

BOOK STORE



1. Problem Statement:

The application created for this project is a “bookstore”. The aim of bookstore is to help people have a good book browsing & shopping experience that will help them save time and energy, the application will have a products page to display the available books for browsing or purchasing. The application will be coded in java language.

2. Project Goals and Objectives/Deliverables:

- The program will be created at android studio using java language.
- The application will be used for android mobile.

3. Project Scope:

User	Privileges	interface
Admin	Can add, edit and delete books.	Special interface that fits the user description.
customer	Can view books details and purchase any available book.	

5. Success Factors and Benefits:

- The user can browse the application easily.
- The Admin will be able to put out his books for users to see.
- The application is easy to use for both users.
- The user will be able to add, delete books from and his/her cart.
- The interface is done according to interface design guidelines and is applied successfully.
- Both the user and admin should have a pleasant experience using the application.
- The code should work perfectly without any errors that could disturb the user experience.

6. Main features in the mobile application:

The features in the mobile application are shown in Table below.

Feature	Description
Admin	
Log in	Admin can log in by providing his email and password.
View books	Admin can view the added books.
Add book	Admin can add a new book to the store.
Update book	Admin can update the book information.
Delete book	Admin can delete the book from the store.
Logout	Admin can log out from his account.
Customers	
Log in	Registered users can log in by providing their email and password.

Sign-up	Unregistered users can sign up by providing their information.
View profile	Registered user can view his information.
Change password	Registered user can change his password.
View books	Registered Users can browse the books in the store.
View book description	Registered Users can view the book information.
View cart	Registered users can view the books in the cart.
Add book to cart	Registered users can add book to the cart.
Remove book from cart	Registered users can remove book from the cart.
Checkout	Registered user can enter his credit card information and his address to finish the payment process.
Logout	Registered users can log out from their account.

System Flow:

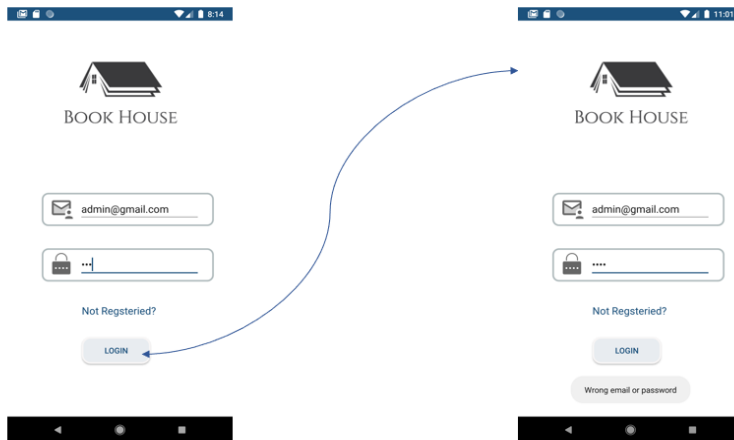
The features mentioned in the table above are implemented successfully. The interfaces are shown below:

1. Admin Interfaces

- Login interface

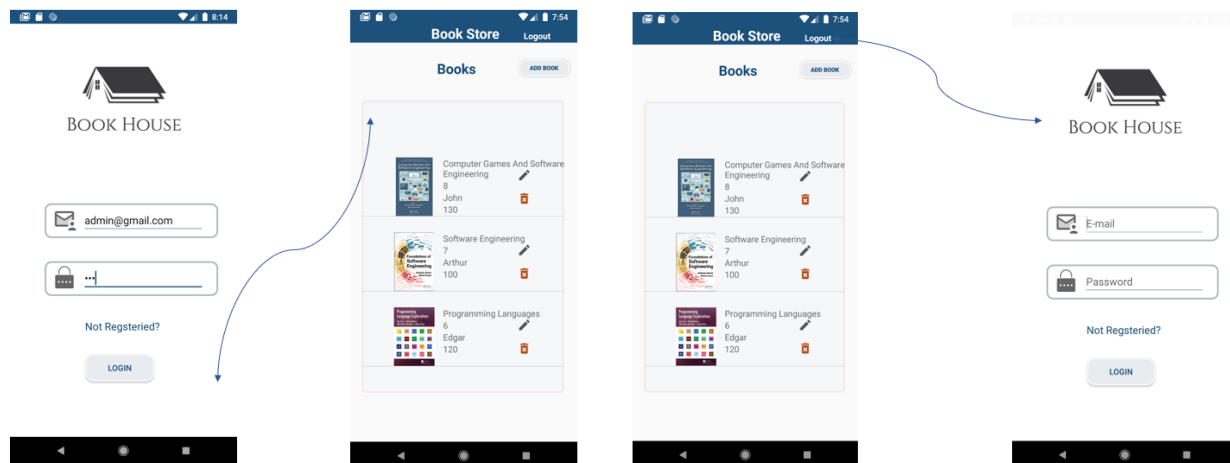
The interface in Figures below will appear once the admin opens the application; it will allow him to login if he entered his email and password. If his email and password are correct, he will be redirect to “View books” interface otherwise the application will show an error message.





