

# FINAL REPORT

For

**VIT Old Book House**

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**Lab Section: L19+L20**

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## **Section 1. Overview**

### **1.1 Introduction:**

The platform for book selling and buying between VIT students. VIT is an institute that offers some important courses over the years. The students every year take these courses in order to complete their degree. Thus the students need the books which are required for the courses. The books are not always available in the market place and the students have to borrow it from their seniors who either throw it or sell it to second hand book stores. Thus we see that the seniors always don't have the book and the juniors have to suffer by buying online or booking from shops at a high price. Thus it is in the view of all this that this buying selling software is made to help both students (seniors and juniors).

### **1.2 Objective:**

The project “VIT Old Book House” is software which will help both type of students of VIT (students who have done a particular course and students who are will be doing that particular course). The students who have done the course generally either throw the books or give it to the juniors. Therefore indirectly land up in a loss of the money they had paid for the book. On the other hand the juniors or students who had taken the course are not able to get the course books as it is not always available in market or it's too much priced. This software therefore is going to be a link between these two types of students in order to facilitate the book access and delivery.

### **1.3 Scope:**

The VIT Old Book House is supposed to have the following features.

- Registration of User
  - Status of User has Logged in or not
  - Signed up to make an account
- As Seller
  - Giving the book details
  - Quotation Price
- As Buyer
  - Buying the book details
  - Bargain Price if the buyer amounts to.
- As Payment
  - Payment of the book by Buyer
  - Money getting by seller

## **Section 2. Process Model Identification and Justification**

### **2.1 Modules Involved:**

#### **Module 0: Authentication**

This contains the authentication of user identity and involves thinks like “User Name” and “Password” for checking.

#### **Module 1: Database Creation**

The creation of the database with books which is mostly used in VIT.

#### **Module 2: Option for being a Seller/Buyer**

After authentication it is the user choice to choose for being a buyer or a seller and accordingly the things are shown.

#### **Module 3: Book Details**

If the user chooses to be a seller then he/she can fill the details of the book into the database like Name of the book, Edition of the book, Quotation price, Type of the Book (like Xerox or printed book). Then he/she has to submit the book.

#### **Module 4: Book Buying**

If the user chooses to be a buyer then he/she searches for the book from the database and chooses for buying or sending bargaining. The database will contain the details of the book and choice to buy of bargain.

#### **Module 5: Quotation/Bargain**

This module is based on the bargain and quotation price send to the buyer and seller approving it

#### **Module 6: Payment Gateway**

This is the payment of the buyer to the seller. This will show the book is sold from database or not.

## **2.2 Process Model:**

### **2.2.1 Description:**

The waterfall model is a relatively linear [sequential design](#) approach for certain areas of [engineering design](#). In [software development](#), it tends to be among the less iterative and flexible approaches, as progress flows in largely one direction through the phases of conception, initiation, [analysis](#), [design](#), [construction](#), [testing](#), [deployment](#) and [maintenance](#).

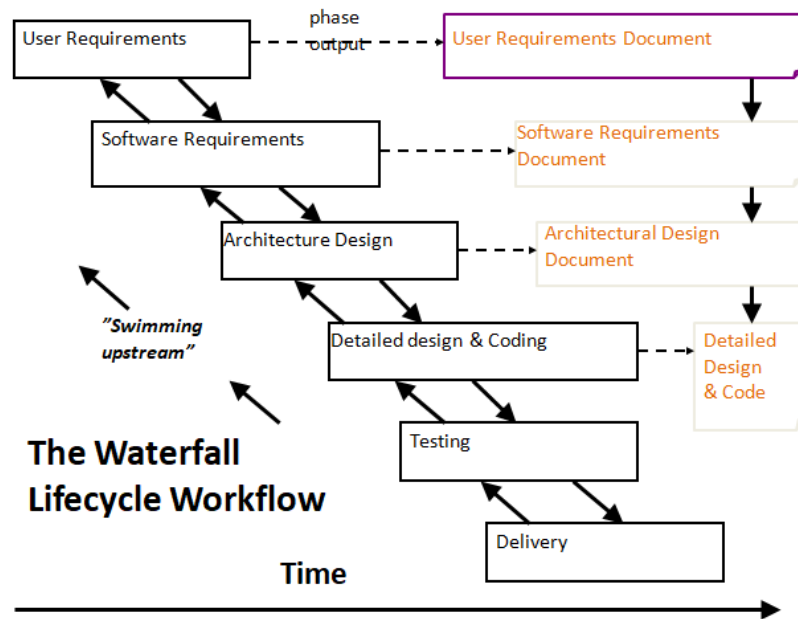
The waterfall development model originated in the [manufacturing](#) and [construction](#) industries; where the highly structured physical environments meant that design changes became prohibitively expensive much sooner in the development process. When first adopted for software development, there were no recognized alternatives for knowledge-based creative work.

### **2.2.2 Justification:**

This is used in the project as all the requirements are known from pre-hand and no modification will be needed in separate modules and if changes required it shall be in the modules linkage which can be handled. The rest of the details are briefed below.

Phases Involved are:-

- User Requirements – The books to access in course completion.
- Software Requirements – This software is going to bridge the gap between the students.
- Architecture Design – The structure of the software involving database management system.
- Detailed design and Coding – The making of the software in Java.
- Testing – The testing of the software for proper functioning.
- Delivery – The completion of the software.



### 2.3 Conclusion of Process Model :

This model suits the project as it clearly identifies the modules and it is all properly placed and if minor changes required can be done in this project. The user requirements and checked followed by software requirements. Then it is dataset is created and analyzed for the connectivity between them. Then the making of authentication module, book selling, book buying, detailing the things that will be present in each module. Thus the model is taken into consideration.



### Section 3. Stake Holder Identification

In our project the stake holders can be divided into two parts, the primary stakeholders and the secondary stake holders.

In primary stake holders-

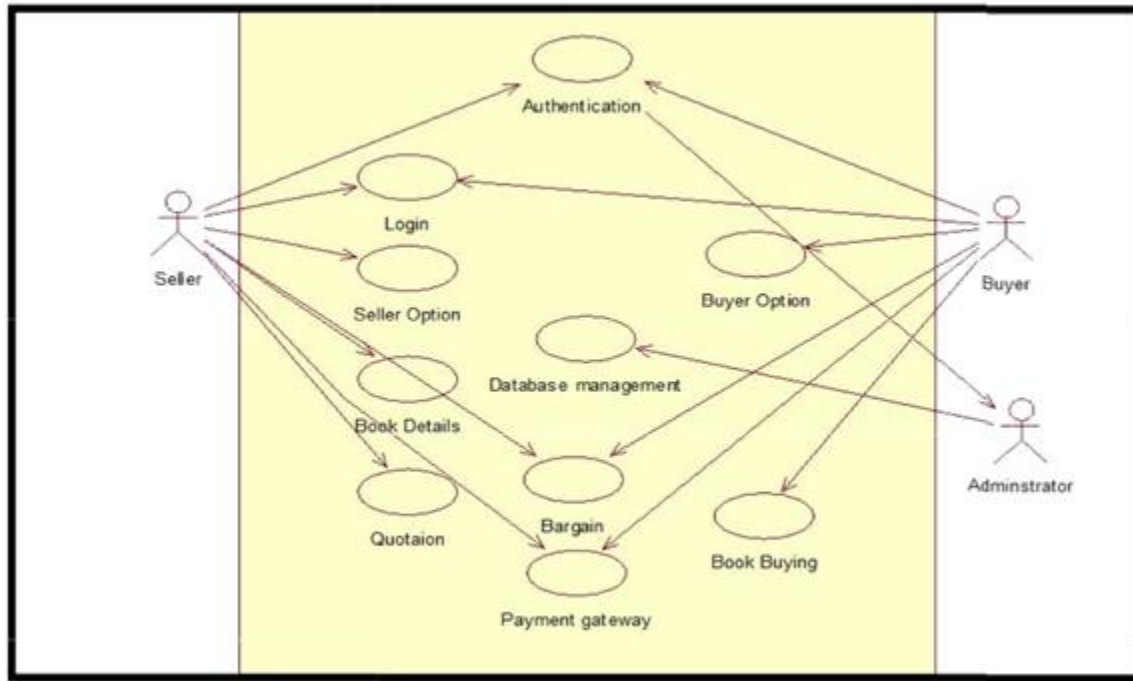
1. The users who are the customers and will buy the books from our platform, as informed from seeing the add. They can be students, professors and scholars.
2. The users who are going to sell the books and give the information about their book in the form of the advertisement. They can be students, professors and scholars.

In secondary stake holders-

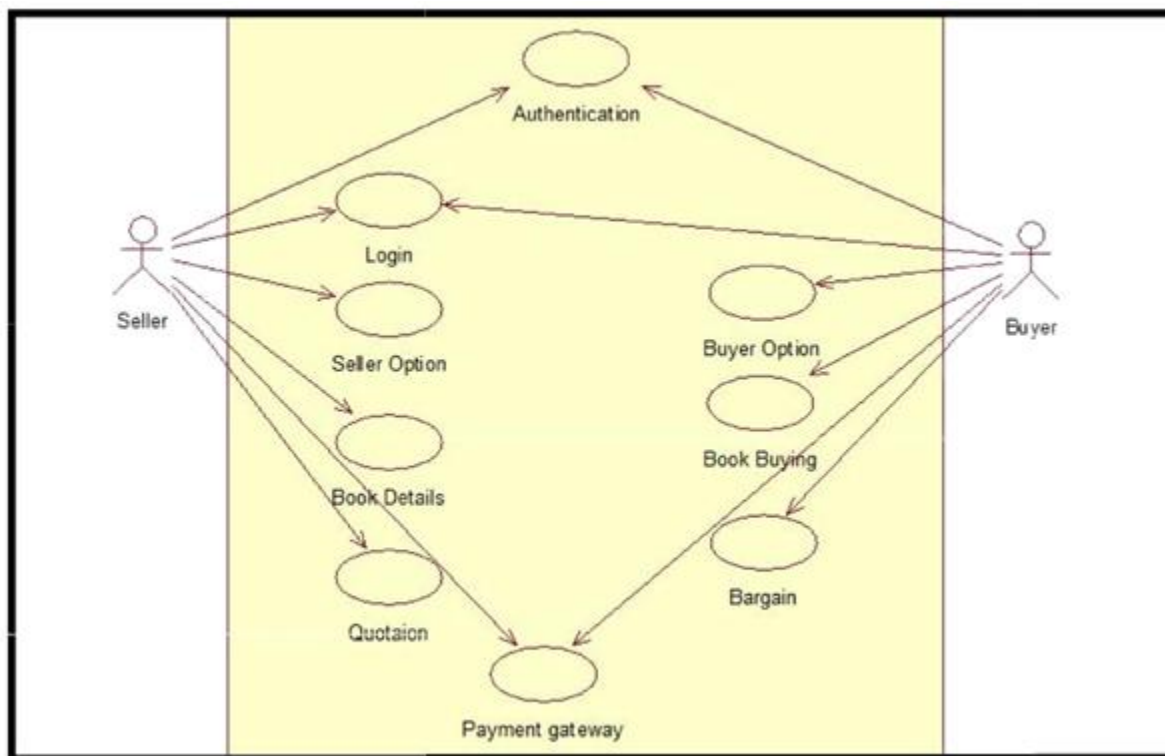
The software administrators which constitutes of us, the developers will be involved. We are in charge of overseeing that entire operation and the software runs smoothly without any break and hitch. We will also see that no spamming is being done and the portal is not misused. The administrators also look for the safety of the website portal

