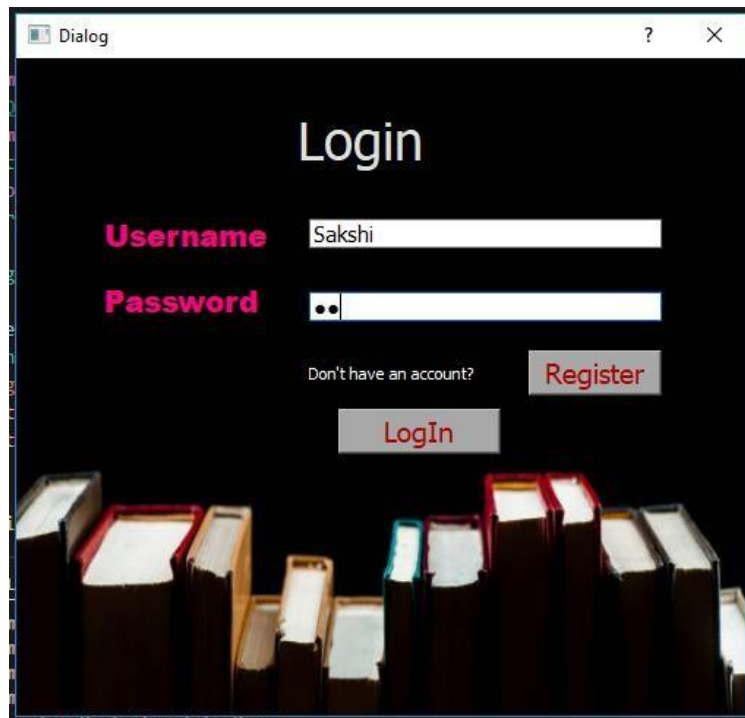


Figure 6.1: Login Page

Registration Page: Using register button, user can create his account by putting all his details.



Figure 6.2: Registration Page

Home Page: This is the main frame that is home frame. Here, we have options like readme, categories and about us.



Figure 6.3: Home Page

Readme Page: Here, information regarding our project is provided.

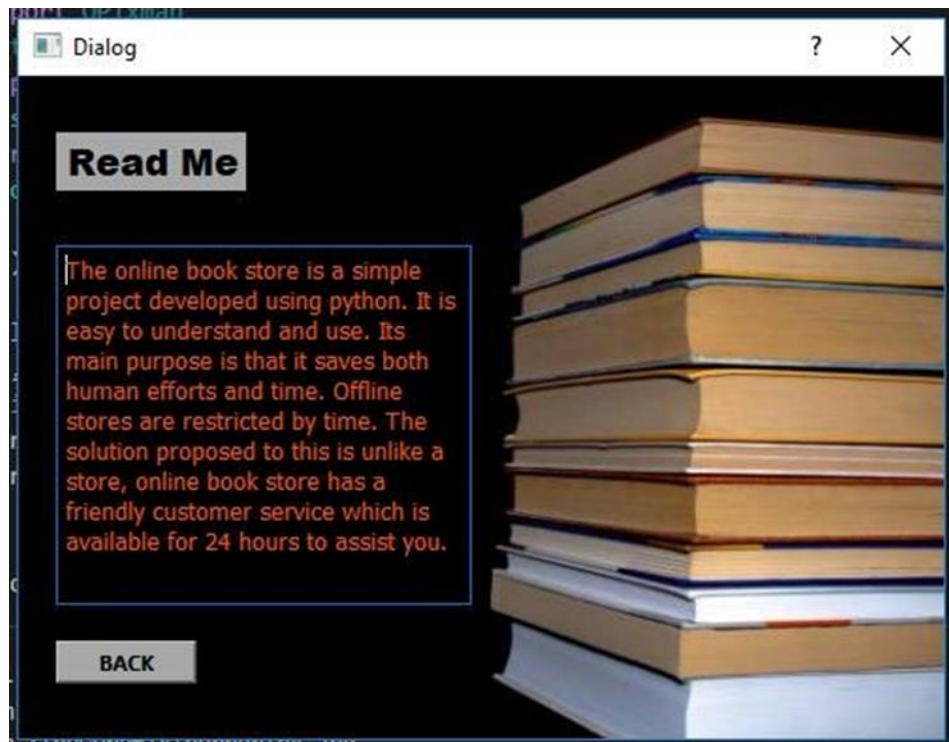


Figure 6.4: Readme Page

About Us Page: Here, we have simply promoted our group and mentioned some contact details.