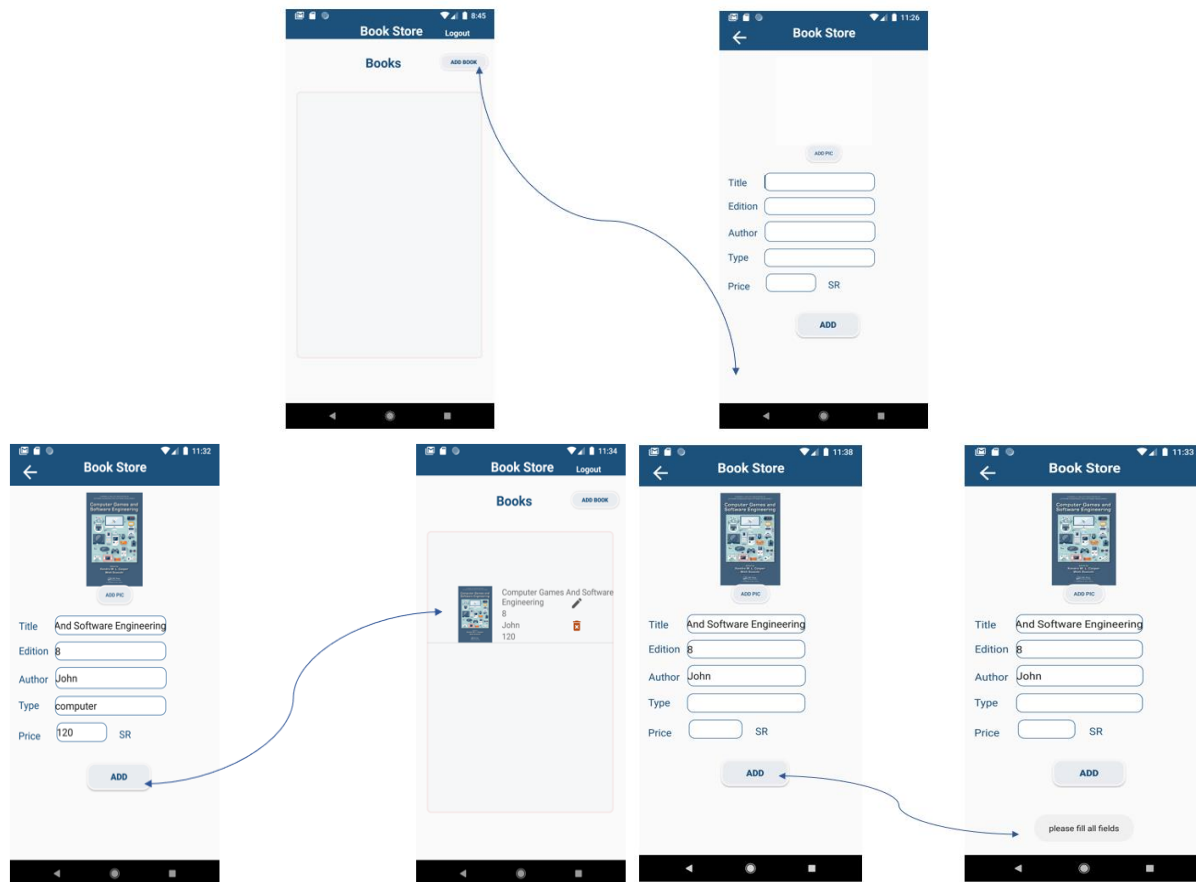
- View books interface

The interface in Figures below will appear once the admin logs in to the application successfully, it will allow him to browse all the books he added it, or add a new book, or delete/update exist book. If the user clicks on “Logout” button at the of the interface he will be redirect to “Login” interface.



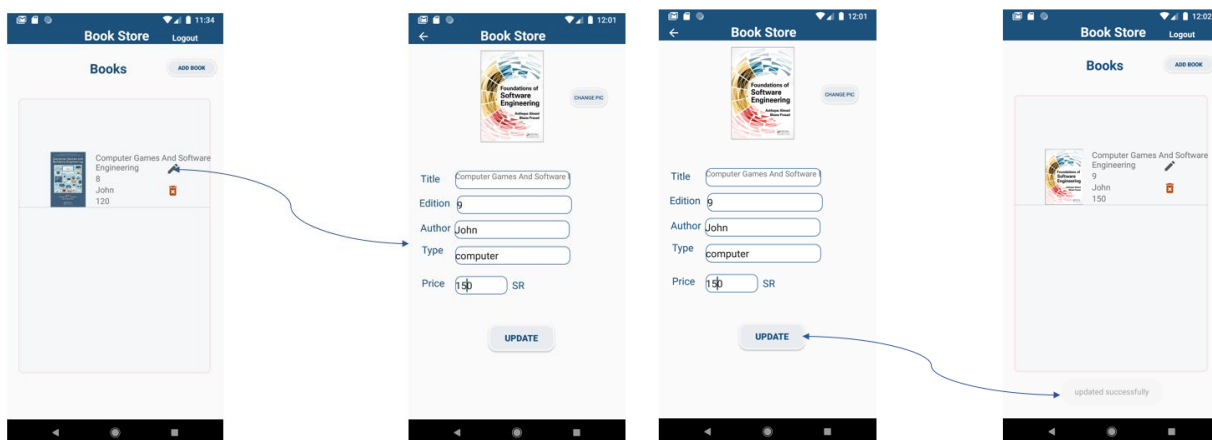
