A Minor Project-I Proposal on

BOOKAHOLIC

Submitted in partial fulfillment of the requirements for the degree of

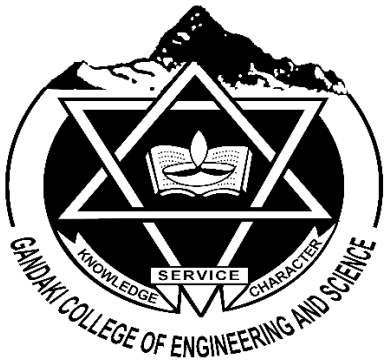
Bachelor of Engineering in Software Engineering at Pokhara University

By

Shishir Chhetri

Suman Darji

Sumit Gurung



Department of Research and Development

GANDAKI COLLEGE OF ENGINEERING AND SCIENCE

Lamachaur, Kaski, Nepal

(JULY, 2020)

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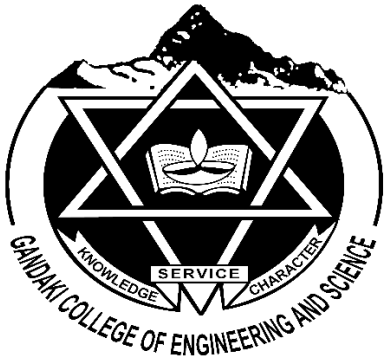

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APPROVAL CERTIFICATE

This project entitled "BOOKAHOLIC" prepared and submitted by Shishir Chhetri, Suman Darji and Sumit Gurung under the supervision of Er. Sujan Tamrakar in partial fulfillment of the requirements for the Degree of Bachelor of Engineering in Software Engineering has been examined and is recommended for approval and acceptance.

Date of Evaluation: July 10th, 2020

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ABSTRACT

Bookaholic is a free online reading web-application based on E-Book where one can search, read, and download desired books of which some books come up with videos and podcasts for better understanding. The web app will have an e-commerce platform where users after validated registration can buy & sell books with one another. However, for the ease of the development connection within them will solely depend on email & phone number. On the other hand, without any registration, all the users (visitors) of the web app will be able to search, read and download books, novels, etc. Moreover, registered users can upload books in EPUB and PDF formats which will be available for all users and visitors to download & read online.

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CHAPTER 1
INTRODUCTION

1.1. BACKGROUND

Undoubtedly, Reading is important because it develops our thoughts, gives us endless knowledge, and also keeps our minds active. Reading books can help us learn, understand, and makes us smarter. Not to mention the knowledge, vocabulary expansion, and thinking skills we develop.

But reading physical books and getting along with the modern life act can be inconvenient sometimes. Moreover, the whole procedure of finding and getting one through the book store is too time-consuming in this timeless world. This is where the idea of E-books (electronic-books) comes into play.

An electronic book, also known as an e-book is a book publication made available in digital form, readable on the flat-panel display of electronic devices (Michael Felix Suarez, 2010) . The E-books eliminates all the cons that prevail in a physical one. Our web app “Bookaholics” is fully based on the concept of e-books. In addition to this, it will have a simple E-commerce platform to eliminate the problems of searching and buying physical books.

1.2. STATEMENT PROBLEM

- The same physical book can't be available to the number of readers at the same time.
- Carrying the number of books may not be convenient.

- Searching & buying desired books in a bookstore is time-consuming.
- Limited life-spam and insecurity of physical books.
- Lack of a reliable platform to share study materials.

1.3. OBJECTIVES

The main objective of this project is to develop a System of web application where one can search, download and read desired books online with the provision of buying the same physical book from other users if available. The other intended goals of this project are as follows:

- To provide the ability to registered users to upload softcopy books and comment on E-books.
- To provide a simple E-commerce platform for registered users to buy and sell books in physical form.
- To provide efficient search facilities for finding desired books.

1.4 IMPLICATIONS

Basically, Bookaholics is a free online reading web application. This web app is mainly targeted to the people who are bookaholic but it can come handy to students too as they can access study materials easily. This web app also provides an E-commerce platform for the registered user to buy and sell hardcopy books with one another. Moreover, registered users have ability to upload and share their softcopy books/study materials as a result this app can be implemented in an educational institute.

Chapter 2

LITERATURE REVIEW

Prior studies have identified many benefits for the E-Book and the system that it beholds. We found similar other products in the market. But unlike other programs, our Web-App provides a clean and easy-to-use user interface, strong search and simple E-commerce Environment.