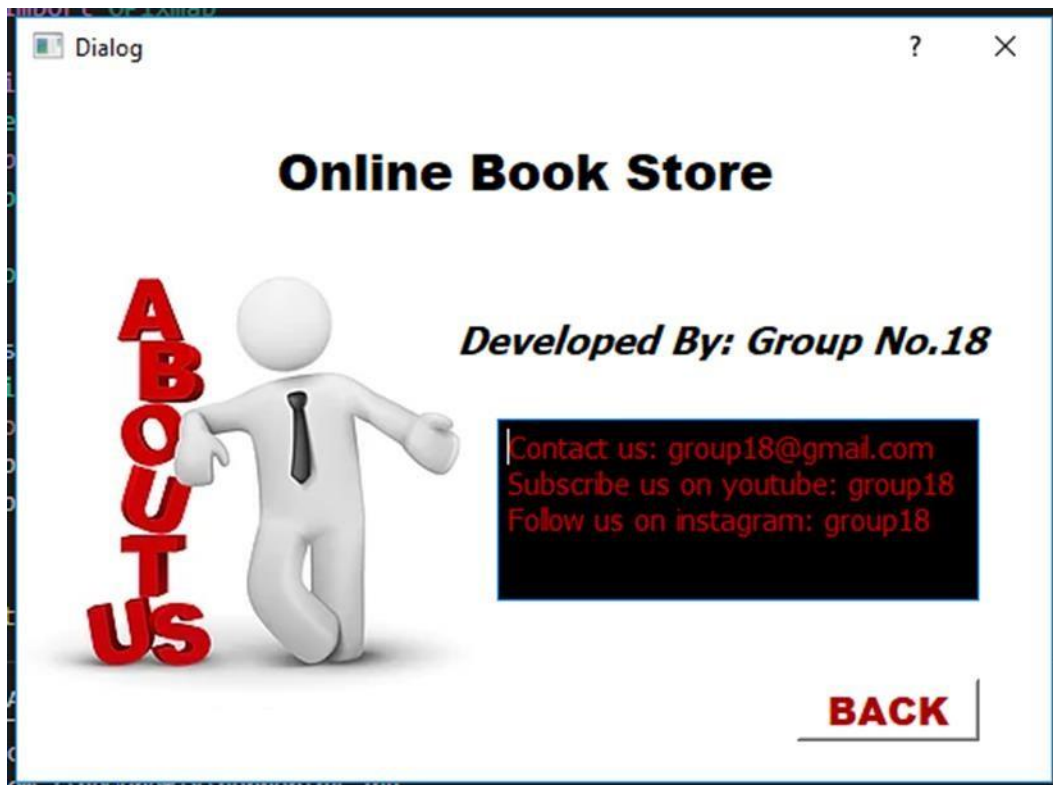


Figure 6.5: About Us Page

Categories Page: Here, we have different categories of books like spirituality, mystery, horror, scifi.

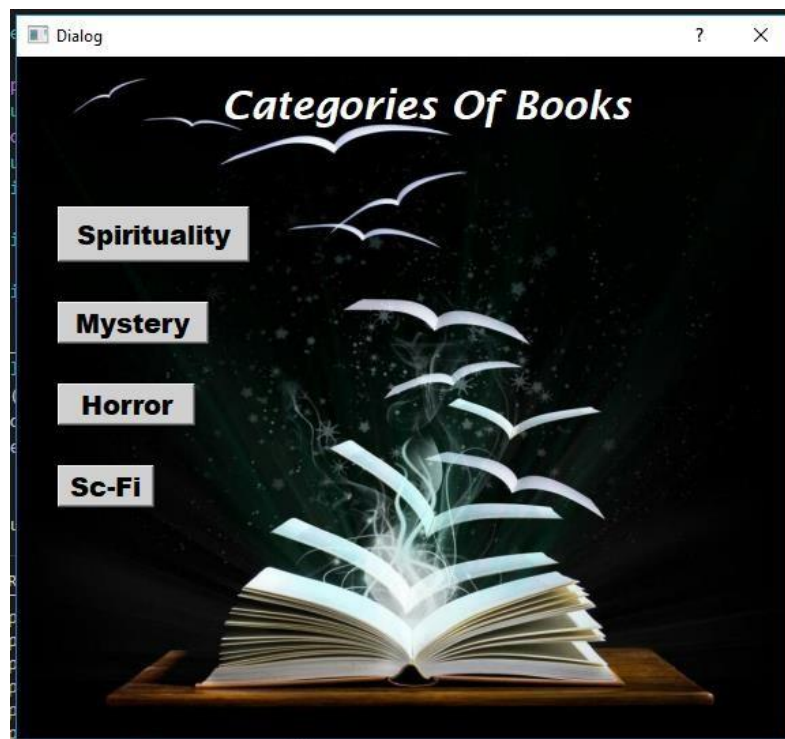


Figure 6.6: Categories Page

Spirituality Page: This is the available books under spirituality category.