- Add book interface

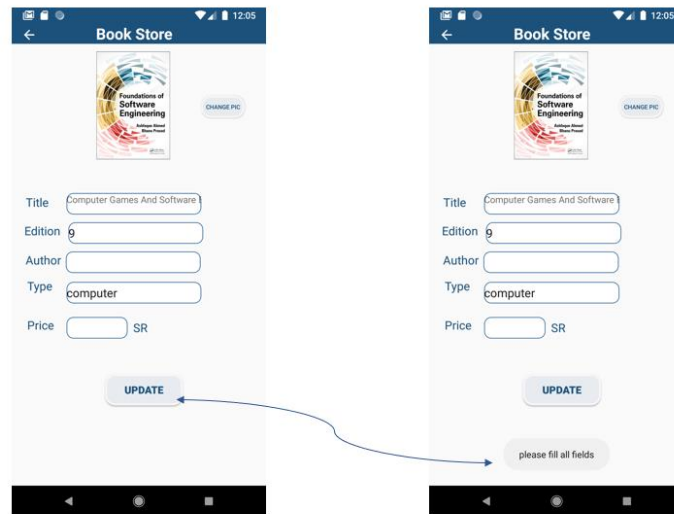
The interface in Figures below will appear once the admin clicks on “Add book” button, it will allow him to add a new book to the store. If he fills all the needed information, he will be redirect to “View books” interface otherwise the application will show an error message. He can go back to previous interface “View books” by click on back arrow button.