We collected this information by comparing Bookaholic to Project Gutenberg (Project Gutenberg, 2016) and Manybooks.net (Manybooks, 2005). On comparing our web-app with them, we came to the following conclusion:

Web App / Features	Project Gutenberg	Manybooks.net	Bookaholic
Search	YES	YES	YES
Add comment	NO	YES	YES
E-commerce platform	NO	YES	YES
Free Download	YES	NO(SOME)	YES
Registered user's Ability to Upload	NO	NO	YES

Table 2.1: Comparison Table

Chapter 3
TOOLS AND METHODOLOGY

3.1. REQUIRED TOOLS

Many tools are required for the development of Bookaholic. Some of the tools that are required in the project are listed below:

1. Visual studio code: For IDE
2. Html, CSS, SASS, Partical.js: For Front-end development
3. PHP, JS: For back-end development
4. MS-Word: For preparing the proposal and the final report
5. App.lucidchart.com: For designing UML diagrams
6. My-SQL: For managing database
7. Git: For source code management

3.2. APPROACH USED

Every software development methodology approach acts as a basis for applying specific frameworks to develop and maintain software. Several software development approaches have been used since the origin of information technology. Since the system we are developing is small, the waterfall model will be used in our project.

Moreover, for front-end development BEM (Base Element Modifier) naming convention will be used for naming classes whereas, 7-1 Architecture will be used to structure the project.