## Section 4. Use Case Diagrams

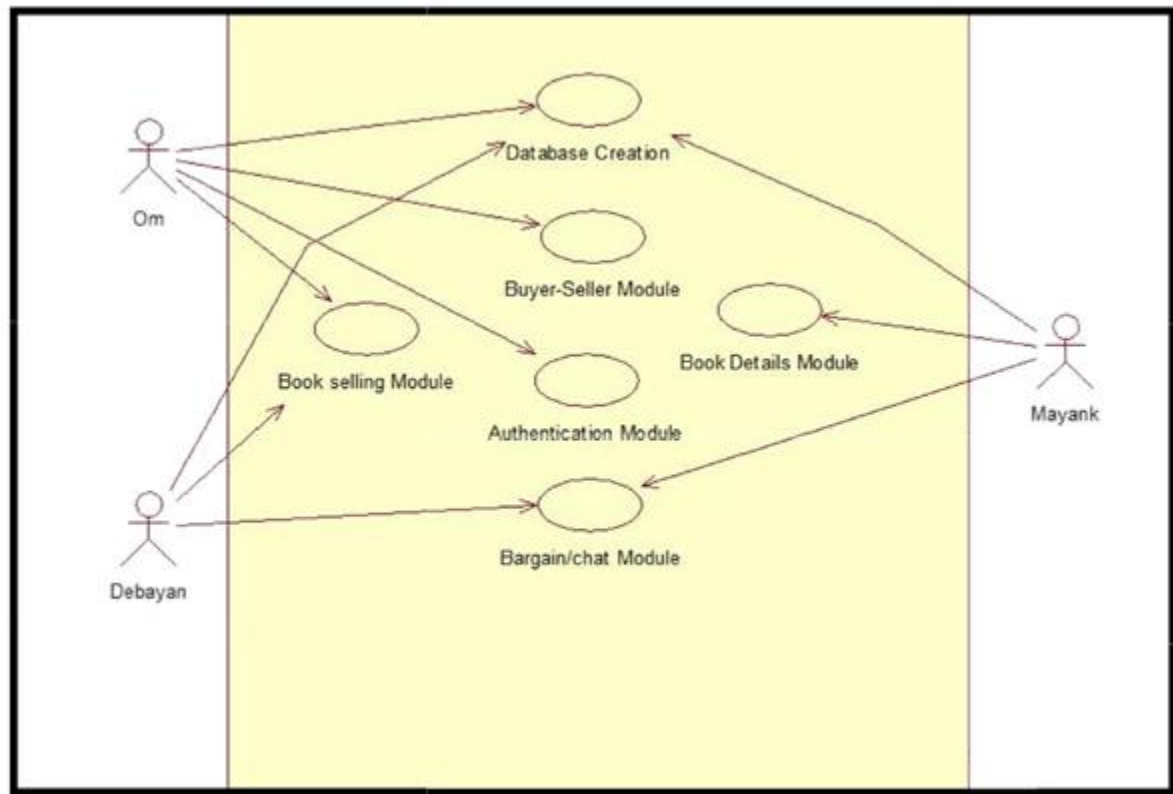
### 4.1 General Model as a whole



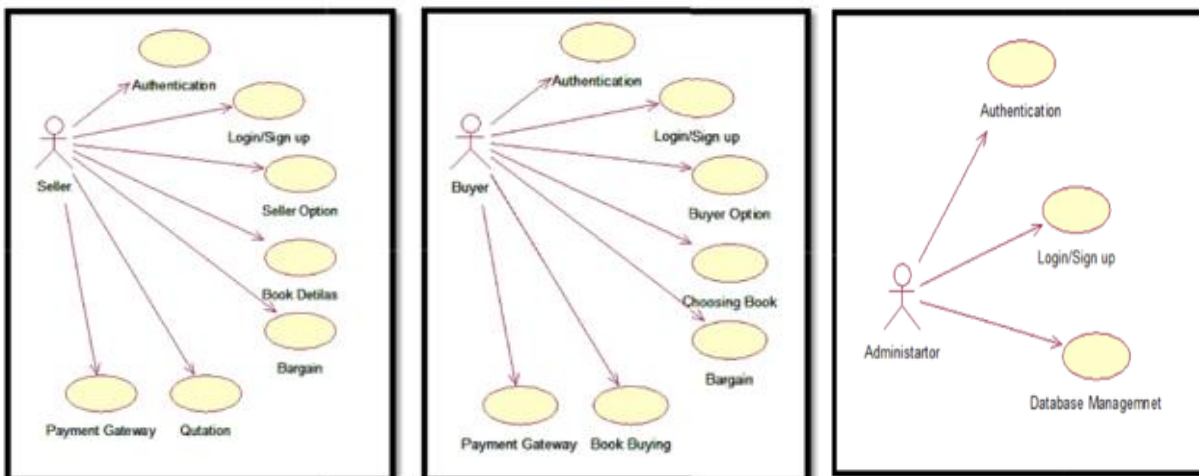
### 4.2 Seller and Buyer



### 4.3 Developers of the Product



### 4.4 Individual Use Case Diagram for Seller, Buyer and Administrator



## Section 5. Functional Requirements

- The authentication of user identity and involves thinks like “User Name” and “Password” for checking.
- The creation of the database with books which is mostly used in VIT.
- After authentication it is the user choice to choose for being a buyer or a seller and accordingly the things are shown.
- If the user chooses to be a seller then he/she can fill the details of the book into the database like Name of the book, Edition of the book, Quotation price, Type of the Book (like Xerox or printed book). Then he/she has to submit the book.
- If the user chooses to be a buyer then he/she searches for the book from the database and chooses for buying or sending bargaining. The database will contain the details of the book and choice to buy of bargain.
- Requirement based on the bargain and quotation price send to the buyer and seller approving it.
- Requirement for payment of the buyer to the seller. This will show the book is sold from database or not.

The Modules are been shown in the process identification and justification section.

## Section 6. Non-functional Requirements

This section describes in detail all the non-functional requirements of VIT old book house

### 6.1 Usability

6.1.1 The system shall allow the users to sell books and buy books.

6.1.2 A seller page will be there to allow the user to specify all the details he feels need to be mentioned for the book along with the price.

6.1.3 The buyer will be able to view list of all the books available on the database along. If he selects any book, details of the book will be displayed.

6.1.4 A dedicated chat service will be provided where the two users can communicate.

7.1.5 From the details page user can go to payment gateway and purchase the book.

### 6.2 Security

#### 6.2.1 Login requirements -

6.2.1.1 Every user must first login to continue with selling or buying.

6.2.1.2 Any new user will first get authenticated by admin to avoid spam users.

6.2.2 A secure method should be used for the payment gateway to avoid any malpractice.

### 6.2.3 Password requirements

### 6.2.4 Passwords must have a minimum length of 8 characters

### 6.2.5 Passwords must meet requirements for quality:

- o at least 1 lower case letter
- o at least 1 upper case letter
- o at least 1 number
- o At least 1 special character (@,\_,\*)

## 6.3 Performance

6.3.1 **Response time:** The list of all books will be fetched in less than 10s from opening the page.

## 6.4 Availability

6.4.1 **Hours of operation:** The system will be available on all days 24\*7

6.5 **Portability:** The system will run on any computer having java.

## 6.6 Privacy

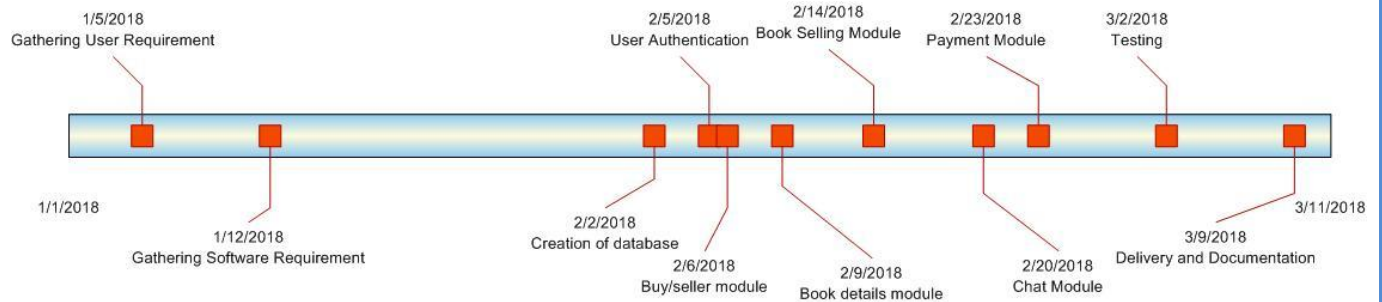
6.6.1 Contact details of the users will not be displayed until and unless the user himself displays it.

6.6.2 Messages between two users will be private and not be accessible by any other user.

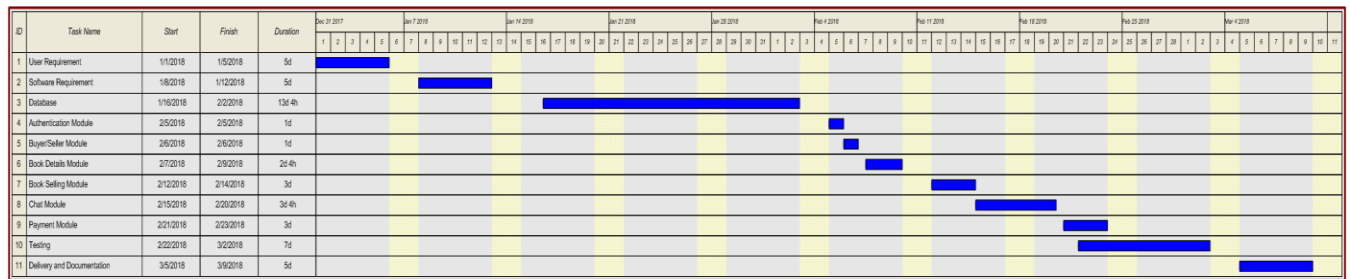
6.6.3 Payment details will not be stored in safely.