- Update book interface

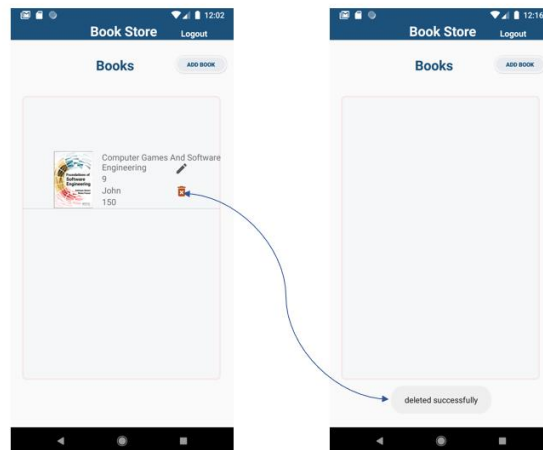
The interface in Figures below will appear once the admin clicks on “edit” button behind each book, it will allow him to update the book information. If he fills all needed information the system will redirect the user to “View books” interface otherwise the application will show an error message. He can go back to previous interface “View books” by click on back arrow button.





- Delete book

From “View books” interface the admin can delete any book by click on “delete” button behind each book.

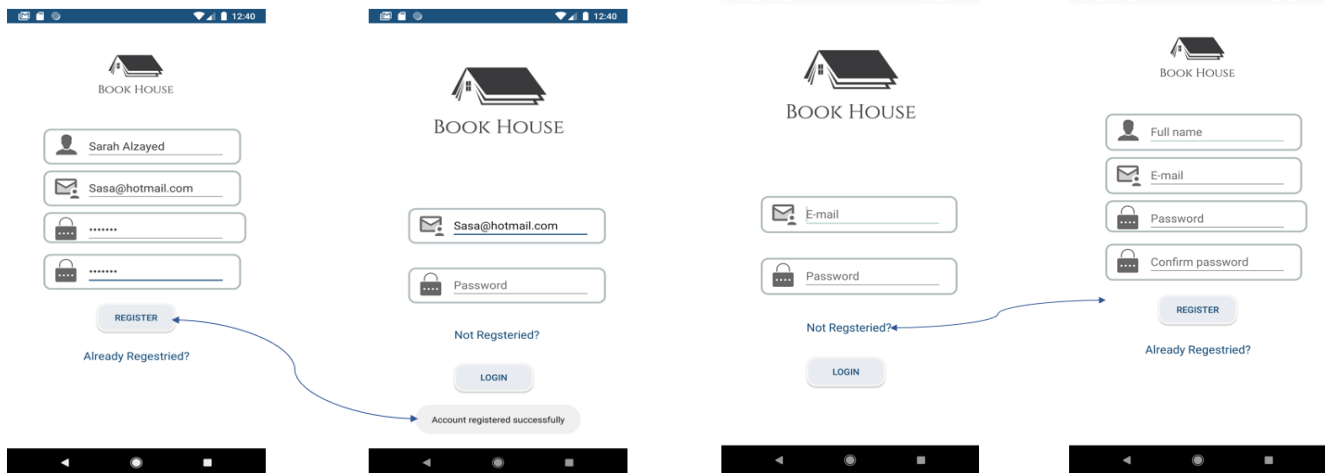


2. Customer Interfaces

- Sign-Up interface

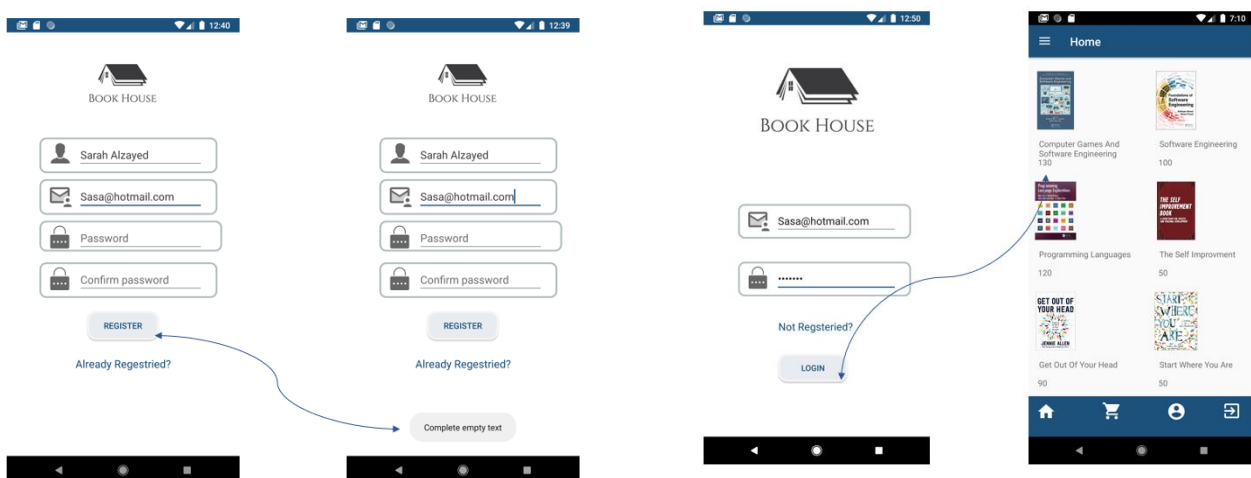
The interface in Figures below will allow the users to create a new account by filling a form of the required information. If the user enters all needed information the system will redirect the user to

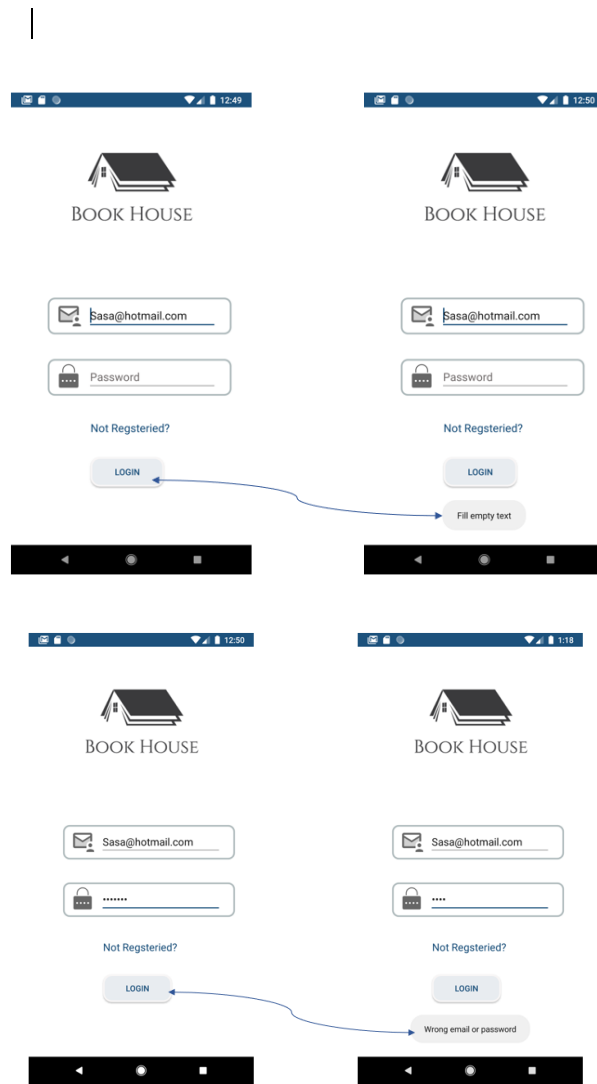
“Login” interface, otherwise the application will show an error message. If the user already has an account, he will be redirect to “Login” interface when he clicks on “Already registered” link.