3.3. DESIGNS

3.3.1. USE CASE DIAGRAM

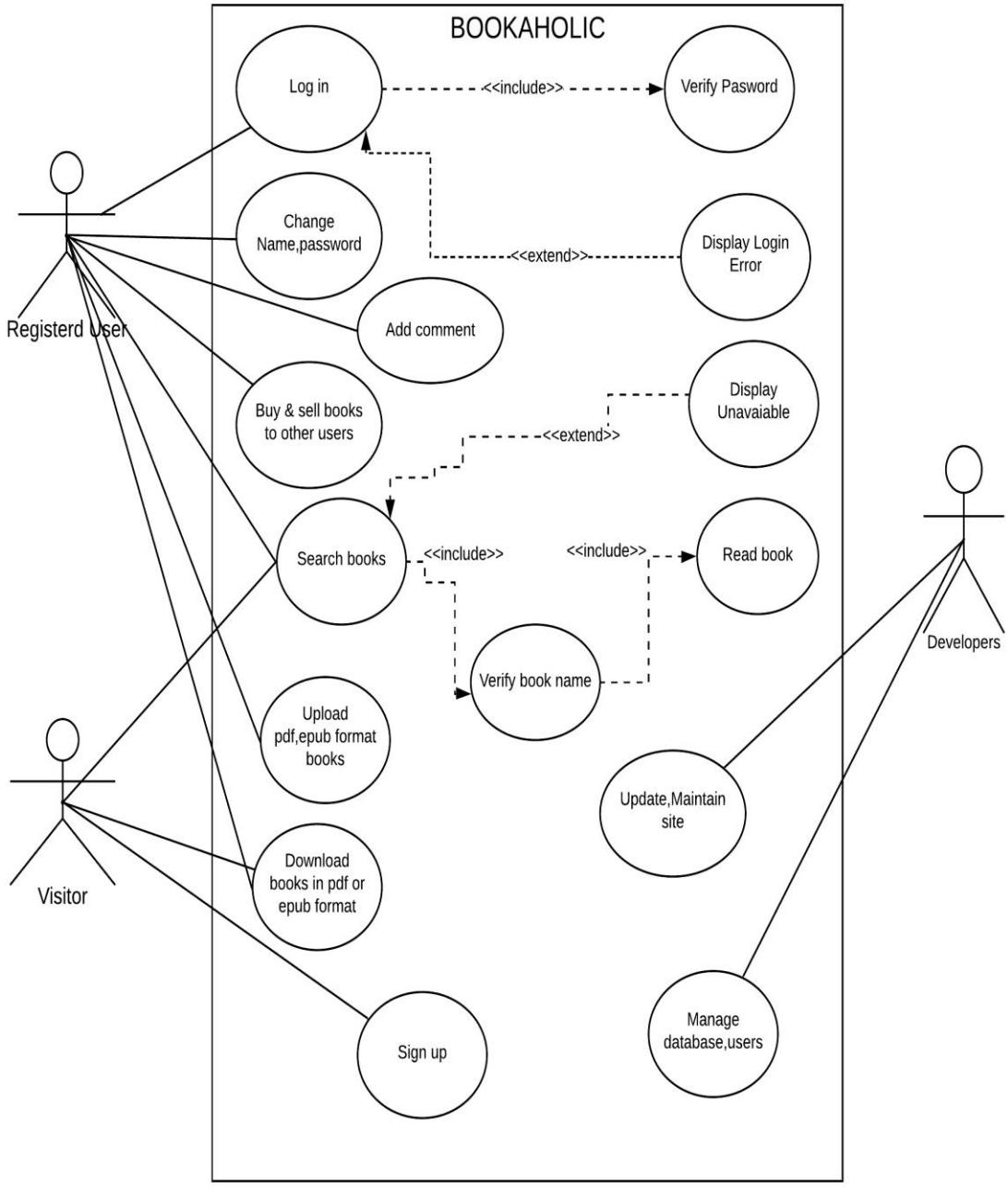


FIG 3.3.1: USE CASE DIAGRAM

3.3.2. ENTITY RELATIONSHIP DIAGRAM

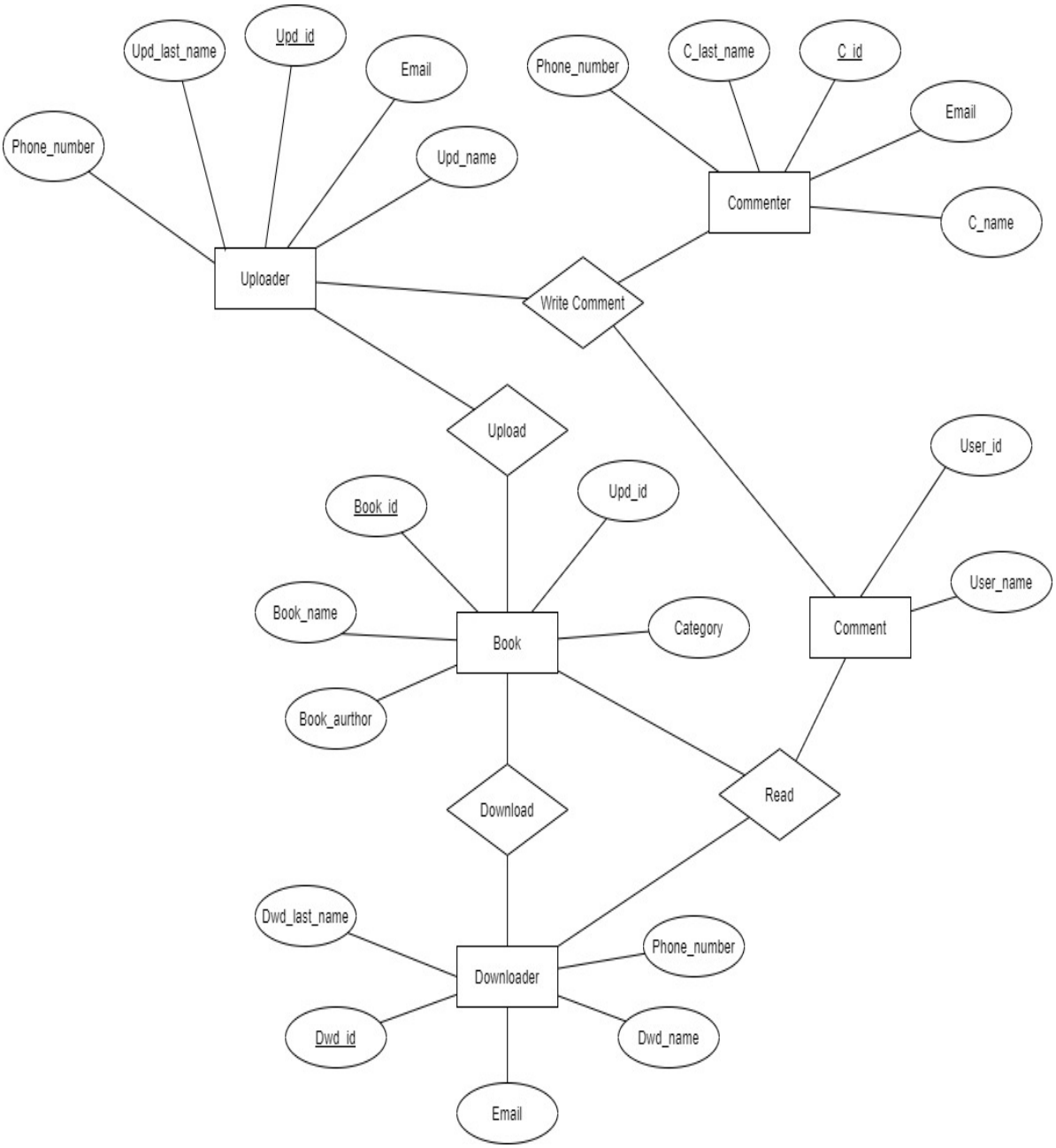


FIG 3.3.2: ENTITY RELATION DIAGRAM

