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Chapter 1

Introduction

1.1 Introduction

For our project we made a online book shop with help of Java Inheritance and Conditional Statement. Inheritance in Java is a mechanism in which one object acquires all the properties and behaviors of a parent object in Java. In Java inheritance is declared using the extends keyword. We declare that one class extends another class by using the extends keyword in the class definition. Here is Java inheritance example using the extends keyword: In java, it is possible to reference a subclass as an instance of one of its super-classes. Genetic disorders are caused by changes in the genetic instructions; there are many different ways genetic disorders can be inherited. The most common inheritance patterns are: autosomal dominant, autosomal recessive, X-linked dominant, X-linked recessive, multifactorial and mitochondrial inheritance. Inheritance enables code reusability and saves time. Inheritance is used to declare characteristics of classes inheriting it, without giving its implementation. It is one of the most important concept of OOPS. Inheritance is an object-oriented property of java. Inheritance is very essential for expandability. And conditional statements define conditions that are true or false and then execute based on whether or not the condition is true. Online book shop provides books for buy and rent. This is use buy book and rent book from anywhere.

1.2 Objective

Providing the look and feel of shopping to the customers just as like shopping mall like Vishal mega mart, Pantaloons, Big Shop virtually will be highly accepted by the customers. So, designing and processing section will play a vital role to attract customers and gain maximum business area. Under this new online shopping system, they will be two modules upon which the entire system will depend. The first part will be admin control panel and the next part will be for customers. Through admin panel, admin will able to upload images, make documentation, set price, number of items and set image appearance style and much more. On the customers side, they will able to get three different type images, automatic enlargement of images upon placing mouse on it, displaying number of items available, price and discounts if available. This system has been enabling with secure payment gateway by using third party trusted certificates. Admin should have a PayPal account in order to receive payments from any bank and in different currencies. All products have been categorized into different sections and easy searching process through provided options such as products within particular range, size, colors etc. To start purchasing using this online portal, each customer should have a valid login id and password. Verification of account will be done through customers valid email id.

1.3 Design Goals

To create a simple and easy online book shop using java Inheritance and Conditional Statement. Which is sell and rent book in online.

1.4 Existing System

Existing system also acts as online shopping system but lacking with various features which are highly demanding in today's market such as dynamic home page, making payments by selecting their particular banks, search facility within store web pages for particular products and many more. In this system enlargement of images and product categorization was not available. Admin panel has not been provided with content management system for producing stylish look and handling system and arranging items as per their choice. Any changes in system output requires changes in coding section which is not always feasible.

1.5 Proposed System

Through this new online shopping system customization can be easily made on various section such as selecting theme colors and style, setting look and style and make changes on particular date and time which makes it a dynamic website. Changing logo and watermark for images that will appear in front of customers. Even each product can be categorized and display products on various attributes such as size, colors etc. Admin section will easily able to get customers information including their email and contact number, list of products ordered and their payment status information. Its accounting section will able to provide clear picture on sales and purchase and prepare report using report generator and producing analysis report in graphical format such as in the form of bar graph or by using pie chart

Chapter 2

Implementation of the Project

2.1 Source Code

2.1.1 Variable Declaration

First of all we create a java class for declare variable. And we declare all the variable in this class.

```
package labproject;

public class Variable {
    String user;
    String pass;
    int num;
    int num2;
    String str;
    String address;
    int phone_no;
    int qt;
    double total;
}
```

2.1.2 Create Log In Option

Now we create a new class for log in option. In this class we use Inheritance and Conditional Statement. We extend variable class here and with the help of conditional statement make a log in option in login class.

```
package labproject ;

import java.util.Scanner;

public class login extends Variable {

    public void login() {

        Scanner input = new Scanner(System.in);

        System.out.printf("\n\t\tEnter Username:-");
        String user = input.next();
        System.out.printf("\n\t\tEnter Password:-");
        String pass = input.next();
        if (user.equals("green") && pass.equals("green123")) {
            System.out.print("log in Succesful");
        }
        else {
            System.out.print("Login Failed, Incorrect User and Password Try Again");
            System.exit(0);
        }
    }
}
```