- **Login interface**

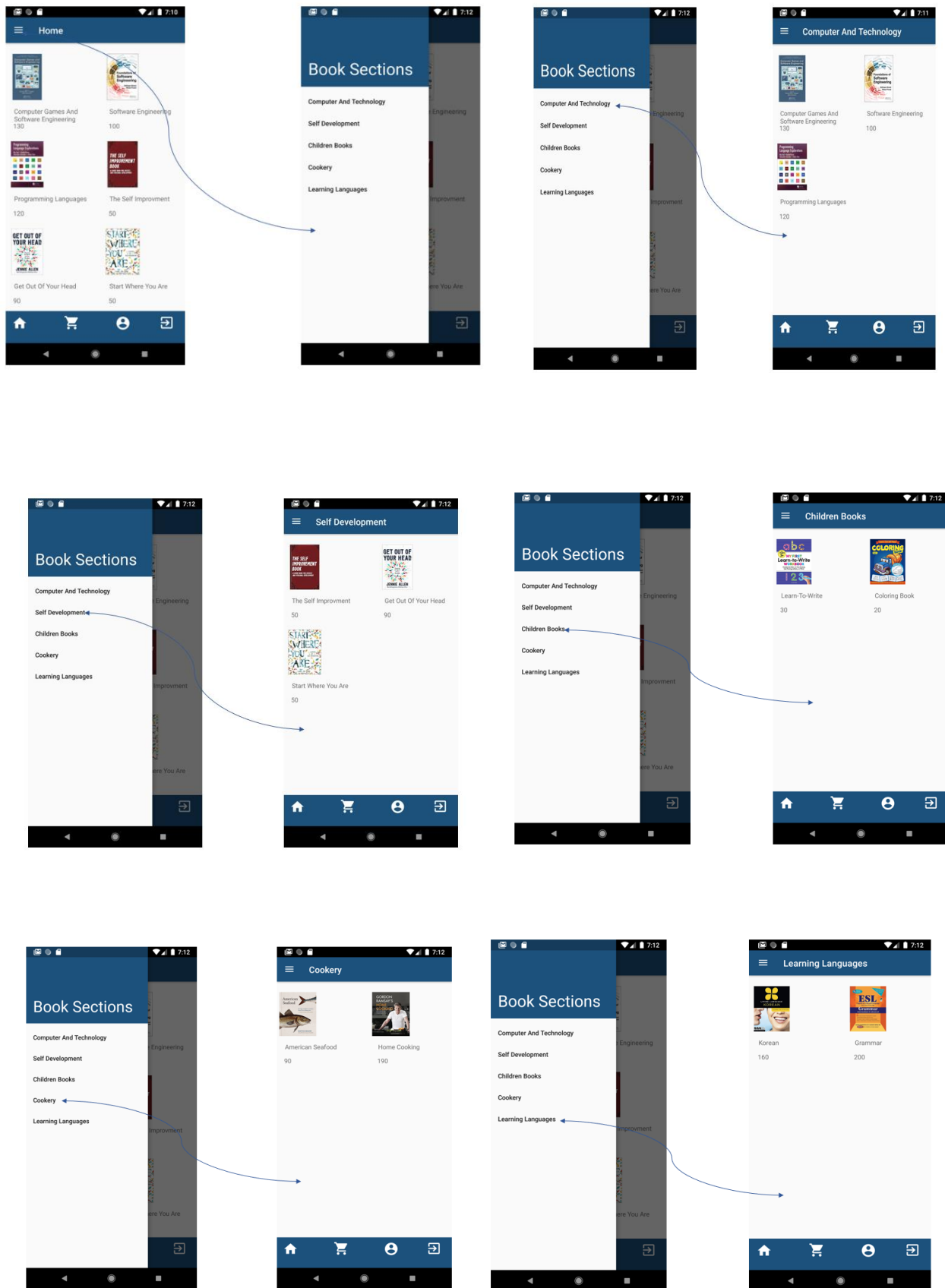
The interface in Figures below will appear once the users open the application, it will allow them to login if they already have an account or create a new account. If the user enters correct email and password, he will be redirect to “Home” interface, otherwise the application will show an error message.