3.3.3 SYSTEM SEQUENCE DIAGRAM

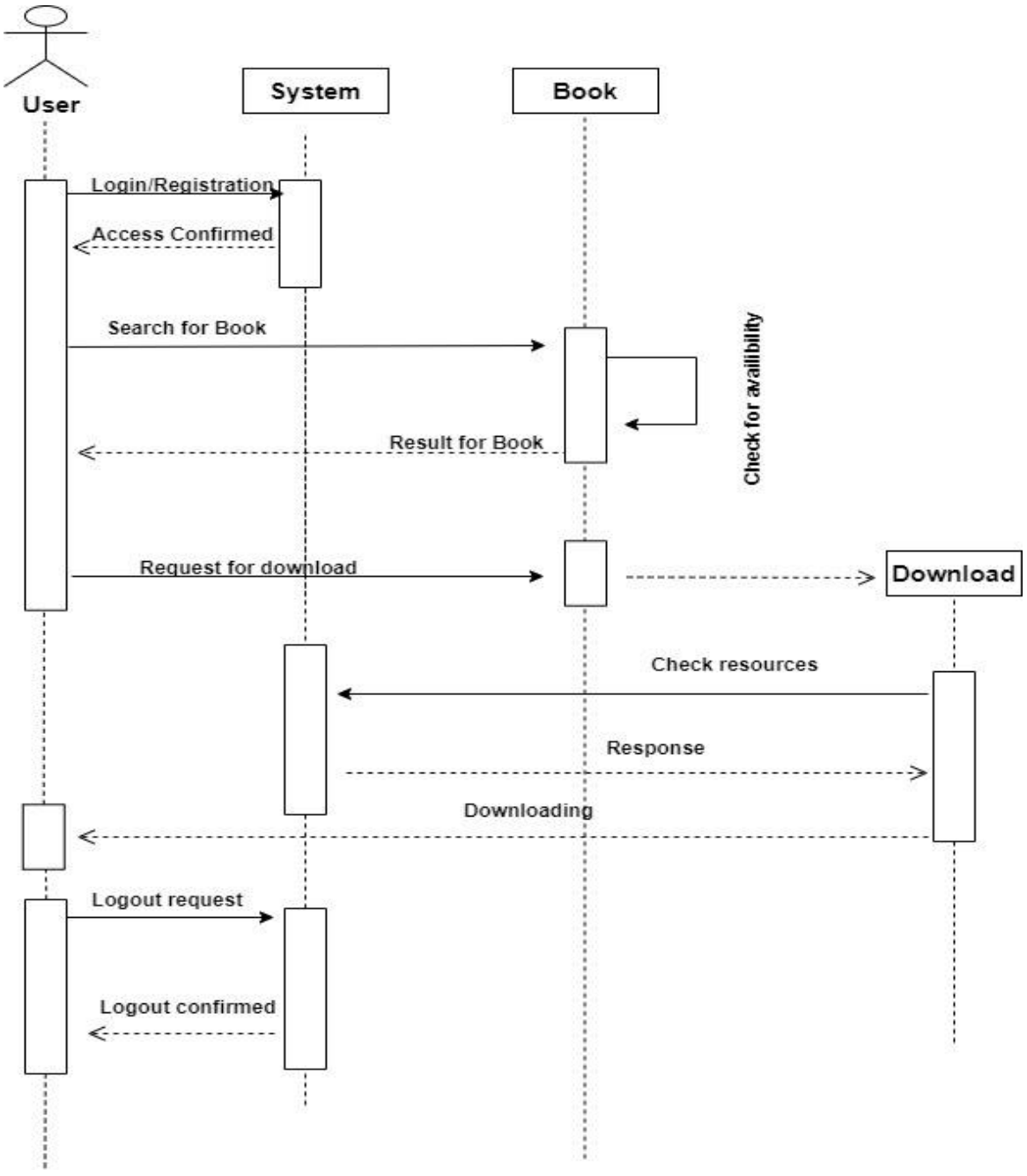


FIG 3.3.3: SYSTEM SEQUENCE DIAGRAM

CHAPTER 4

WIREFRAMES

FIG 4.1: LANDING PAGE

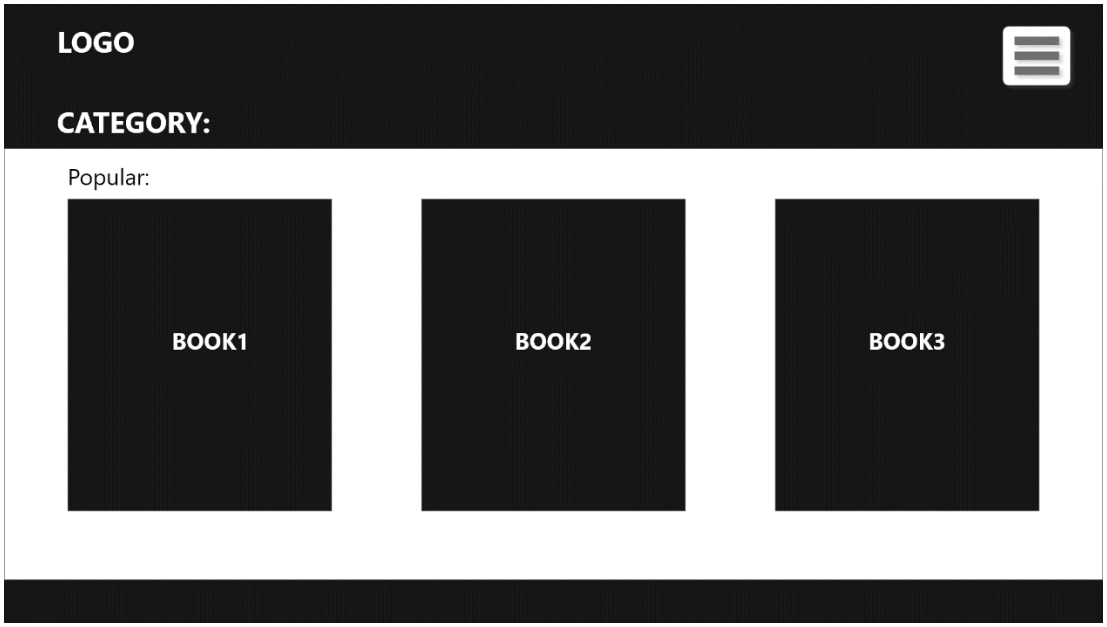


FIG 4.2: CATEGORY SECTION