2.2 Body Functional Source Code

2.2.1 Decision Making Part

In this part we make an option for choose either buy a book or rent book. After This step we make another choosing option for what kind of book buyer want to buy or rent its mean what type of books such as educational and story book choosing option using Inheritance and Conditional Statement.

```
class Edit extends Variable {  
    public void choice() {  
        Scanner input = new Scanner(System.in);  
        System.out.printf("\n\n\t\t\t\t\t-----");  
        System.out.printf("\n\n\t\t\t\t\tEnter your choice (1 for buybook or 2 for rent book):-");  
        System.out.printf("\n\n\t\t\t\t\t-----\n");  
  
        num2 = input.nextInt();  
        if (num2 == 1) {  
            System.out.printf("\n\t\t\t\t\t\t\t\t\t\t\t-----");  
            System.out.printf("\n\t\t\t\t\t\t\t\t\t\t\tSelect category:-\n");  
            System.out.printf("\n\t\t\t\t\t\t\t\t\t\t\t1. For educational.\n");  
            System.out.printf("\n\t\t\t\t\t\t\t\t\t\t\t2. For story.\n");  
            System.out.printf("\n\t\t\t\t\t\t\t\t\t\t\t-----\n");  
  
            num = input.nextInt();  
            switch (num) {  
                case 1:  
                    educational1();  
                    break;  
                case 2:  
                    story1();  
                    break;  
            }  
        } else if (num2 == 2) {  
            System.out.printf("\n\t\t\t\t\t\t\t\t\t\t\t-----");  
            System.out.printf("\n\t\t\t\t\t\t\t\t\t\t\tSelect category:-\n");  
            System.out.printf("\n\t\t\t\t\t\t\t\t\t\t\t1. For For educational.\n");  
            System.out.printf("\n\t\t\t\t\t\t\t\t\t\t\t2. For story.\n");  
            System.out.printf("\n\t\t\t\t\t\t\t\t\t\t\t-----\n");  
  
            num = input.nextInt();  
            switch (num) {  
                case 1:  
                    educational2();  
                    break;  
                case 2:  
                    story2();  
                    break;  
            }  
        }  
    }  
}
```

2.2.2 Category Section

In this section we make a category option for books. Here showing which those book buy or rent. Here show available books.

```
public void educational() {  
    Scanner input = new Scanner(System.in);  
    System.out.printf("\n\t\t-----");  
    System.out.printf("\n\t\t1.C Programming -----1000tk\n");  
    System.out.printf("\n\t\t2.Java How To Program -----1600tk\n");  
    System.out.printf("\n\t\t3.Accounting Principles -----1200tk\n");  
    System.out.printf("\n\t\t4.Learn Data Structure -----2000tk\n");  
    System.out.printf("\n\t\t5.Mastering Web-Development -----750tk\n");  
    System.out.printf("\n\t\t-----\n");  
  
    System.out.printf("\n\t\t\t\t\t-----");  
    System.out.printf("\n\t\t\t\t\tchoose the product:-");  
    System.out.printf("\n\t\t\t\t\t-----\n");  
  
    num = input.nextInt();  
    switch (num) {  
        case 1:  
            System.out.printf("\n\t\t\t\t\t-----");  
            System.out.printf("\n\t\t\t\t\tEnter the quantity you want to buy:-");  
            System.out.printf("\n\t\t\t\t\t-----\n");  
            qt = input.nextInt();  
        }  
    }  
  
public void story1() {  
    Scanner input = new Scanner(System.in);  
    System.out.printf("\n\t\t-----");  
    System.out.printf("\n\t\t1.Bitter Almonds -----1400tk\n");  
    System.out.printf("\n\t\t2.The Blue Between Sky Water -----2500tk\n");  
    System.out.printf("\n\t\t3.Secrets Under The Olive Tree -----2000tk\n");  
    System.out.printf("\n\t\t4.Sherlock Holmes -----700tk\n");  
    System.out.printf("\n\t\t5.Harry Potter -----450tk\n");  
    System.out.printf("\n\t\t-----\n");  
  
    System.out.printf("\n\t\t\t\t\t-----");  
    System.out.printf("\n\t\t\t\t\tchoose the product:-");  
    System.out.printf("\n\t\t\t\t\t-----\n");
```

