



A PROJECT REPORT
ON
“ONLINE BOOK STORE”

*Submitted in partial fulfilment of the requirements
for the degree of*

BACHELOR OF COMPUTER APPLICATION

Prescribed By

Bengaluru City University

By

KUMARAN G (R1918264)

NAVYASHREE V (R1918286)

SURYAKANTH R (R1918344)

V Semester

KLE SOCIETY's

S. NIJALINGAPPA COLLEGE

RAJAJINAGAR, BANGALORE-560010

Under the guidance of:

Prof. PRAJWAL R

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BENGALURU CITY UNIVERSITY

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CERTIFICATE

This is to certify that project work entitled “ONLINE BOOK LIBRARY” has been successfully carried out by KUMARAN G(R1918264) NAVYASHREE V (R1918286) SURYAKANTH R (R1918344) in partial fulfilment for the award of V semester BCA during the academic year 2021-22.

Signature of the Guide

(Prof. Prajwal R)

Signature of the Co-Ordinator

(Dr. Parvati N Angadi)

Name of the Examiners:

Signature with date

1.

2.

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KUMARAN G (R1918264)

NAVYASHREE V (R1918286)

SURYAKANTH R (R1918344)

ABSTRACT

Android is a mobile operating system based on a modified version of the Linux kernel and other open source software, designed primarily for touch screen mobile devices such as smart phones and tablets. It is the most widely used operating systems, It is the highest-selling mobile operating system nowadays, Over 1 billion users already using this operating system mobiles, This is open source and anyone can use to build the applications. There are many advantages of the android such as it provides, multitasking, easy accessibility to several apps, widget.

In the recent trend as we know mobile-phones have become soulmates for public. They are making use of mobile-phones for every single need. Right from calling, texting, tracking, listening to music and so on they prefer to get data in their mobile-phones. Many new applications and technologies have come into existence these days, which people are using very efficiently. Still many are looking forward for new technologies in mobile-phones as we know android is an open source. The Android platform continues to improve and provide new features. There are many advantages of the android such as it provides, multitasking, easy accessibility to several apps, widget.

This project is followed the concept of the E-commerce thoroughly. The goal of this project is to design an online book store cum book library named ONLINE BOOK STORE which helps the user to read books of their choice anywhere anytime through this app. User can get to know different kinds of books that they were unaware of by just searching in the system using keywords. This project also helps the user to buy the books through e-cart. The user will be able to search the books they want, check the availability and place the order to buy the book using their credit cards. It's users choice whether to buy the books or not as the app provides the facility to read the books on online platform itself.

By using this project, the user can save his or her time of purchasing the product wasting time by roaming in the market in search of books i.e., this system saves both time and travelling cost of users or customers. From here, they can get most probably all the books they want besides fast-moving Entertainment goods. They have various choices in the one Collection.

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