## Section 7. Various Charts and Work Breakdown Structure

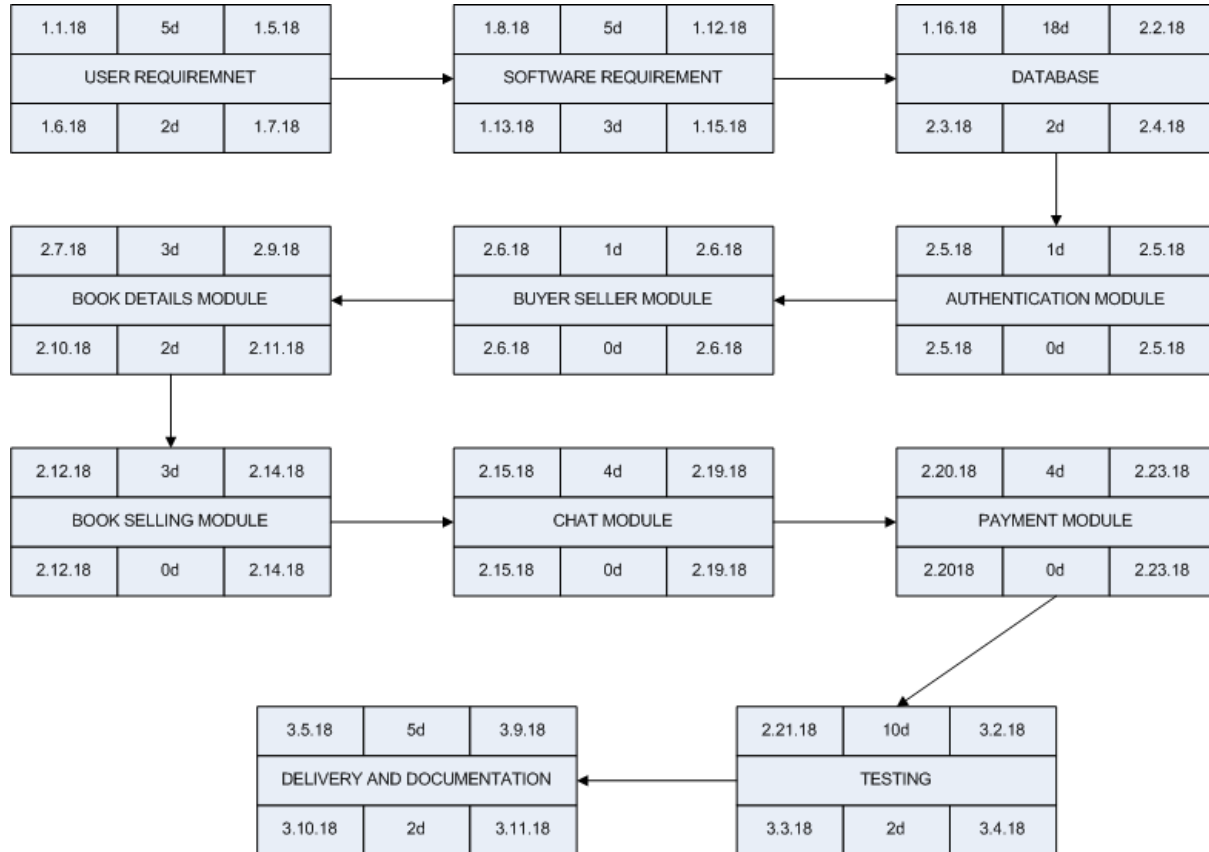
### 7.1 The Timeline Chart



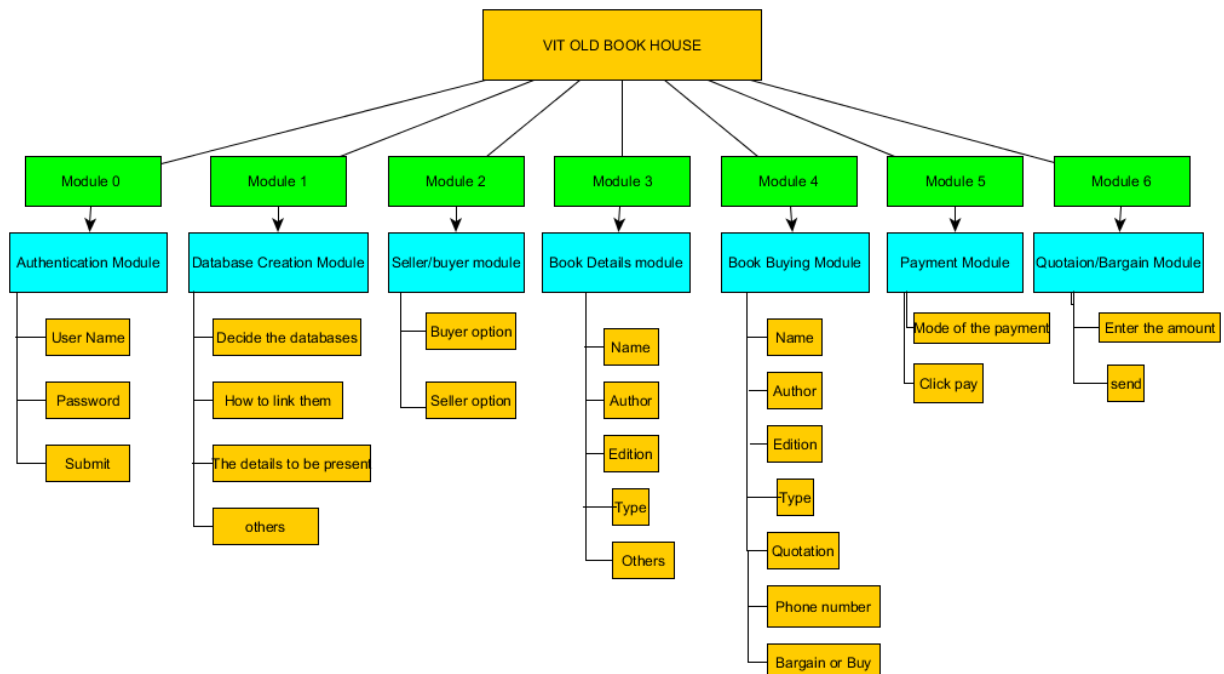
### 7.2 The Gant Chart



### 7.3 The Pert Chart

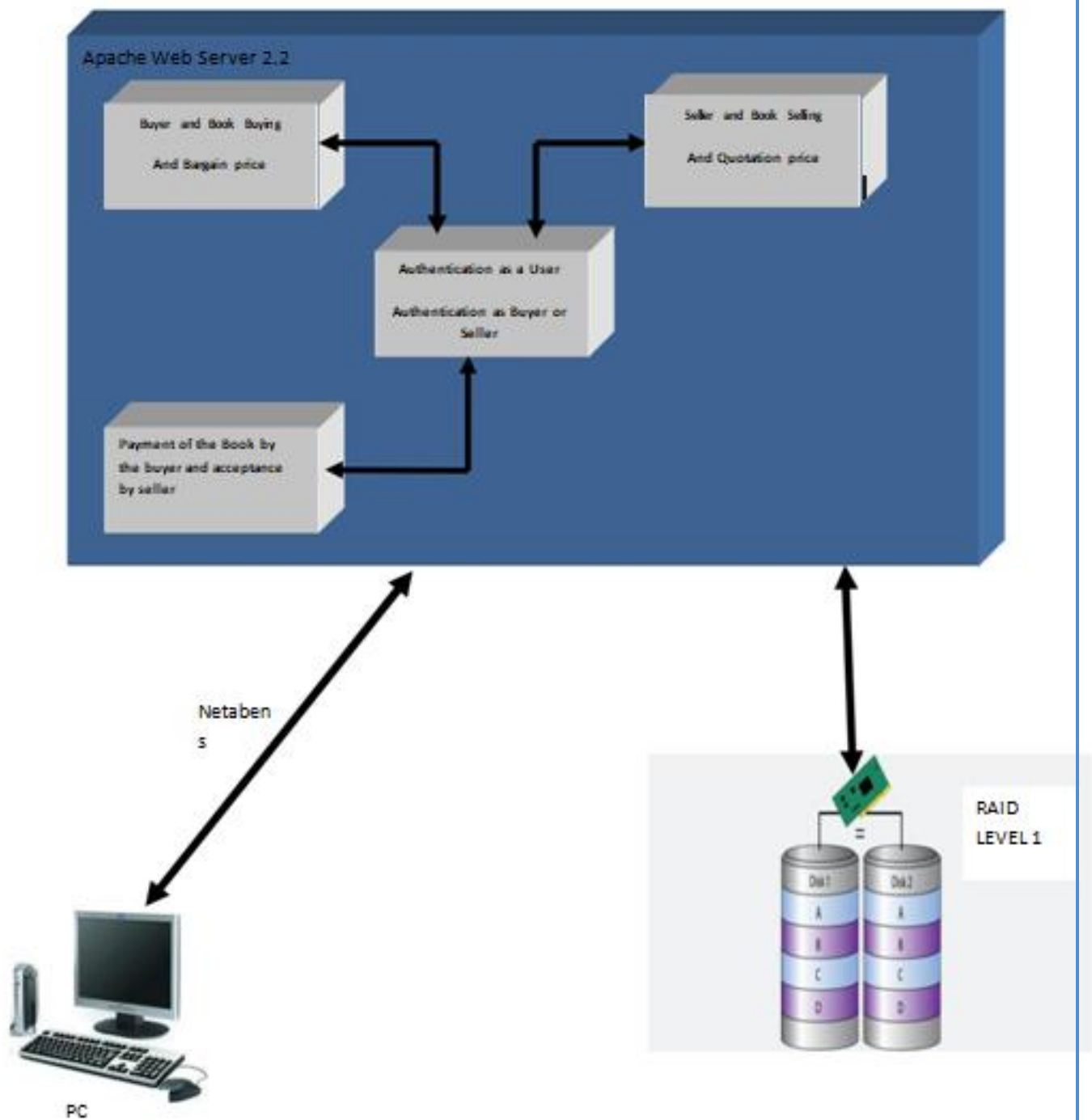


### 7.4 Work breakdown Structure

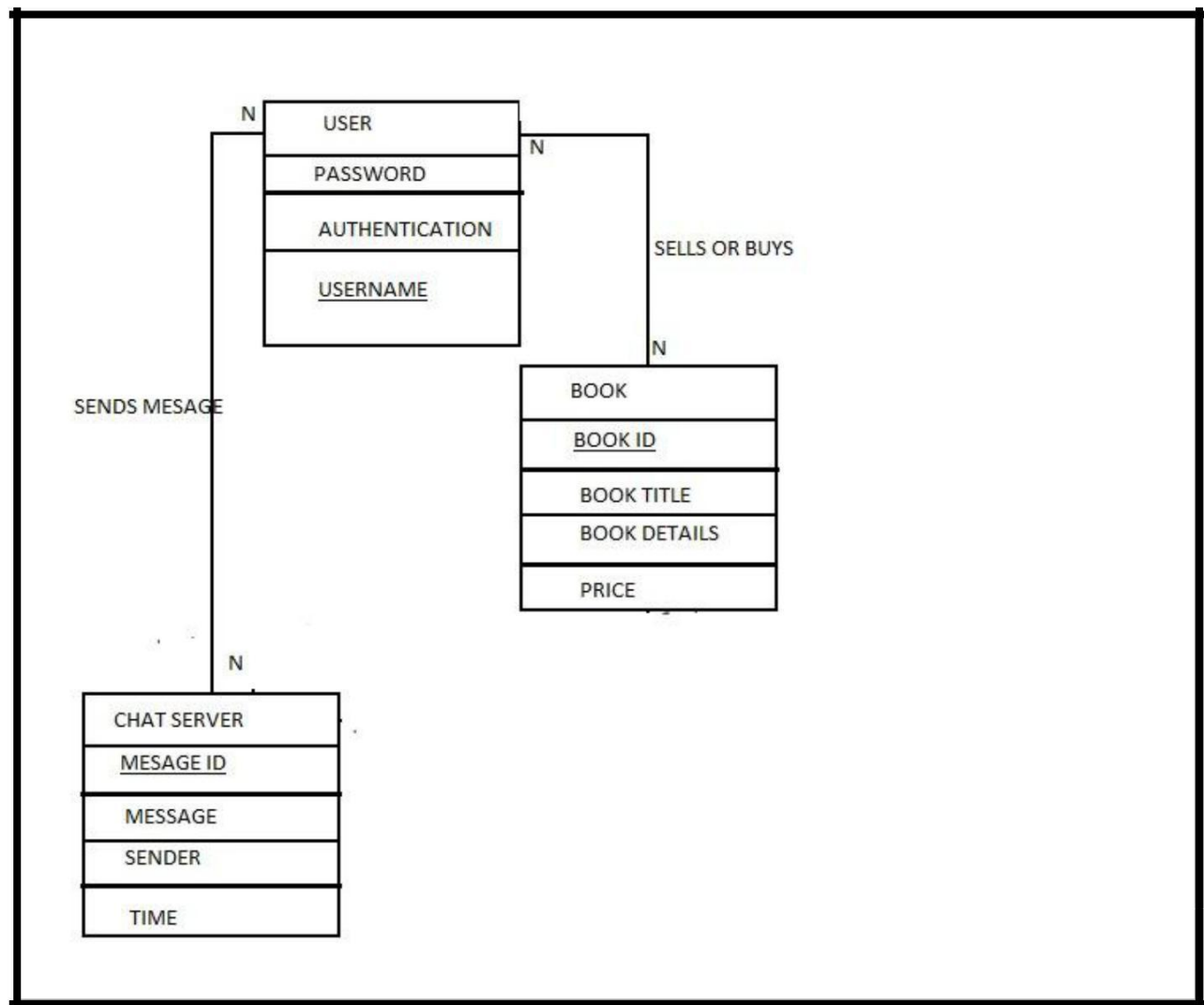




## Section 8. System Architecture

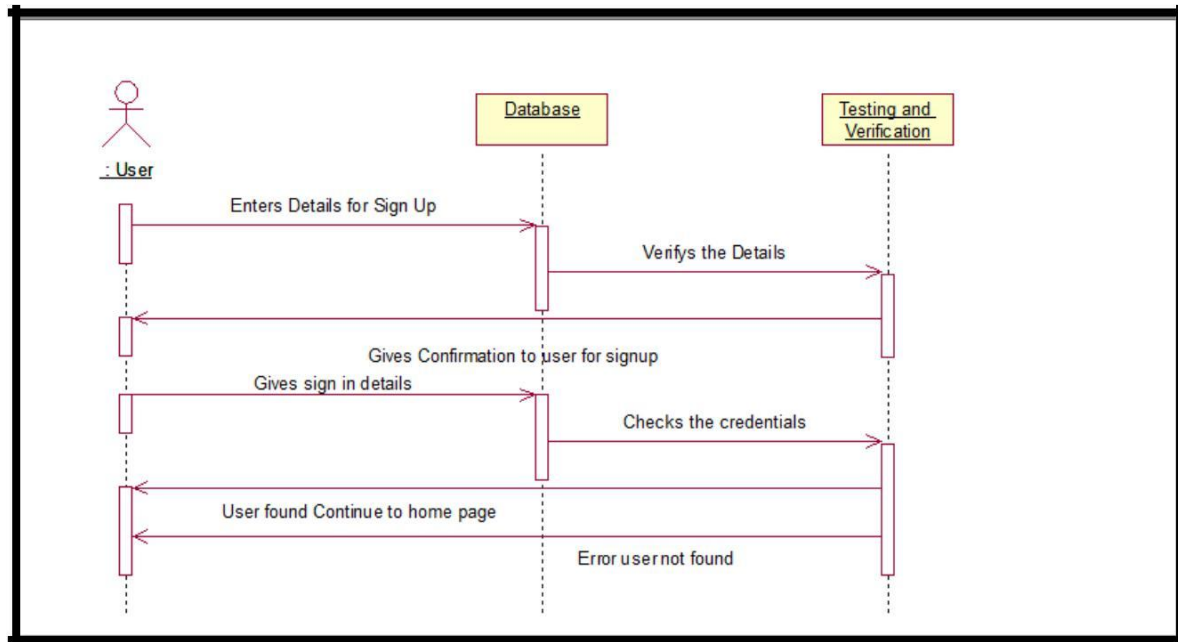


## Section 8. Class Diagram



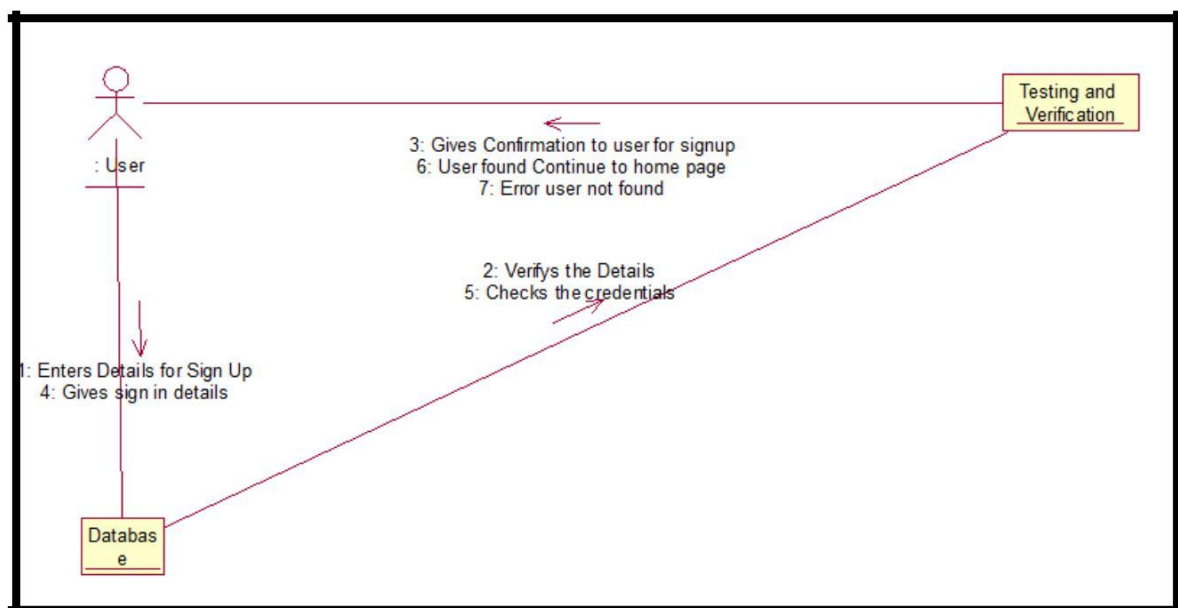
## Section 10. Sequence Diagrams and Descriptions

### 10.1 Sequence Diagram for Authentication

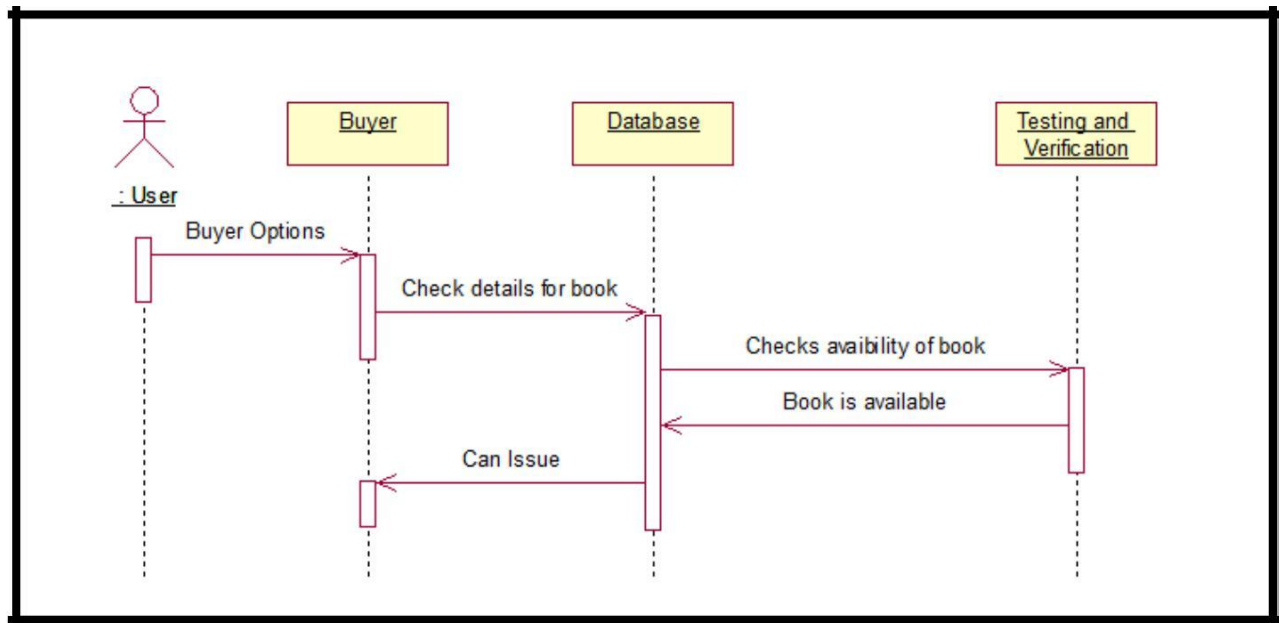


The user first enters the details of his/her into the SIGN UP page and after submission he/she is able to do test and confirm to user for sign up details filled. Then the user logs in by giving username and password then the details are checked. The user has two pathways after that: 1) If the user details don't match it gives an error and 2) if user details are found it displays the Home Page.