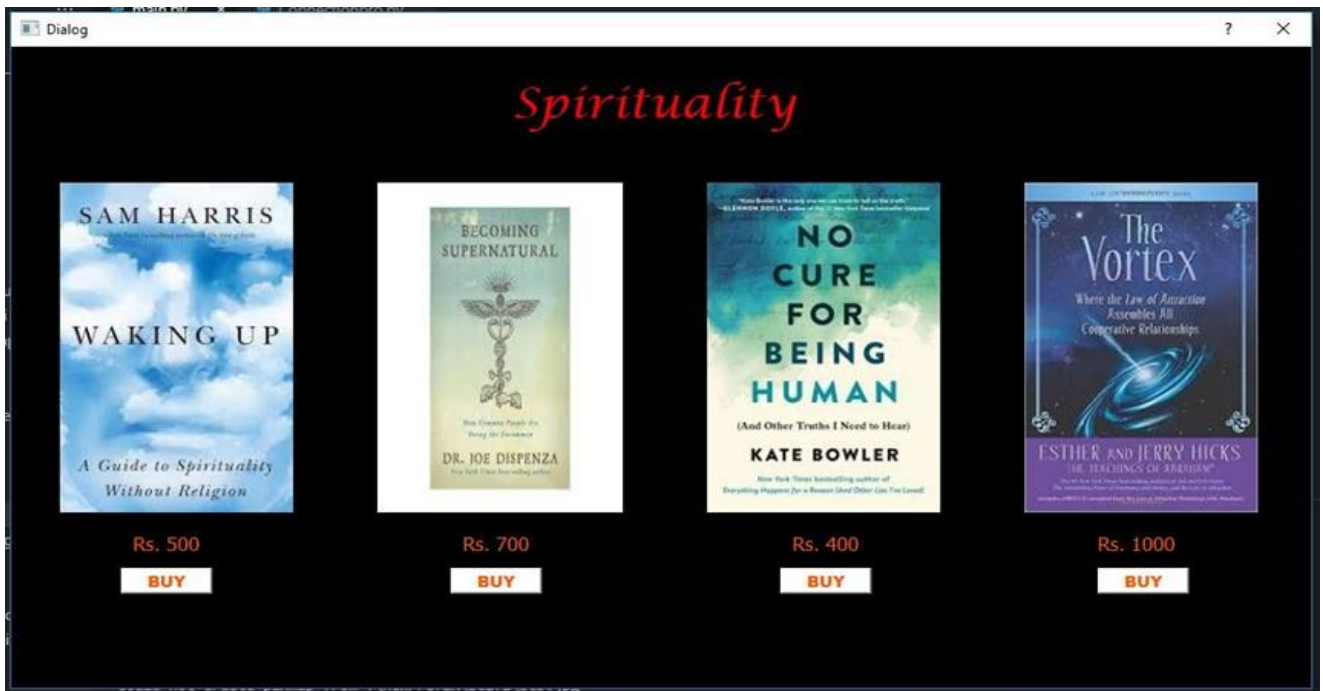


Figure 6.7: Spirituality

Mystery Page: This is the available books under mystery category.