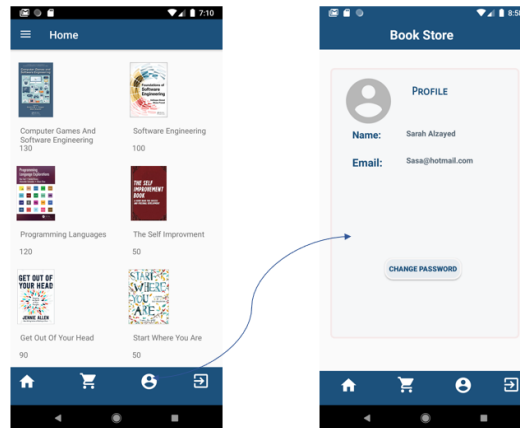
- Home page interface

The interface in Figures below will appear once the user logs in to the application successfully, it will allow him to browse all the books in the store or view the book description. The user can browse the book based on the book category by choosing which category he wants from the burger list. The user can view his cart by click on cart icon, view his profile by click in profile icon, or logout from the system by click on exit icon.



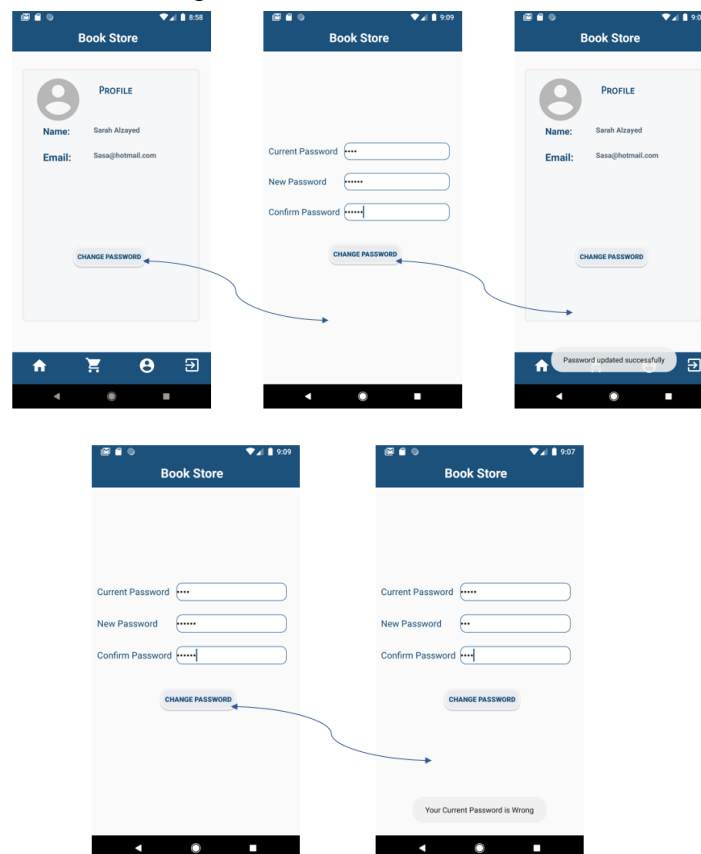
- Profile interface

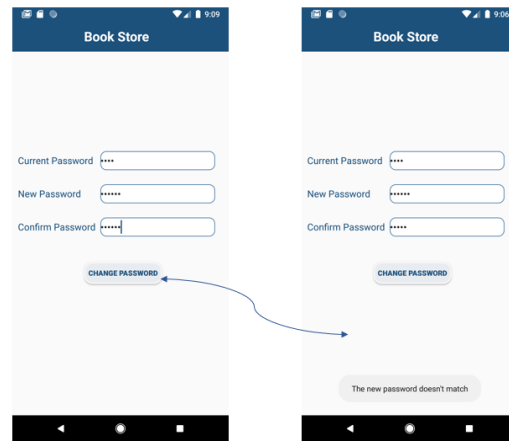
The interface in Figure below will appear once the user clicks on “Profile” icon, which will allow the registered user to view his information.