Corresponding Collaboration Diagram

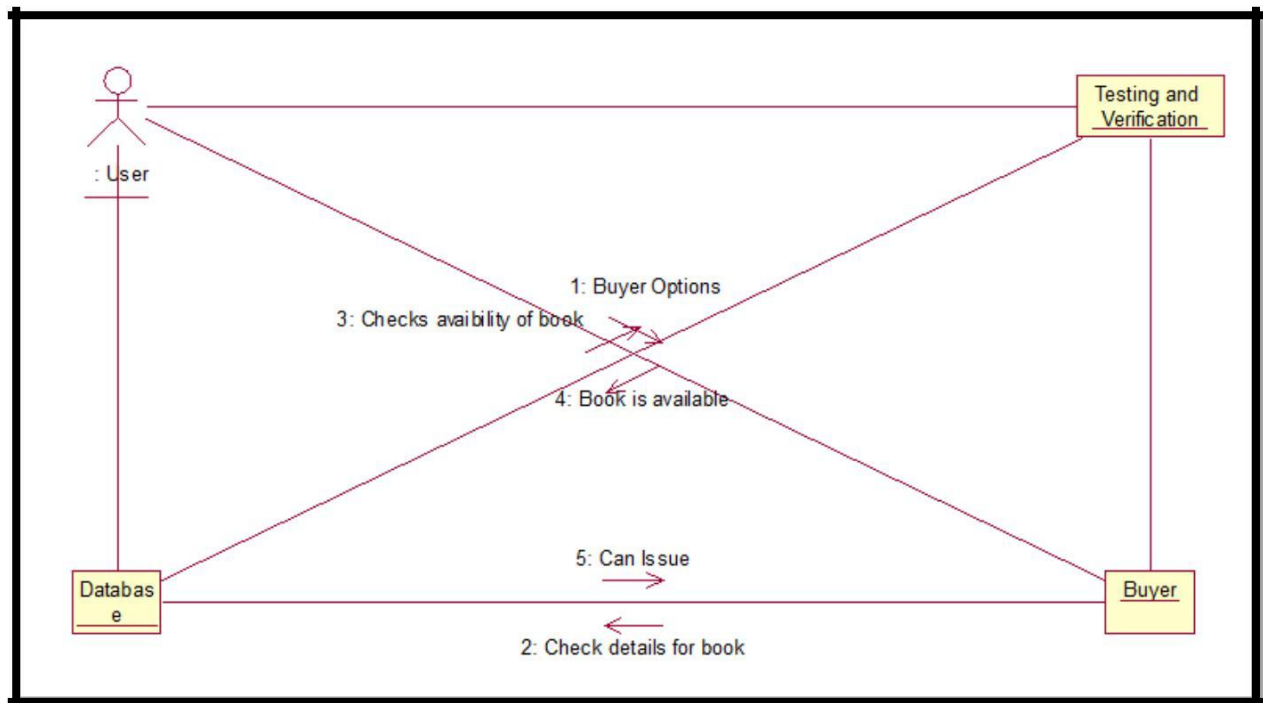


## 10.2 Sequence Diagram for Buyer Module

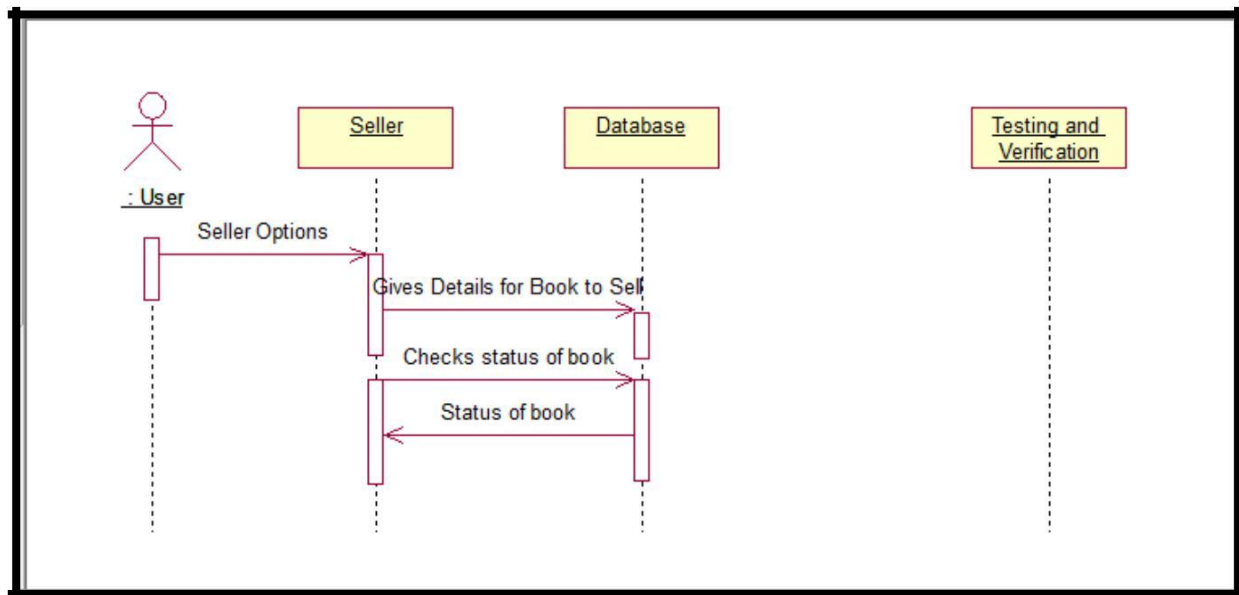


The user after login, if he/she chooses to be as a buyer then he/she can select books that he/she wants from the database. If the book is available then we can issue the books if it is present the database. Then the buyer can buy the book.

Corresponding Collaboration Diagram

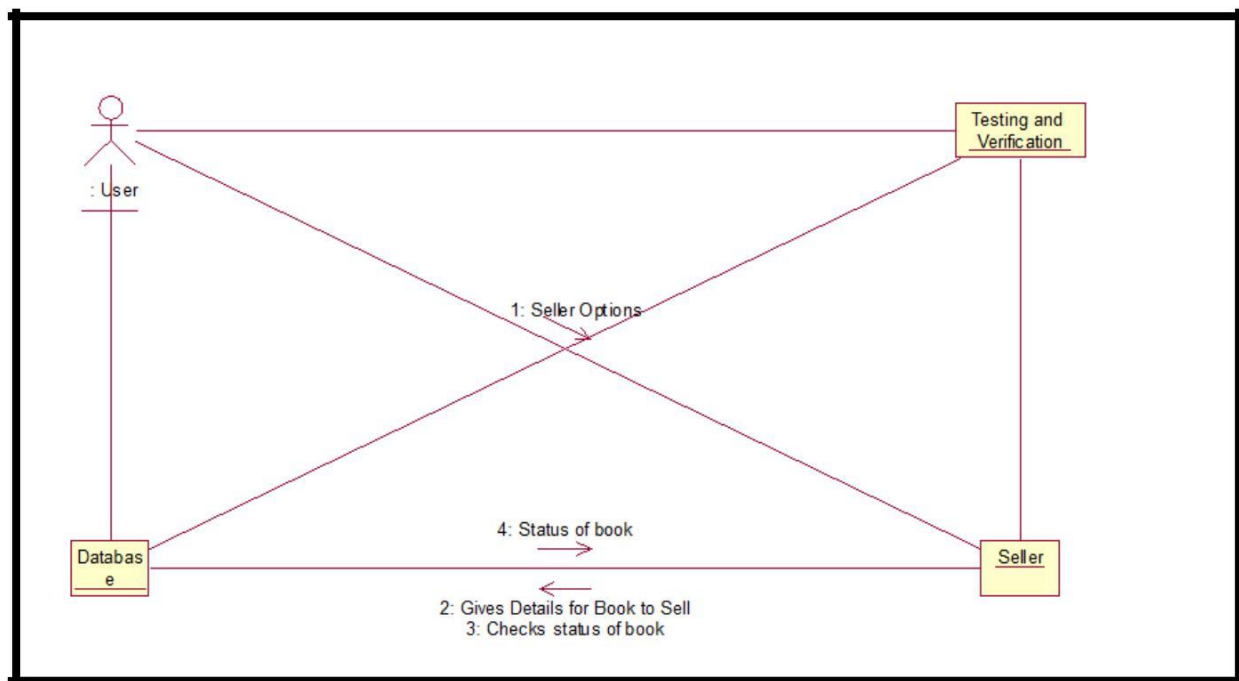


### 10.3 Sequence Diagram for Seller Module

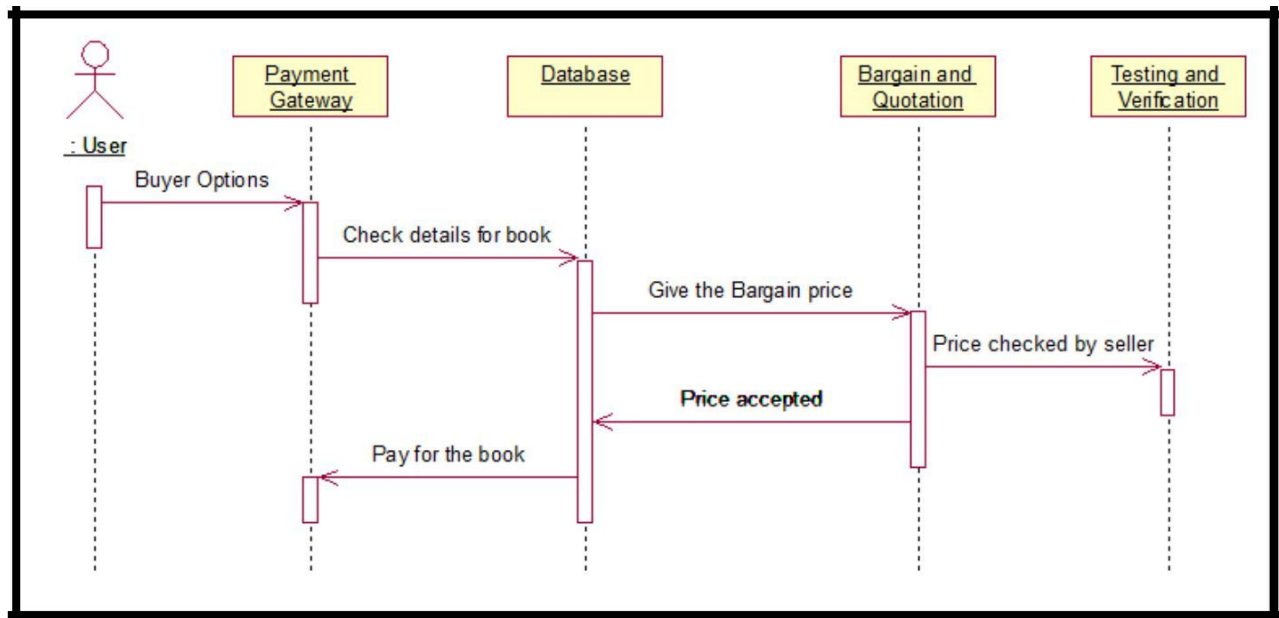


The user as Seller can sell the books through giving the details about the books like name, author, quotation price, edition, type of the book and other details about the book. The Seller is also entitled to check the whether someone has selected to buy the book at the entitled price or at a bargain value is given or not. Then the seller can decide to sell the book at the coated price or not. This is what checking the status is meant here.