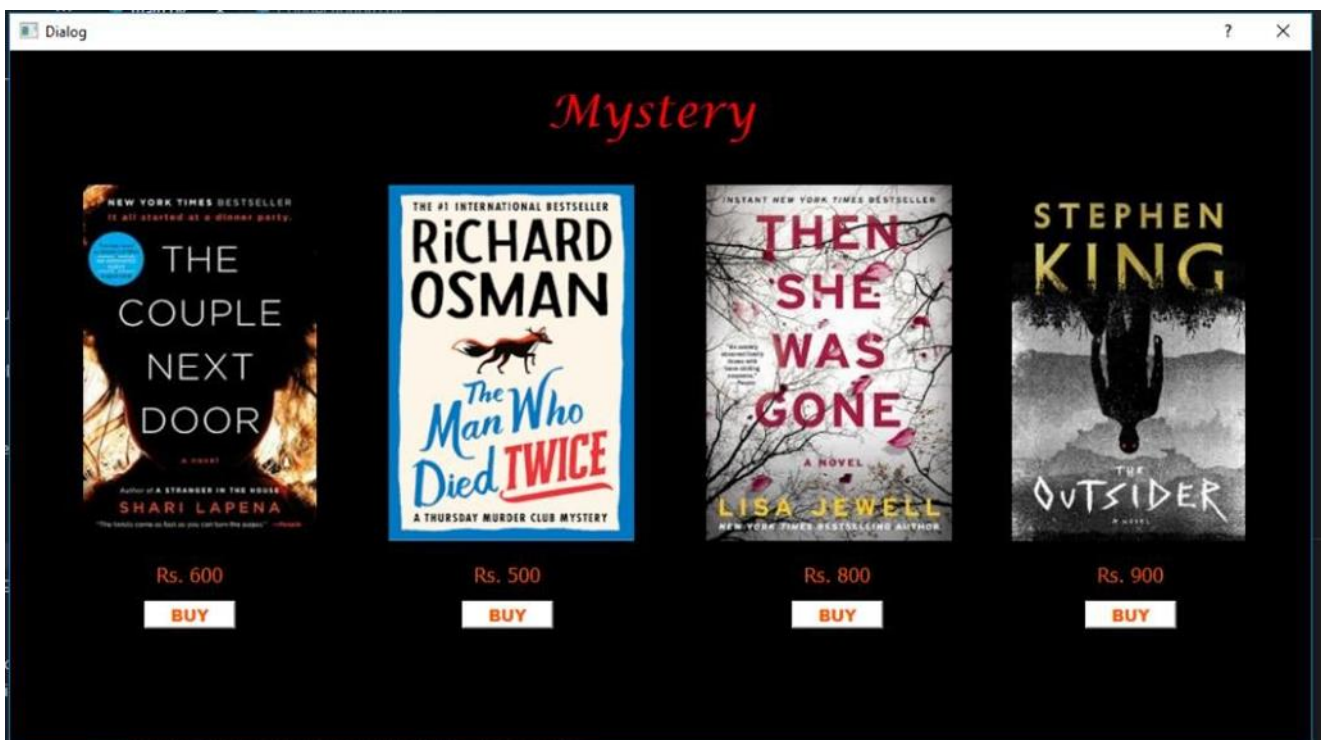


Figure 6.8: Mystery Page

Horror Page: This is the available books under horror category.



Figure 6.9: Horror Page

Sci-Fi Page: This is the available books under sci-fi category.