2.2.3 Quantity Decide

Now the checkout option implement hare. After choosing the book come into this section. In this section fist asking for the quantity. And then showing total price.

```
case 1:
    System.out.printf("\n\t\t\t\t\t-----");
    System.out.printf("\n\t\t\t\t\tEnter the quantity you want to buy:-");
    System.out.printf("\n\t\t\t\t\t-----\n");
    qt = input.nextInt();

    total = qt * 500.00;
    System.out.printf("\n\t\t\t\t\tYour total bill is BDT %.2f\n\n", total);
    tk1();
    break;

case 2:
    System.out.printf("\n\t\t\t\t\t-----");
    System.out.printf("\n\t\t\t\t\tEnter the quantity you want to buy:-");
    System.out.printf("\n\t\t\t\t\t-----\n");
    qt = input.nextInt();

    total = qt * 800.00;
    System.out.printf("\n\t\t\t\t\tYour total bill is BDT %.2f\n\n", total);
    tk1();
    break;

case 3:
    System.out.printf("\n\t\t\t\t\t-----");
    System.out.printf("\n\t\t\t\t\tEnter the quantity you want to buy:-");
    System.out.printf("\n\t\t\t\t\t-----\n");
    qt = input.nextInt();

    total = qt * 1000.00;
    System.out.printf("\n\t\t\t\t\tYour total bill is BDT %.2f\n\n", total);
    tk1();
    break;

case 4:
    System.out.printf("\n\t\t\t\t\t-----");
    System.out.printf("\n\t\t\t\t\tEnter the quantity you want to buy:-");
    System.out.printf("\n\t\t\t\t\t-----\n");
    qt = input.nextInt();

    total = qt * 350.00;
    System.out.printf("\n\t\t\t\t\tYour total bill is BDT %.2f\n\n", total);
    tk1();
    break;

case 5:
    System.out.printf("\n\t\t\t\t\t-----");
    System.out.printf("\n\t\t\t\t\tEnter the quantity you want to buy:-");
    System.out.printf("\n\t\t\t\t\t-----\n");
    qt = input.nextInt();

    total = qt * 200.00;
    System.out.printf("\n\t\t\t\t\tYour total bill is BDT %.2f\n\n", total);
    tk1();
    break;
```

2.2.4 Checkout Point

Here showing shipping address and buyer phone number. Now showing another option for if buyer want to buy more book. If buyer want to buy more all the process start from beginning and if the say no the program close here giving Thank you to buyer.

```
System.out.printf("\t\t\t\t\t-----");
System.out.printf("\n\t\t\t\t\tPAYMENT METHODS\n");
System.out.printf("\t\t\t\t\t-----\n");
System.out.printf("\n\t\t\t\t\tType 1 for Cash on Delivery.\n");
System.out.printf("\n\t\t\t\t\tChoose Payment Option:-");

num = input.nextInt();
switch (num) {
    case 1:
        System.out.printf("\nGive us the shipping address of your where we deliver your product:-");

        address = input.next();
        System.out.printf("\n\t\t\t\t\tEnter your contact number:-");
        phone_no = input.nextInt();
        System.out.printf("\n\t\t\t\t\tThanks you sir! We will deliver your product in your hand in few days!\n");
        System.out.printf("\n\t\t\t\t\tSir, if you want more to buy type y for yes or n for no?:-");
        str = input.next();
        switch (str) {
            case "y":
                choice();
            case "n":
                System.out.print("\n\t\t\t\t\tThank you for buying Book");
                System.exit(0);
        }
    }
}
```