Corresponding Collaboration Diagram

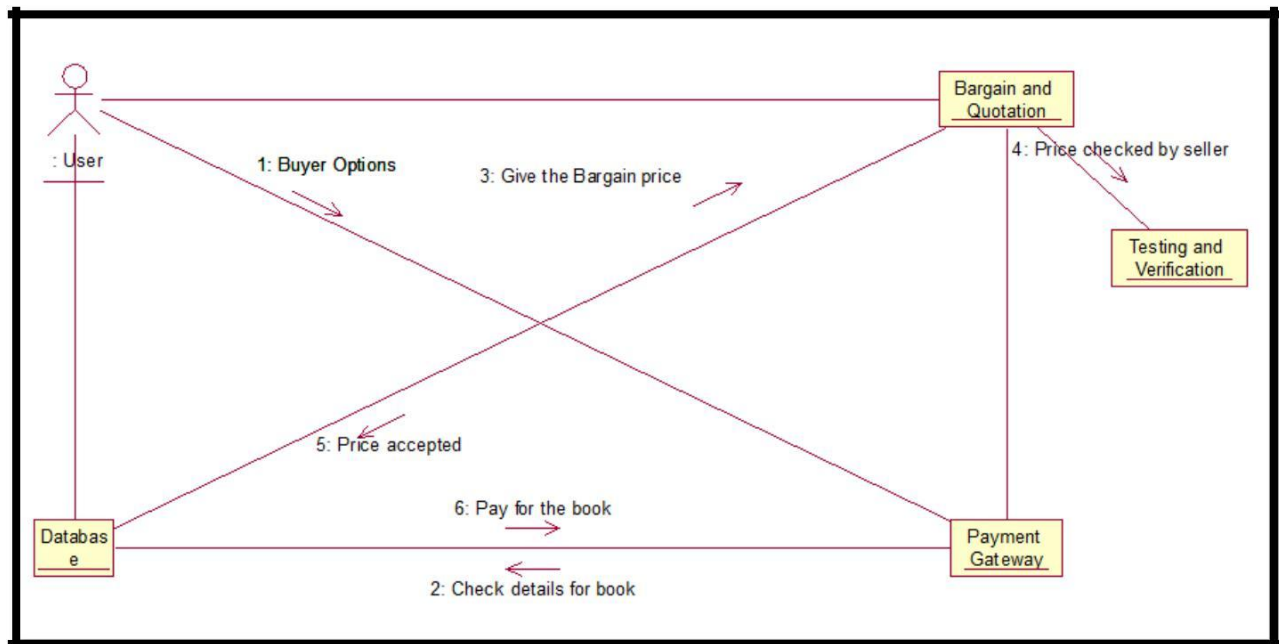


## 10.4 Sequence Diagram for Payment Module



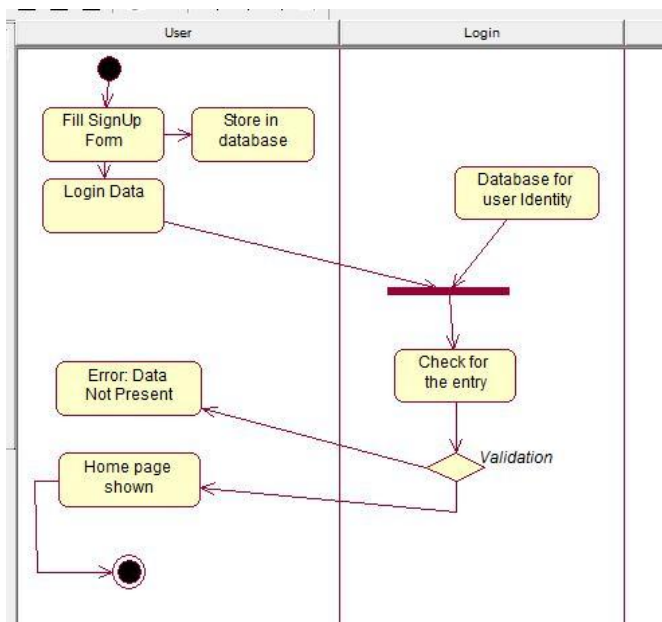
The Buyer after selecting the book goes for buying the book. He checks the details of the selected book and if he/she is not satisfied to pay at the Seller's amount. The Buyer gives the Bargain price. If it is accepted by the Seller then it is allowed to the buyer to buy it from the price accepted price. Otherwise he has to buy it at price originally given by Seller.

Corresponding Collaboration Diagram

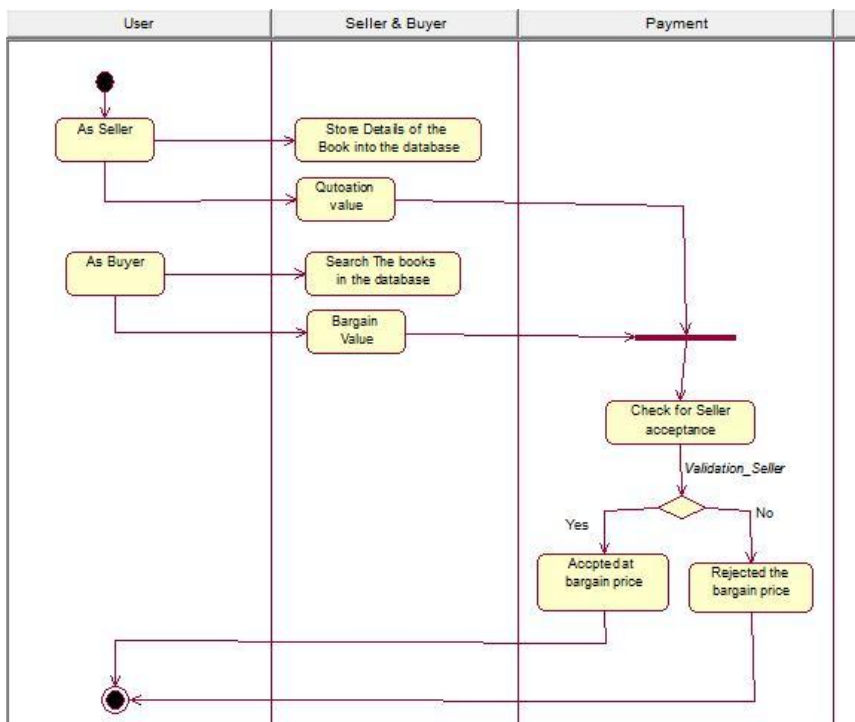


## Section 11. Activity Diagram

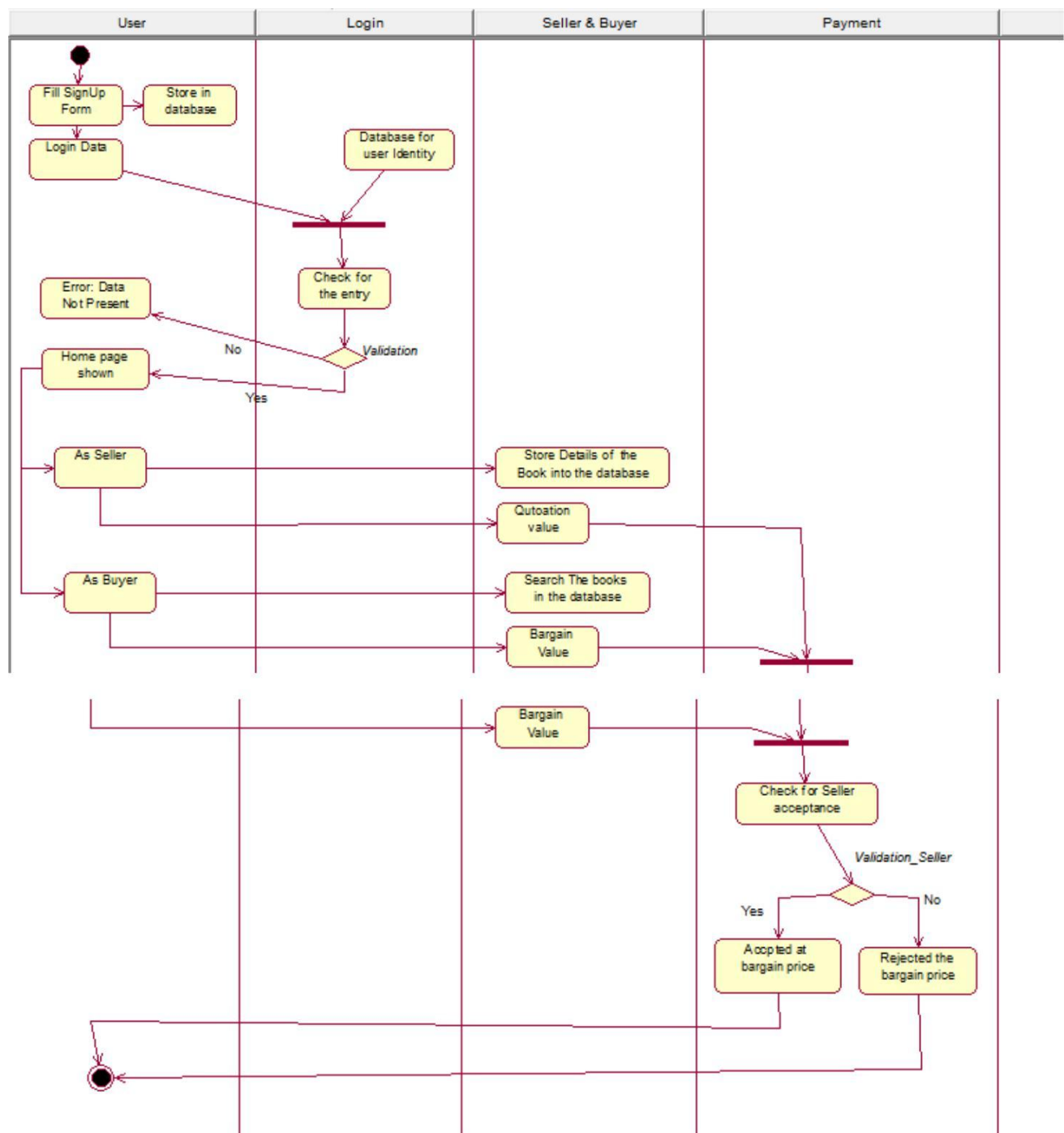
### 11.1 Activity Diagram for Login/SignUp Module



### 11.2 Activity Diagram for Seller/Buyer and Payment Module



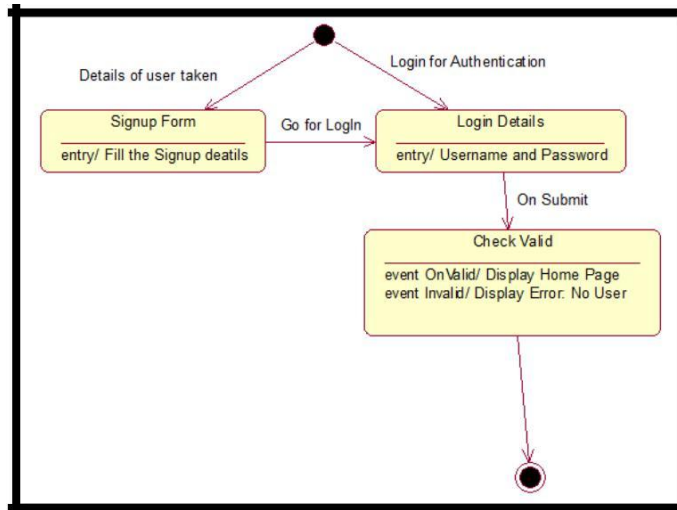
### 11.3 Activity Diagram as a Whole:



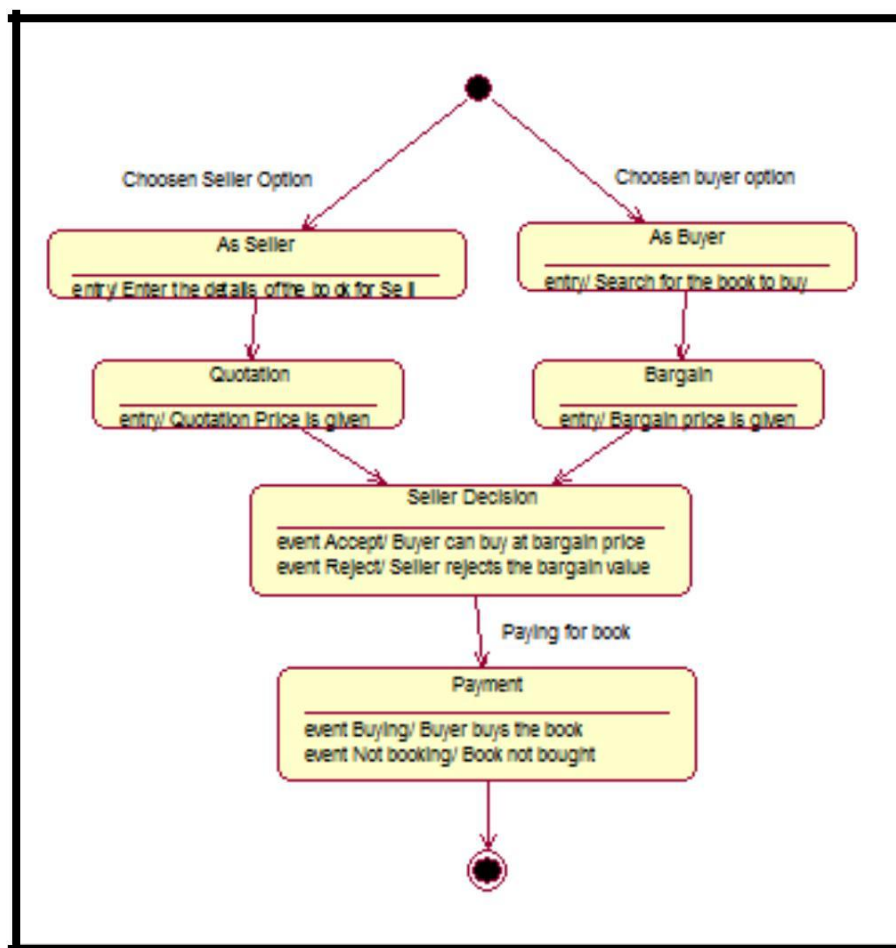


## Section 12. State Chart Diagram

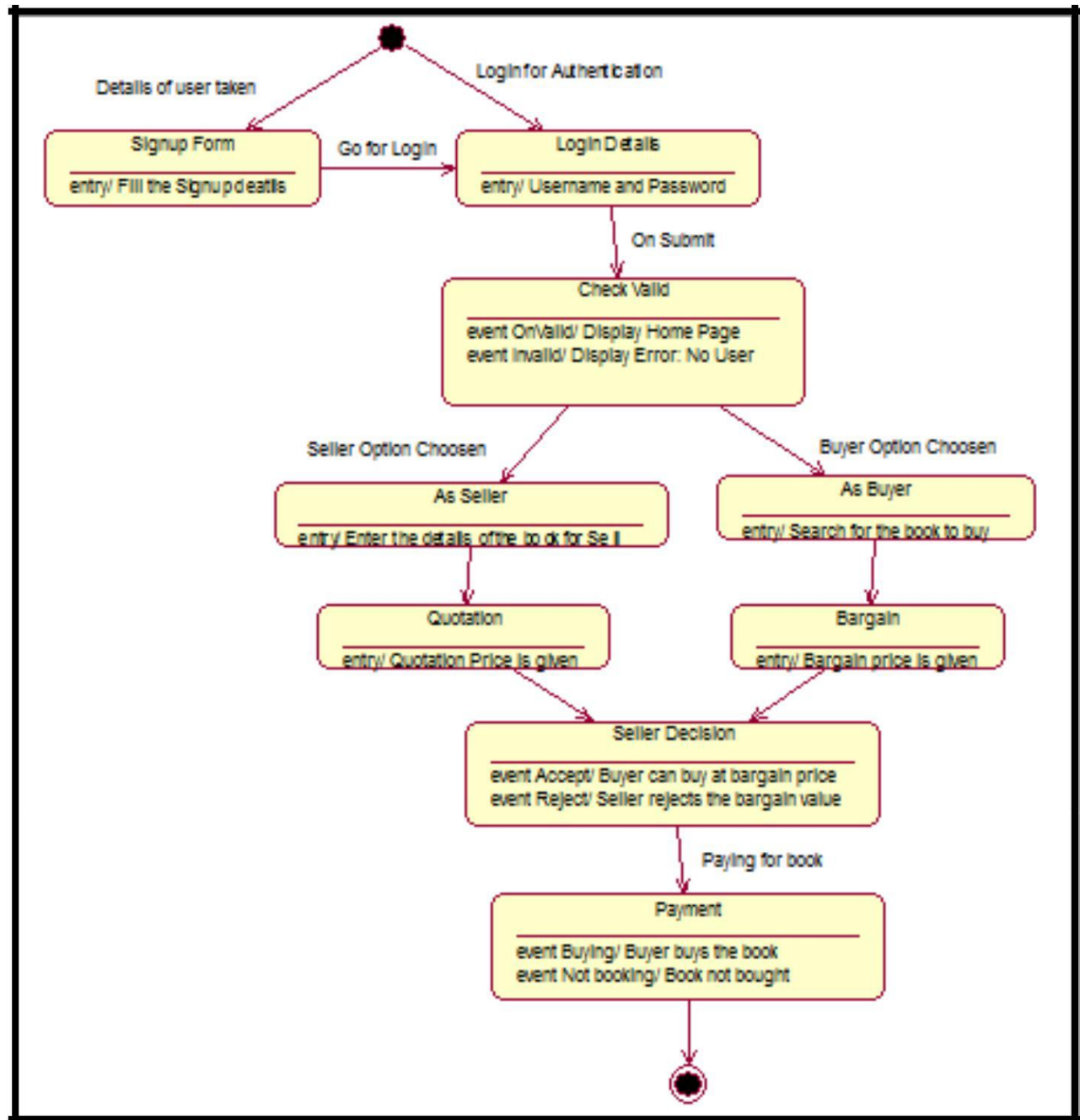
### 12.1 State Chart Diagram to depict state transitions of the General Authentication



### 12.2 State Chart Diagram to depict state transitions of the Seller/Buyer and Payment

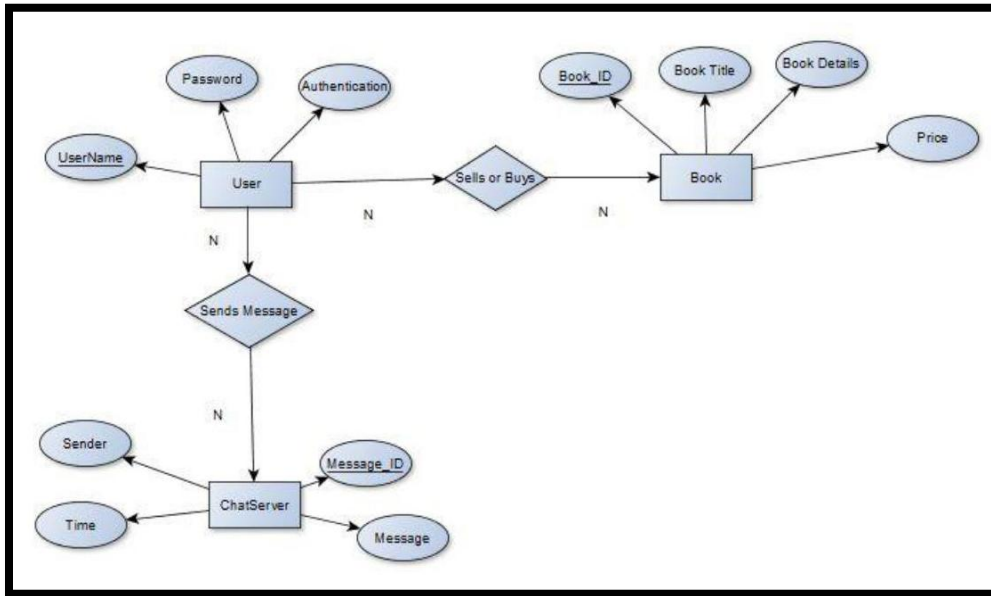


### 12.3 State Chart Diagram to depict state transitions as a Whole



## Section 13. Data Design

### 13.1 ER Diagram



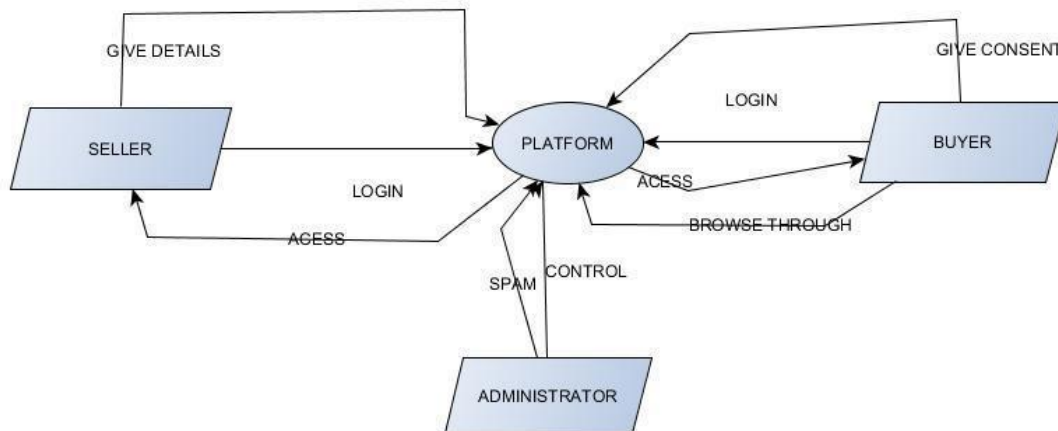
### 13.2 Table layout

#### 13.2.1. Data Table Layout

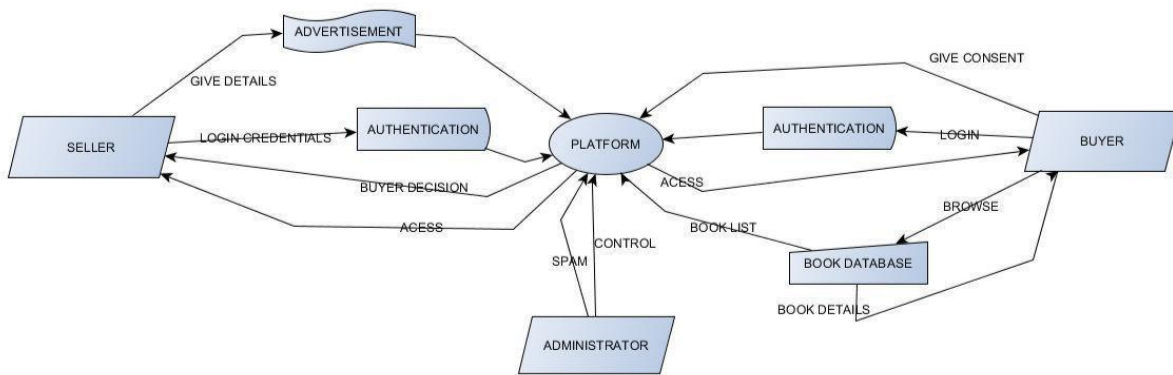
Attribute	Type
Username	Varchar ,Primary key
Password	Varchar
Authentication	Number
BookId	Number,Primary key
BookTitle	Varchar
BookDetails	Varchar
Price	Number

## Section 14. Data Flow Diagrams

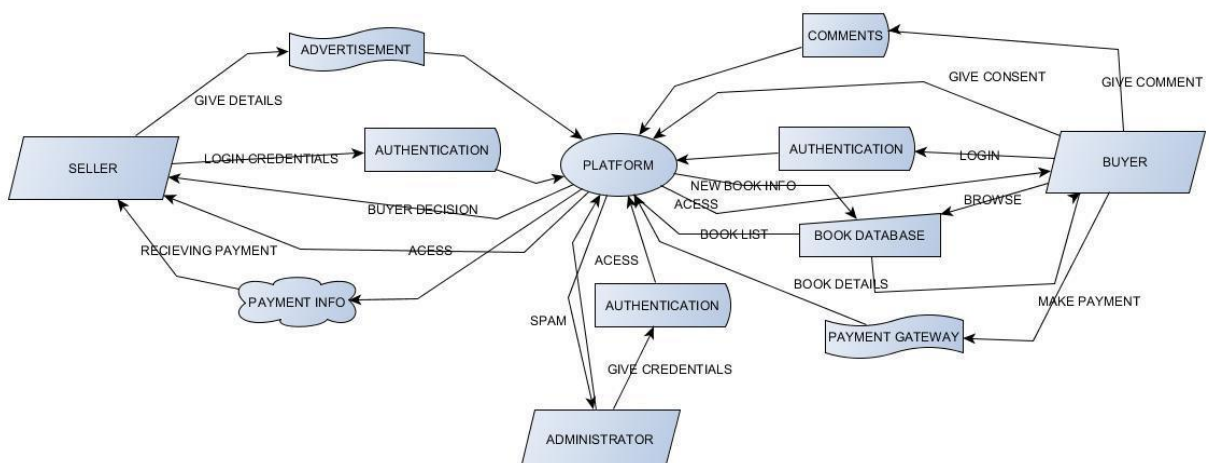
### 14.1 DFD LEVEL 0-



### 14.2 DFD LEVEL 1-



### 14.3 DFD LEVEL 2-



## **Section 15. Detailed Module Description**

### **15.1 VIT Old BOOK House**

#### **15.1.1. Module Description**

Authentication module supports the following functions

1. Add\_details\_of\_user
2. Validate\_Sign\_Up
3. LogIn\_detials
4. Display\_of\_Home\_Page

Buyer/Seller Option module supports the following functions

1. Choose\_Buyer\_Option
2. Choose\_Seller\_Option

Book Details by Seller Module supports the following functions

3. Give\_Details( Like book name, author, type)
4. Quotation\_Price

Book Details by Buyer Module supports the following functions

- 6. Book\_Selection
- 7. Bargain\_Price(If Any)

Book Details by Payment Module supports the following functions

- 7. Check\_the\_chat\_details
- 8. Payment\_Mode
- 9. Payment\_Verification

#### 15.1.2. Function Description

15.1.2.1. Function Name – Give\_Book\_Details, User\_Details, Search\_Book\_Details

15.1.2.2- Input Parameters – Character - Book name, type, author, edition ; User\_ID

15.1.2.3- Output Parameters – Quotation\_Price and Bargain\_Price

15.1.2.4. Called by Functions – Chat with Sender and Receiver

15.1.2.5. Calling Functions – Validate\_Login, Validate\_Book\_Deatils, Update\_Database

#### 15.1.2.6 Process

GET input data

CALL Validate\_Login (User\_ID)

IF valid returned

```
CALL Update_Database
IF UPDATE successful
    DISPLAY Buyer and Seller Successfully
    IF SELLER option
        Give_Book_Details
    ELSE IF BUYER option
        Search_Book_Details
    ELSE IF PAYMENT option
        IF Bargain_Price is accepted THEN
            Buy_At_Bargain_Value
        ELSE
            Buy_At_Quotation_Value
        PAYMENT_MODE Successfully done
    Validate_Book_Deatils, Update_Database
    ELSE
        EXIT_FROM_APP
END
```

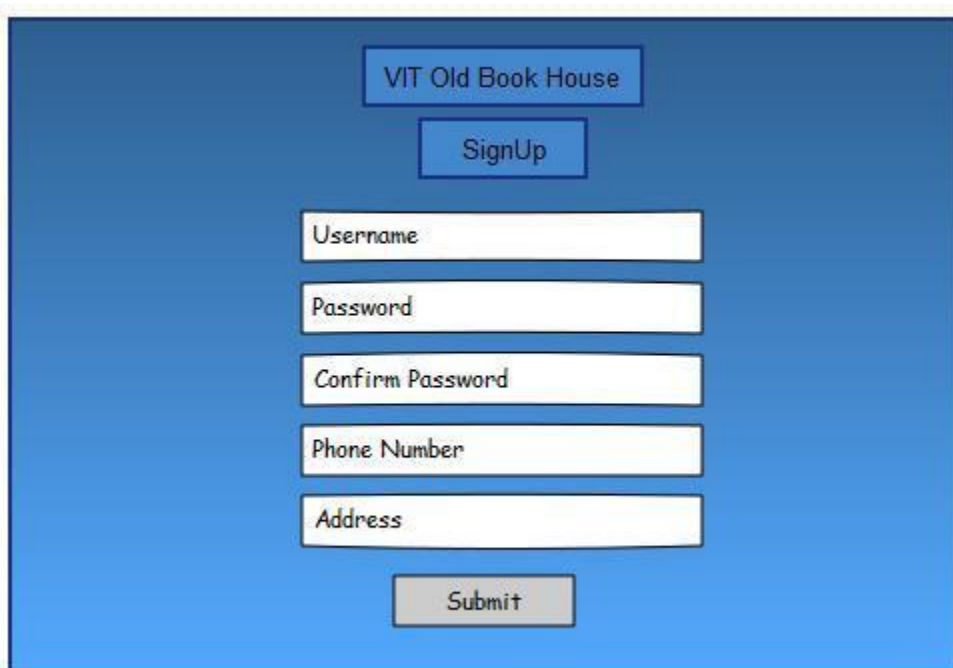
## Section 16. User Interface Design

### 16.1 User Interface Screen for User Login



A user login interface with a blue background. At the top, a blue box contains the text "VIT Old Book House". Below this, there are two white input fields: "Username" and "Passord". Under the "Passord" field, there are two buttons: "LogIn" and "Sign Up".