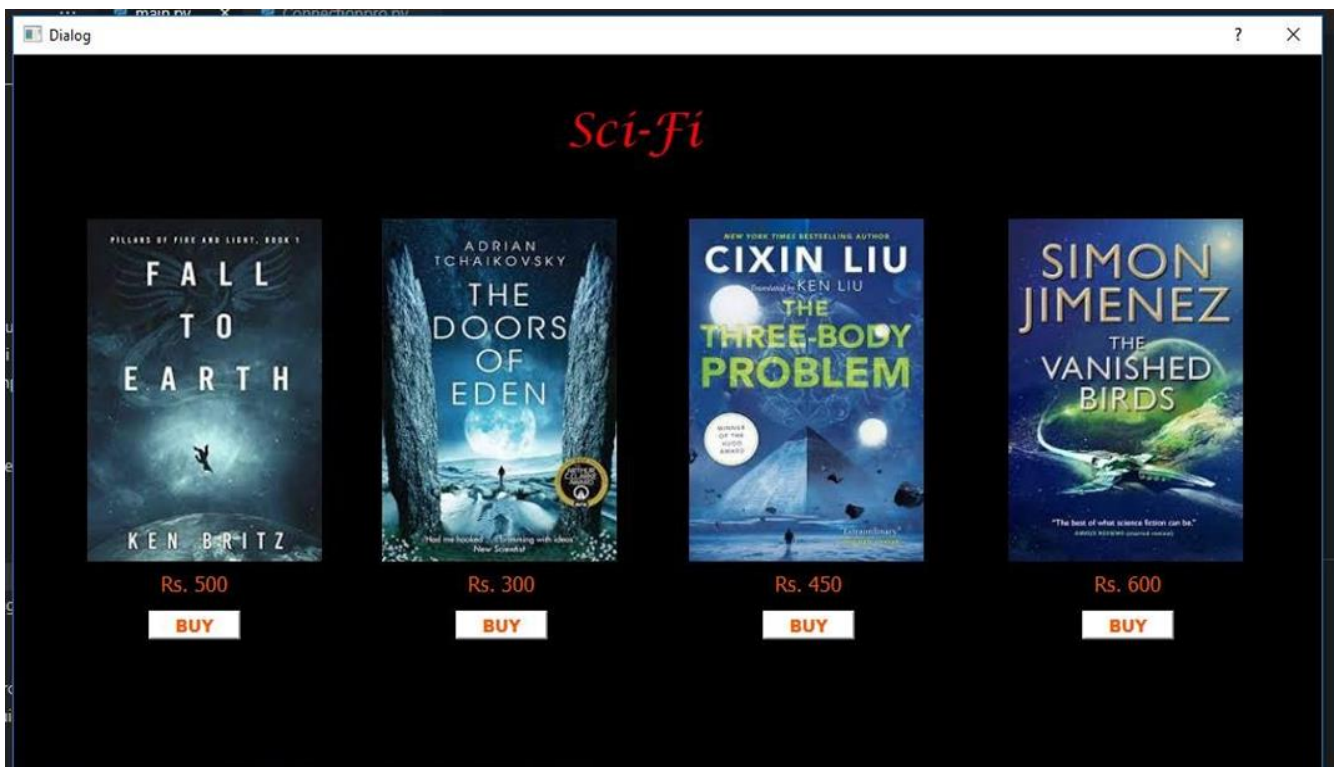


Figure 6.10: Sci-Fi Page

Checkout Page: This is the payment page, where user can put the card details and can proceed further.

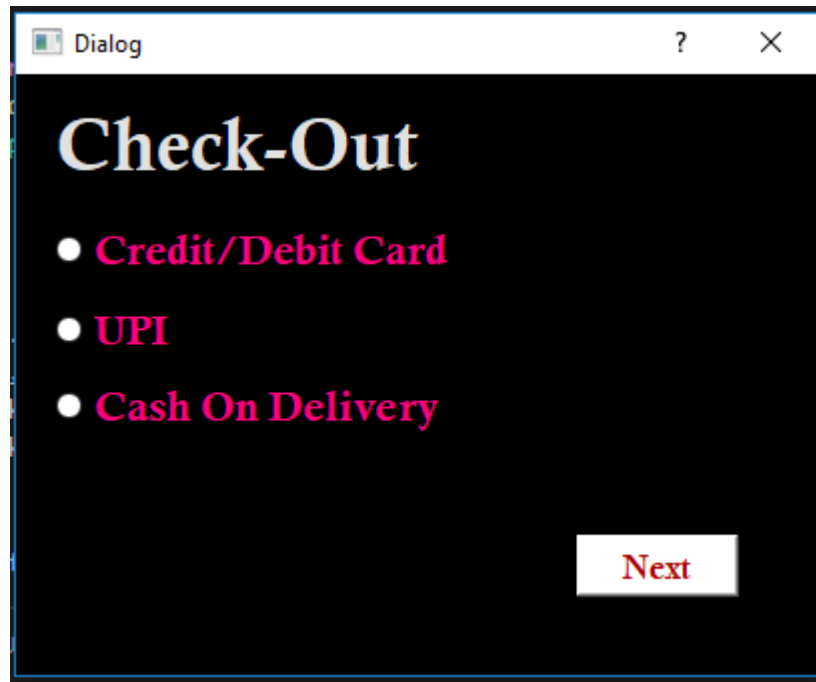


Figure 6.11: Checkout Page

Card Details Page: This is the payment page, where user can put the card details and can proceed further.

