**FACULTY OF ENGINEERING, DESIGN AND TECHNOLOGY**

DEPARTMENT OF COMPUTING AND TECHNOLOGY

EASTER 2024 SEMESTER PROJECT-BASED EXAM REPORT

PROGRAM: BSc Data science and analytics

COURSE: *e.g. Web application development*

COURSE LECTURER: \_\_\_\_\_MR.MUSASIZI KENNETH\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

PROJECT TITLE: EAC LIBRARIES AN ONLINE BOOKSTORE

*Submitted by*

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| S/N | Reg Number | Name | Signature |
| 1. | S23B38/002 | SSENDI ALOYSIOUS | malon |

Date Submitted: …10TH April 2024………………………………

GitHub Link:…… https://github.com/Malonlll/WEB-PROGRAMMING-EXAM……………………

Video Link: https://drive.google.com/file/d/15nAHGZEUVy29p4UfydkCVht\_8axICk1u/view?pli=1………………….

1.0 Abstract

EAC Libraries is an innovative online bookstore catering to the literary needs of users in Uganda and beyond. Developed in response to the challenges faced by traditional brick-and-mortar libraries and bookstores in the region, EAC Libraries aims to revolutionize access to literature and promote literacy in Uganda. Through a user-friendly platform, EAC Libraries offers a diverse collection of books spanning various genres and subjects, ensuring that users have access to a wide range of educational and recreational materials. Leveraging advanced technology and a robust distribution network, EAC Libraries facilitates seamless browsing, purchasing, and delivery of books, making the reading experience convenient and accessible to all. With a commitment to quality, affordability, and inclusivity, EAC Libraries endeavors to empower individuals, enrich communities, and foster a culture of lifelong learning in Uganda and across the East African Community.

2.0 Introduction, problem statement, and project objectives *(1-2 Pages)*

EAC Libraries is an online bookstore based in Uganda, aiming to revolutionize access to literature and educational resources in the region. By leveraging technology, EAC Libraries seeks to address the challenges of limited physical bookstores and educational materials in Uganda and neighboring East African countries.

Access to diverse and affordable educational resources, including books, remains a significant challenge in Uganda. Traditional brick-and-mortar bookstores are limited in number and often inaccessible to many residents, especially those in rural areas. Additionally, the high cost of imported books further exacerbates the problem of affordability.

3.0 Methods, tools, and designs used for the project *(1-2 Pages)*

This section will detail the methodologies, software tools, and designs employed in the development of EAC Libraries, the online bookstore based in Uganda. It will cover aspects such as the technology stack, programming languages, frameworks, and any specific methodologies used in the project's development process.

4.0 Results *(2-5 Pages)*

*(Description of the project developed, justifying how it solves the problem and achieves the set objectives.)*

In this section, we will delve into a comprehensive description of the EAC Libraries project. It will justify how the platform addresses the identified problem within the Ugandan context and achieves the predefined objectives. This section will highlight the features, functionalities, and user experience of the online bookstore, showcasing its effectiveness in facilitating access to literature and promoting literacy in Uganda.

5.0 Conclusion & Recommendation (1 Page)

This section will offer a concise conclusion based on the findings presented in the previous sections. It will summarize the project's achievements, its significance in addressing the problem statement, and its potential impact on the target audience. Additionally, recommendations for future improvements or expansions of EAC Libraries may be provided, based on the project's outcomes and any identified areas for enhancement.

6.0 References (if Any)

If any external sources were consulted or referenced during the project development, they will be listed in this section. This may include academic papers, books, websites, or other relevant resources that contributed to the project's conceptualization, design, or implementation.

7.0 Appendices *(if any, including screenshots, codes, etc)*