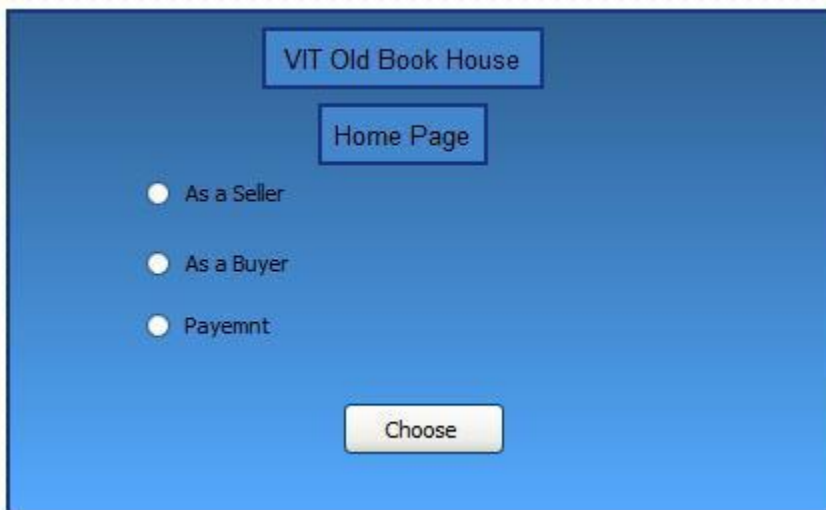
### 16.2 User Interface Screen for User SignUp



A user sign-up interface with a blue background. At the top, a blue box contains the text "VIT Old Book House". Below this, a blue box contains the text "SignUp". Underneath, there are five white input fields: "Username", "Password", "Confirm Password", "Phone Number", and "Address". At the bottom, there is a grey button labeled "Submit".



### 16.3 User Interface Screen for User Home Page



VIT Old Book House

Home Page

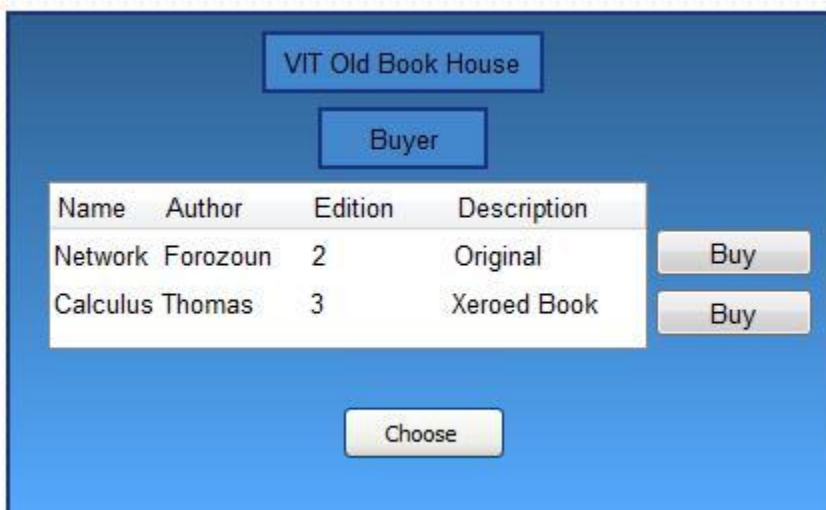
☐ As a Seller

☐ As a Buyer

☐ Payemnt

Choose

### 16.4 User Interface Screen for User as Buyer



VIT Old Book House

Buyer

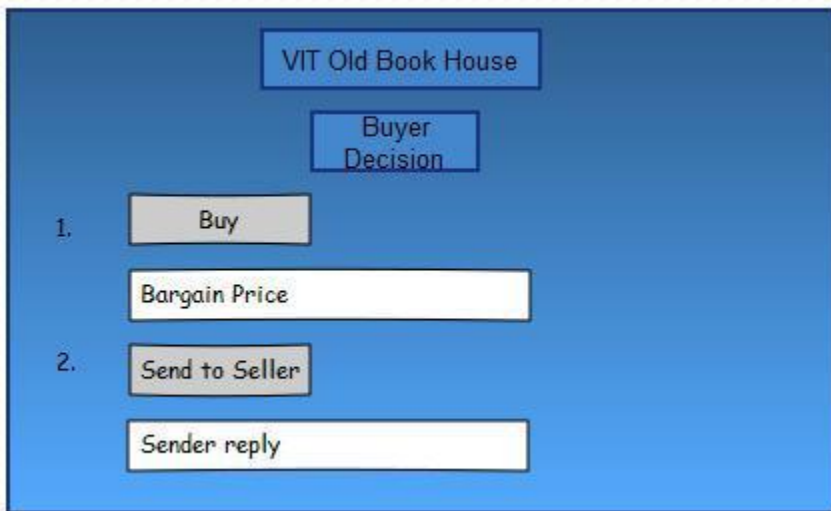
Name	Author	Edition	Description
Network	Forozoun	2	Original
Calculus	Thomas	3	Xeroed Book

Buy

Buy

Choose

### 16.5 User Interface Screen for Buyer Decision



VIT Old Book House

Buyer Decision

1. Buy

Bargain Price

2. Send to Seller

Sender reply

This screenshot shows a user interface for a buyer's decision. At the top, there is a header 'VIT Old Book House' and a sub-header 'Buyer Decision'. Below these, there are two numbered steps. Step 1 includes a 'Buy' button and a text input field labeled 'Bargain Price'. Step 2 includes a 'Send to Seller' button and a text input field labeled 'Sender reply'.

### 16.6 User Interface Screen for User as Seller



VIT Old Book House

Seller

Enter the Name

Enter the Author

Enter the edition

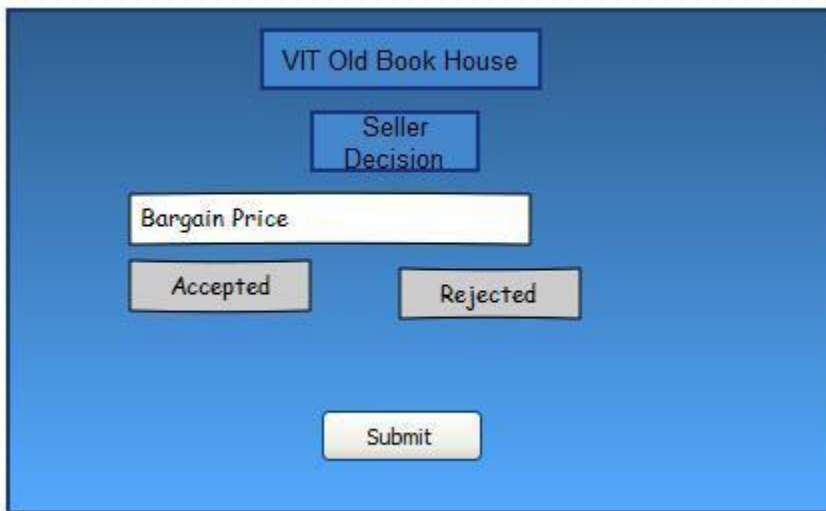
Description

Quotation Price

Submit

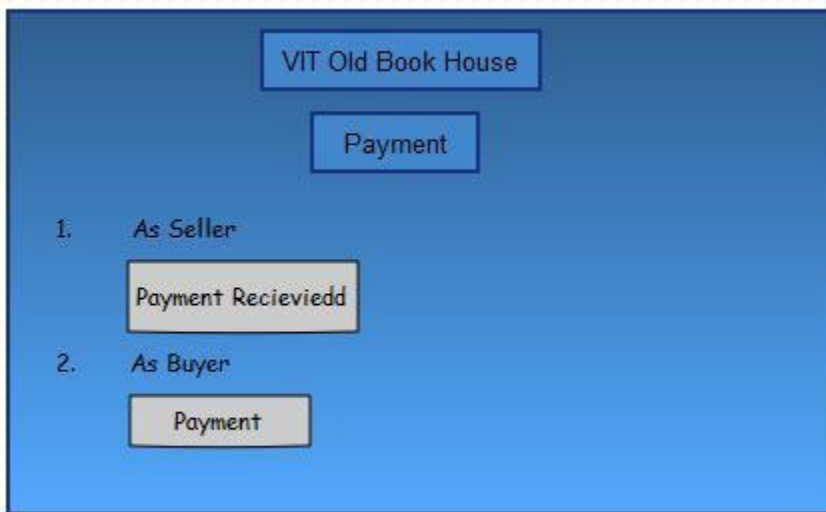
This screenshot shows a user interface for a seller's registration or listing. At the top, there is a header 'VIT Old Book House' and a sub-header 'Seller'. Below these, there are five text input fields for 'Enter the Name', 'Enter the Author', 'Enter the edition', 'Description', and 'Quotation Price'. At the bottom, there is a 'Submit' button.

### 16.7 User Interface Screen for Seller Decision



A user interface screen for a seller's decision. The background is blue. At the top, there is a blue box with the text "VIT Old Book House". Below it is a blue box with the text "Seller Decision". Underneath that is a white text input field with the placeholder text "Bargain Price". Below the input field are two gray buttons: "Accepted" on the left and "Rejected" on the right. At the bottom center is a white button with the text "Submit".

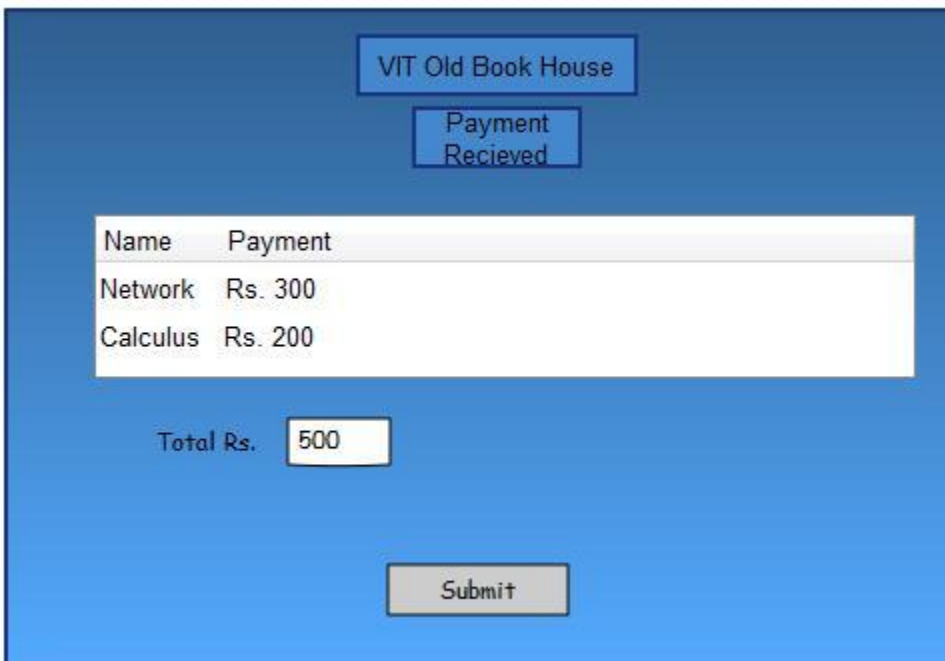
### 16.8 User Interface Screen for User Payment



A user interface screen for user payment. The background is blue. At the top, there is a blue box with the text "VIT Old Book House". Below it is a blue box with the text "Payment". Underneath that is a list of two options:

1. As Seller  
Below this option is a gray button with the text "Payment Recievedd".
2. As Buyer  
Below this option is a gray button with the text "Payment".

### 16.9 User Interface Screen for Seller View of Payment Details



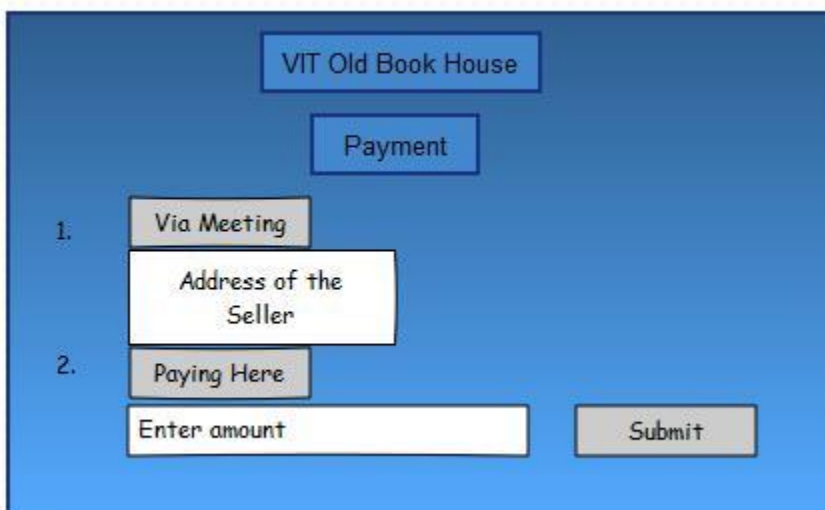
VIT Old Book House

Payment Recieved

Name	Payment
Network	Rs. 300
Calculus	Rs. 200

Total Rs.