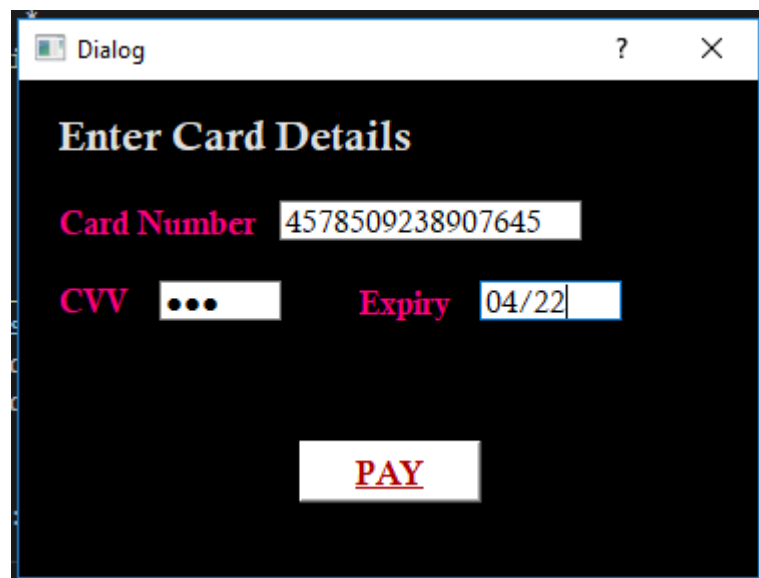


Figure 6.12: Card Details Page

Greet Page: This page, simply greets the customer.

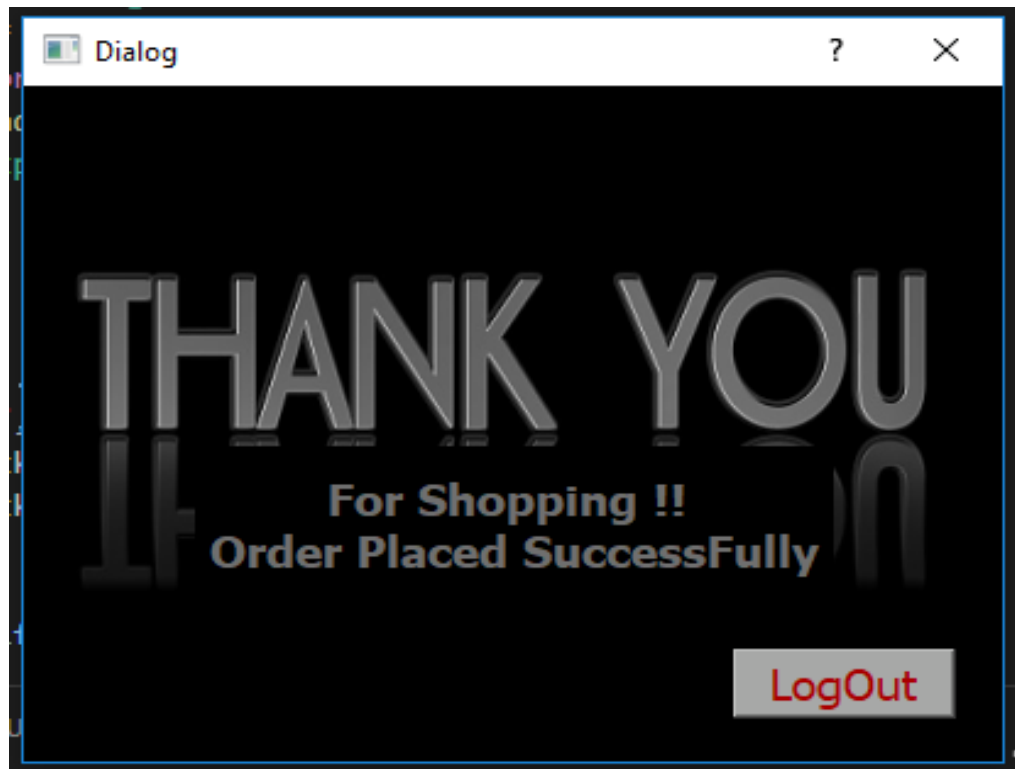


Figure 6.13: Greet Page

Chapter 7

Project Scheduling Template

Sr. No	Group Member	Time duration	Work to be done
<u>1</u>	Sakshi Thorbole	1 st week of January	Implementing modules (Designing the sign up, login, home page and database connectivity)
		2 nd week of February	Testing of above modules.
<u>2</u>	Rohan Bait	3 rd week of February and 1 st week of March	Implementing modules (Designing the categories and about us page.)
<u>3</u>	Sania Mane	2 nd week of March to end of March	Implementing modules (Designing the read me page).
<u>4</u>	Tejas Patil	1 st and 2 nd week of April	Implementing modules (Designing the payment page).

Chapter 8

Conclusion:

Online bookstore has many advantages compared to its counterparts such as physical book store, the online bookstore allows its user to shop at one place where in physical store the books are scattered at the different places which consumes a lot of time and online bookstore helps in saving that time and it also avoids the problem of unavailability of books at physical store as numerous vendors from different places sell their books at one place. This project is efficient in maintaining users records and can perform operations on it, also reduces the work load on the shop owner of knowing the quantity of books available and which books are available and keeps the records of how many books are purchased and sold.

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