- Change password interface

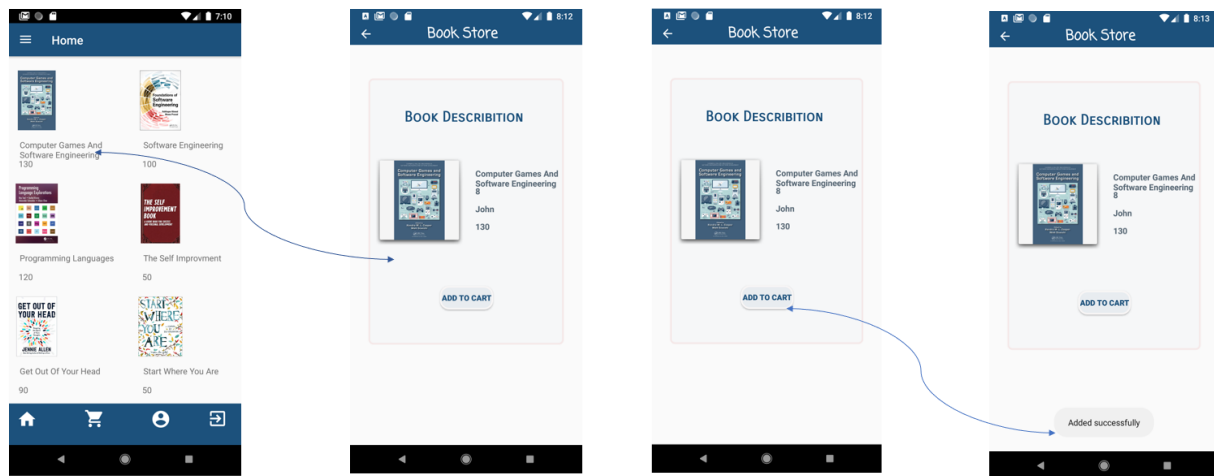
The interface in Figures below will appear once the user clicks “Change password” button in “Profile” interface, it will allow him to change his password. If the user enters correct information and fill all required field, he will be redirect to “Profile” interface, otherwise the application will show an error message.





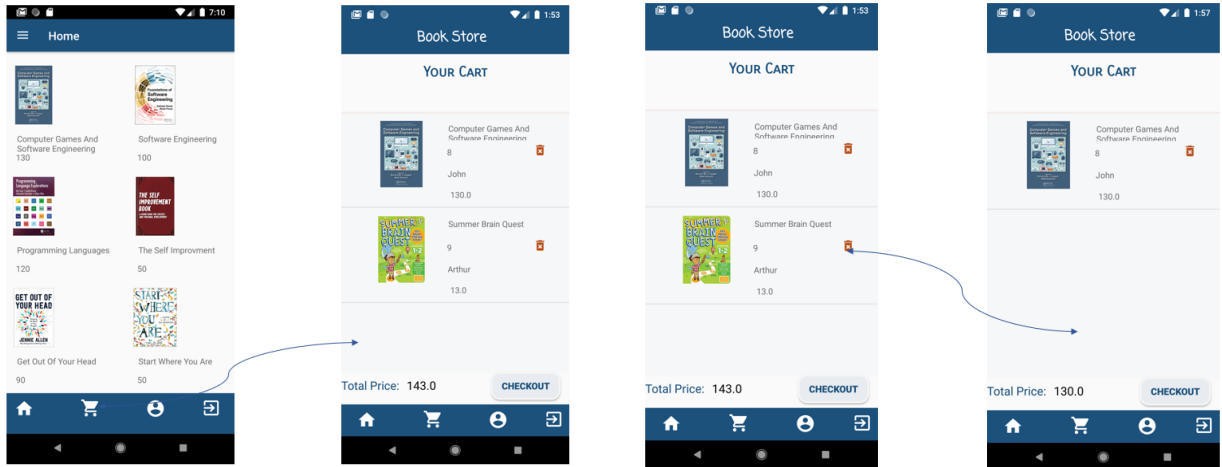
- **Book description interface**

The interface in Figures below will appear once the user clicks on any book name, it will allow him to view the book information and add the book to his cart. He can go back to previous interface “Home page” by click on back arrow button.



- **Cart interface**

The interface in Figures below will appear once the user clicks on “Cart” icon, it will allow him to view his orders, delete orders, or continue to checkout.



- Checkout interface

The interface in Figures below will appear once the user clicks on “Checkout” button, it will allow him to enter his credit card information and his address to continue the payment process. If he enters correct and all needed information the payment process will finish successfully and redirect the user to “Cart” interface, otherwise the system will show an error message. He can go back to previse interface “Cart” by click on back arrow button.