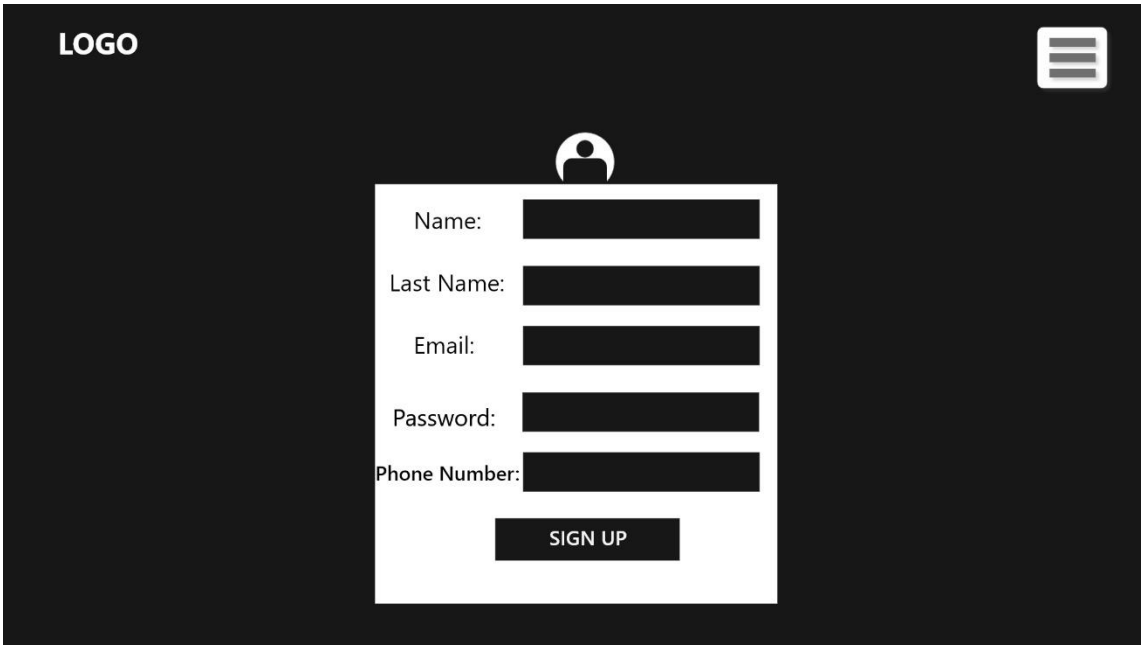


FIG 4.3: SIGN-UP PAGE

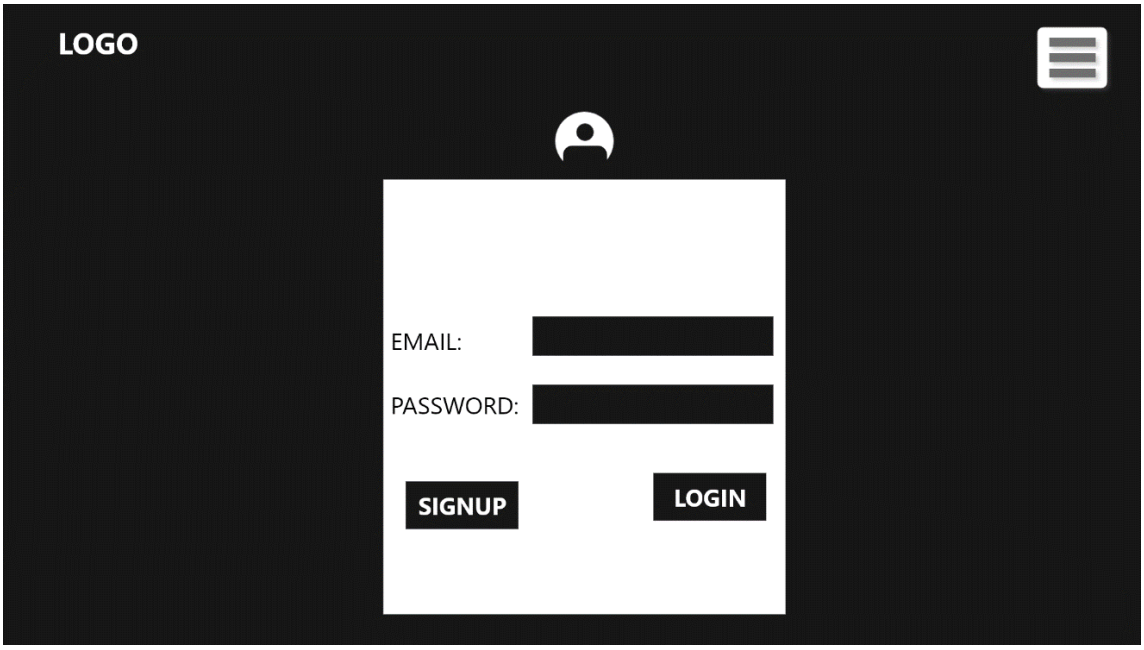


FIG 4.4 LOGIN PAGE

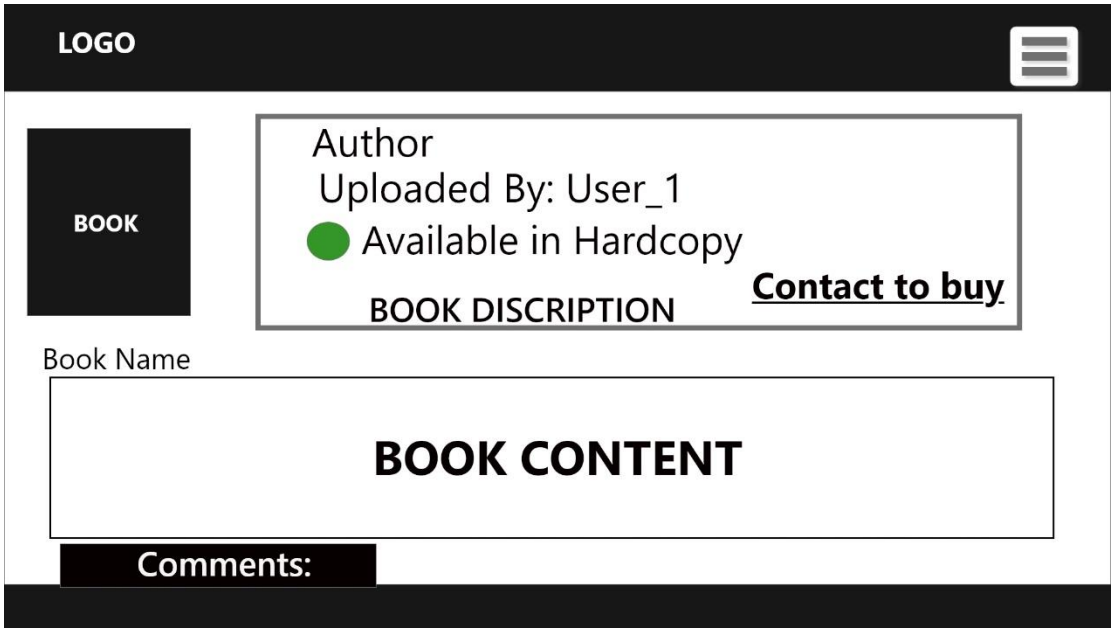


FIG 4.5: E-BOOK