### 16.10 User Interface Screen for Buyer View of Payment Details



VIT Old Book House

Payment

- 
-

## TESTING MODULE

### 1.LOGIN MODULE:

Successfull sign in:

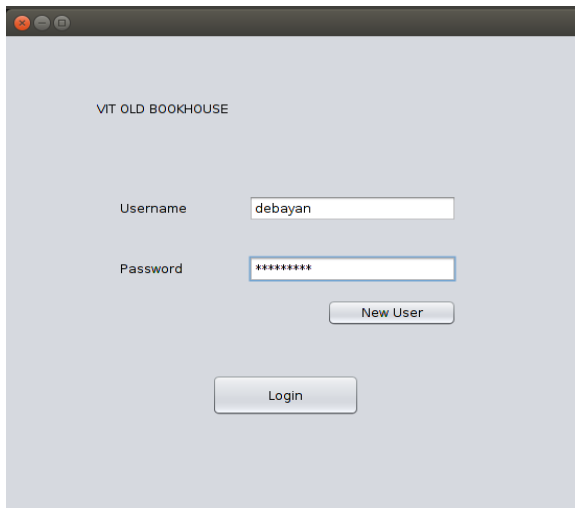
INPUT:

Username: Debayan

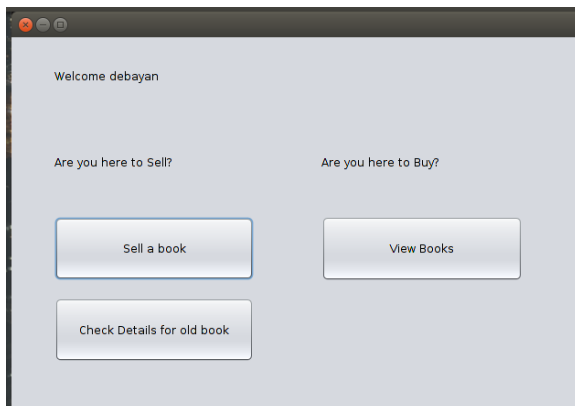
Password:password1

OUTPUT:

User gets redirected to seller buyer page.



A screenshot of a web application window titled "VIT OLD BOOKHOUSE". The page has a light gray background. It contains two input fields: "Username" with the text "debayan" and "Password" with masked characters "\*\*\*\*\*". Below the password field is a "New User" button. At the bottom center is a "Login" button.



A screenshot of a web application window showing a user dashboard. The title is "Welcome debayan". Below the title, there are two columns of options. The left column is headed "Are you here to Sell?" and contains two buttons: "Sell a book" and "Check Details for old book". The right column is headed "Are you here to Buy?" and contains one button: "View Books".

PASS



**Project Name: VIT Old Book House**

## Test Cases

Test Case ID: check1	Test Designed by: Debayan
Test Priority (Low/Medium/High): <u>mediun</u>	Test Designed date: 22/3/18
Module Name: login module	Test Executed by: Debayan
Test Title: check the working	Test Execution date: 24/4/18
Description: checking the login of user	
Pre-conditions: User has valid username and password	
Dependencies: interface, accounts data	

Step	Test Steps	Test Data	Expected Result	Actual Result	Requir ements Validat ed	Status (Pass/Fail)
1	Navigate to login page	User= <u>example@gmail.com</u>	User should be able to login	User is navigated to	R2.1	Pass
2	Provide valid username	Password: 1234		dashboard with successful		pass
3	Provide valid password			login		pass
4	Click on Login button					pass

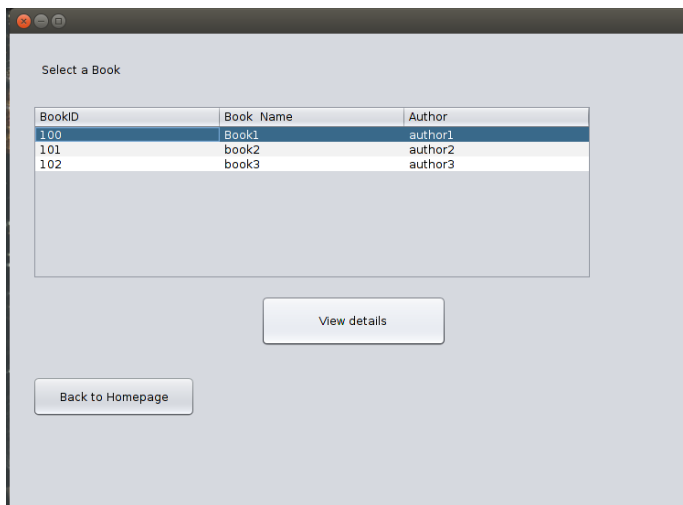
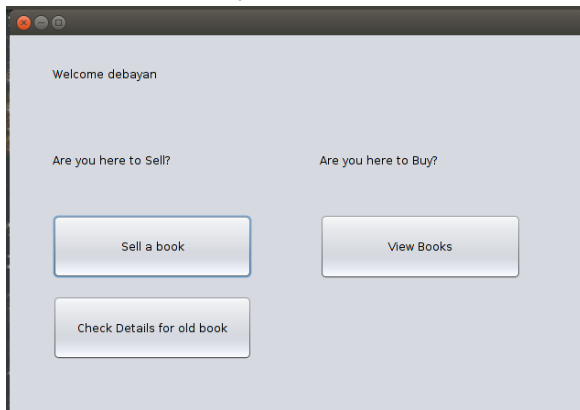
**Post-conditions:**

User is validated with database and successfully login to account. The account session details are logged in database.

## 2.Seller Buyer Module:

User is prompted with 3 choices: Sell a new book,View Status of old books,Buy a book

User selects to buy a new book



OUTPUT:

User gets redirected to buyer Page.

PASS

<b>Project Name: VIT Old Book House</b>	
<b>Test Cases</b>	
<b>Test Case ID:</b> check1	<b>Test Designed by:</b> Mayank
<b>Test Priority (Low/Medium/High):</b> <u>mediun</u>	<b>Test Designed date:</b> 22/3/18
<b>Module Name:</b> reservation	<b>Test Executed by:</b> Mayank
<b>Test Title:</b> check the working	<b>Test Execution date:</b> 6/4/18
<b>Description:</b> checking the booking	
<b>Pre-conditions:</b> User has valid username and password	
<b>Dependencies:</b> interface, accounts data	



Step	Test Steps	Test Data	Expected Result	Actual Result	Requir ements Validat ed	Status (Pass/Fail)
1	Navigate to login page	User= <u>example@gmail.com</u>	User should be able to login	User is navigated to	R2.1	Pass
2	Provide valid username	Password: 1234		dashboard with successful		pass
3	Provide valid password			login		pass
4	Click on Login button					pass
5	Select the train and details					pass
6	Confirm your booking and pay					pass

**Post-conditions:**

User is validated with database and successfully login to account. The account session details are logged in database.

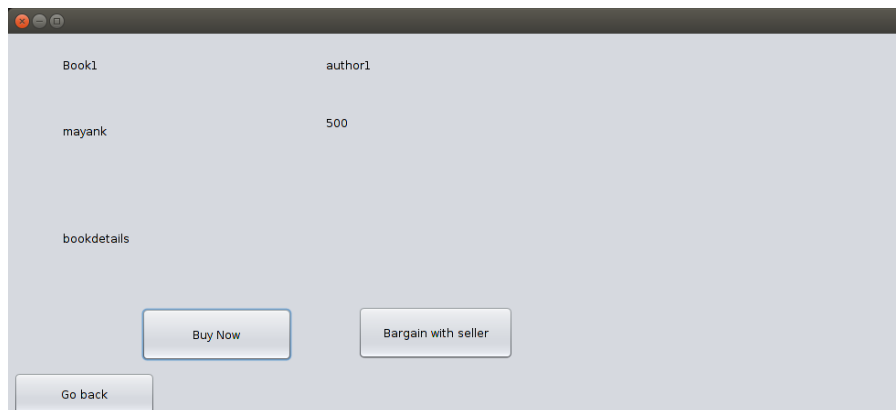
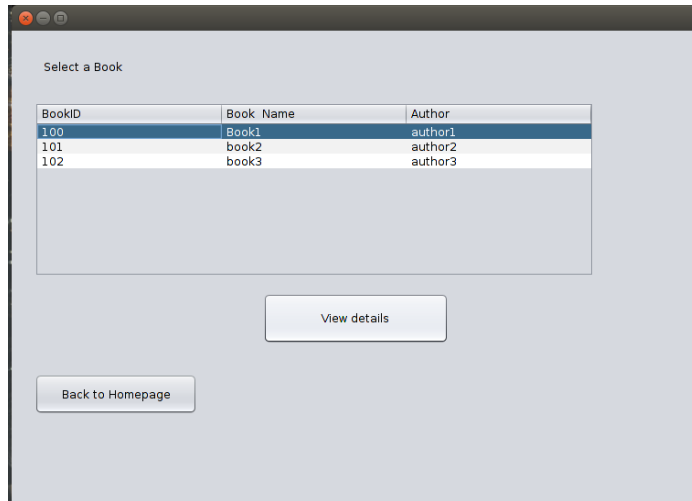


### 3.Buyer Module:

INPUT:User Selects one of the books from given list and clicks on view details.

OUTPUT:Details of the book gets displayed.

PASS



<b>Project Name: VIT Old Book House</b>	
<b>Test Cases</b>	
<b>Test Case ID:</b> check3	<b>Test Designed by:</b> Om
<b>Test Priority (Low/Medium/High):</b> medium	<b>Test Designed date:</b> 22/3/18
<b>Module Name:</b> buyer module	<b>Test Executed by:</b> Om
<b>Test Title:</b> check the working	<b>Test Execution date:</b> 24/4/18
<b>Description:</b> user chooses his options	
<b>Pre-conditions:</b> User has valid username and password	
<b>Dependencies:</b> interface, accounts data	

Step	Test Steps	Test Data	Expected Result	Actual Result	Requirements Validated	Status (Pass/Fail)
1	Select a new book	Select the book user wants	User should be able to select a book	User is navigated to select	R2.1	Pass
2	,View Status of current books,	To view the current status	Current specification of book	dashboard with successful		

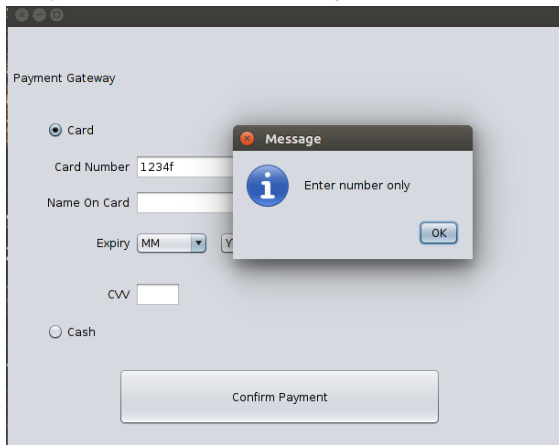
**Post-conditions:**

User is validated with database and successfully login to account. The account session details are logged in database.

#### 4.Payment Gateway Module:

User enter card number incorrectly by inputting a alphabet.

Output:enter numbers only



PASS



**Project Name: VIT Old Book House**

#### Test Cases

Test Case ID: check4	Test Designed by: Mayank
Test Priority (Low/Medium/High): medium	Test Designed date: 22/3/18
Module Name: payment gateway module	Test Executed by: Mayank
Test Title: check the working	Test Execution date: 24/4/18
Description: user pays for product	
Pre-conditions: User has valid username and password	
Dependencies: interface, accounts data	

Step	Test Steps	Test Data	Expected Result	Actual Result	Requirements Validated	Status (Pass/Fail)
1	Input the card details	gateway	User should be able to pay for a book	User is navigated to select	R2.1	Pass
2	Payment details are checked only numeric chars are allowed	New input	User should be able to pay for a book	dashboard with successful		

**Post-conditions:**

User is validated with database and successfully login to account. The account session details are logged in database.

## 5. Seller Page Module:

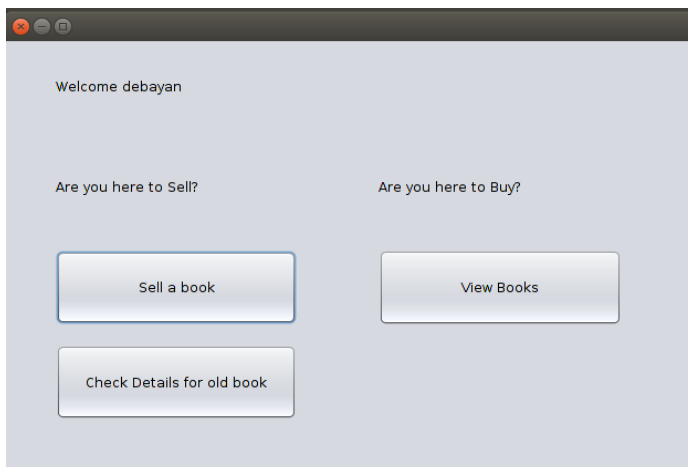
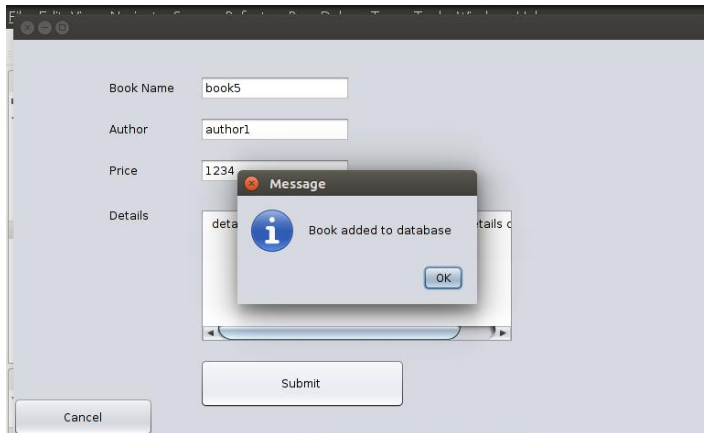
Seller inputs the book name,author name,and price and book details then presses submit.

Output:

Book added to database

User gets redirected to seller/buyer page

PASS





**Project Name: VIT Old Book House**

## Test Cases

**Test Case ID:** check5 **Test Designed by:** Debayan

**Test Priority (Low/Medium/High):** medium **Test Designed date:** 22/3/18

**Module Name:** seller module **Test Executed by:** Debayan

**Test Title:** check the working **Test Execution date:** 24/4/18

**Description:** seller gives details of his books

**Pre-conditions:** User has valid username and password

**Dependencies:** interface, accounts data



Step	Test Steps	Test Data	Expected Result	Actual Result	Requirements Validated	Status (Pass/Fail)
1	Input the details of books	Name, author	User should be able to input data	User is navigated to select	R2.1	Pass
2	User confirmation	Data input	confirmation	dashboard with successful		

**Post-conditions:**

User is validated with database and successfully login to account. The account session details are logged in database.