2.3 Main Function

Create object for log in and body. And here call the all method which we use in other classes.

```
import labproject.Edit;
import labproject.login;

public class Main {

    public static void main(String[] args) {

        System.out.println("\t\t\t\t\t-----");

        System.out.println("\t\t\t\t\t|");
        System.out.println("\t\t\t\t\tOnline Book Store\t\t\t\t\t|");
        System.out.println("\t\t\t\t\t|");
        System.out.println("\t\t\t\t\t|");
        System.out.println("\t\t\t\t\tBy Team PMMM\t\t\t\t\t|");
        System.out.println("\t\t\t\t\t|");

        System.out.println("\t\t\t\t\t-----");
        System.out.println("\t\t\t\t\t");

        login obj = new login();

        Edit obj1 = new Edit();

        obj.login();
        obj1.choice();
        obj1.educational1();
        obj1.story1();
        obj1.educational2();
        obj1.story2();
        obj1.tk();
        obj1.tkl();

    }
}
```


Chapter 3

Performance Evaluation

3.1 Log In Panel

In this section we log in a panel for assess for start our shopping.

```
-----
|                                     |
|               Online Book Store    |
|                                     |
|               By Team PMMM         |
|                                     |
|-----|
```

```
Enter Username:-green
Enter Password:-green123
log in Succesful
```

3.2 Category Section

Here buyer choose the book. In this section Show all kind of Books

```
-----
Enter your choice (1 for buybook or 2 for rent book):-
-----

1
-----
Select category:-
1. For educational.
2. For story.
-----

1
-----
1.C Programming -----1000tk
2.Java How To Program -----1600tk
3.Accounting Principles -----1200tk
4.Learn Data Structure -----2000tk
5.Mastering Web-Development ----- 750tk
-----

choose the product:-
-----

-----
Enter your choice (1 for buybook or 2 for rent book):-
-----

2
-----
Select category:-
1. For For educational.
2. For story.
-----

2
-----
1.Bitter Almonds -----500tk
2.The Blue Between Sky Water -----800tk
3.Secrets Under The Olive Tree-----1000tk
4.Sherlock Holmes ----- 350tk
5.Harry Potter ----- 200tk
-----
```

3.3 Checkout

Here The final part .After Choosing the book buyer comes checkout section ,here a buyer select quantity then given address phone number.

```
1
-----
Enter the quantity you want to buy:-
-----

Your total bill is BDT 1600.00

-----
PAYMENT METHODS
-----

Type 1 for Cash on Delivery.

Choose Payment Option:-1

Give us the shipping address of your where we deliver your product:-Dhaka

Enter your contact number:-123445

Thanks you sir! We will deliver your product in your hand in few days!

5
-----
choose the product:-
-----

-----
Enter the quantity you want to buy:-
-----

2

Your total bill is BDT 400.00

-----
PAYMENT METHODS
-----

Type 1 for Cash on Delivery For Renting Book.

Choose Payment Option:-1

Give us the shipping address of your where we deliver your product:-Dhaka

Enter your contact number:-12345

Thanks you sir!
We will deliver your product in your hand in few days!
And we will take back our book from to after 7 days.
After 7 days if you failed to return the book,
you have to pay extra 10TK for per day.
```

Chapter 4

Conclusion

4.1 Introduction

We try to create a simple and easy online book shop using Inheritance and Conditional Statement. where buyer can buy book and rent book easily in online.

4.2 Practical Implications

It can be used in any Web site or Applications.

4.3 Scope of Future Work

There is a lot of room for improvement. We can made it more user friendly and more comfortable for buyer. Add also other category books and increase payment options.

References

- <https://www.youtube.com/watch?v=4HbOzg4aWFk>
- <https://www.youtube.com/watch?v=P6ivQ3QRq0I>