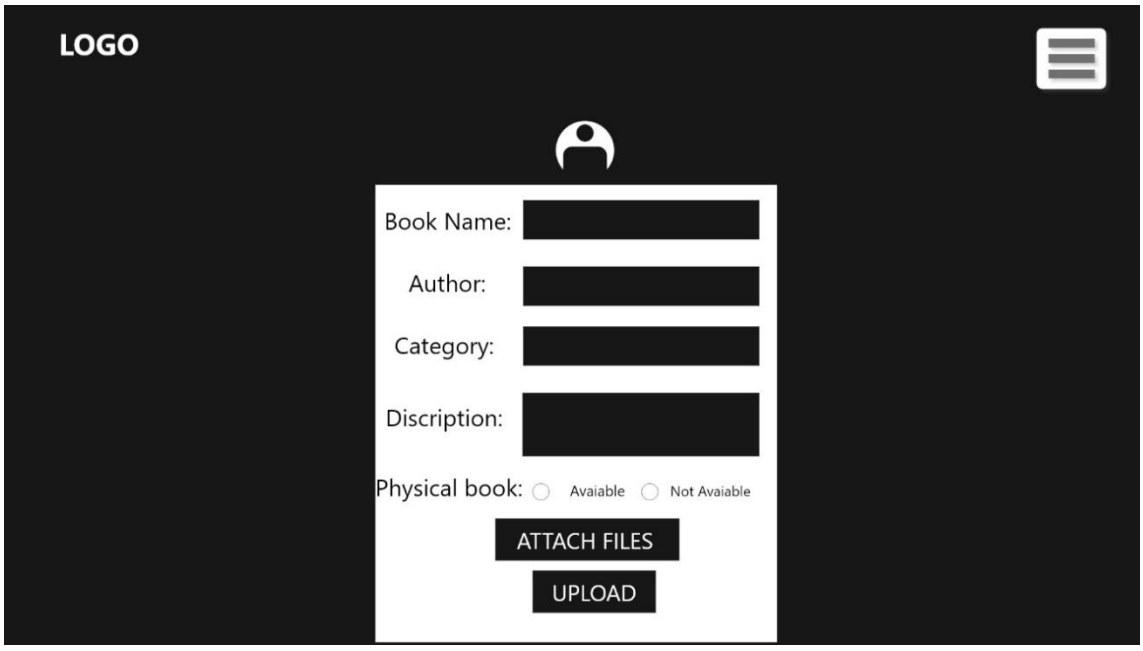


FIG 4.6: UPLOAD PAGE

CHAPTER 5

TESTING

Software testing is a critical element of software quality assurance and represents the ultimate review of specification, design and code generation.

5.1 OBJECTIVE OF TESTING

- Testing is a process of executing a program with the intent of finding an error.
- A good test case is one that has a high probability of finding an as-yet-undiscovered error.

5.2 TEST CASES

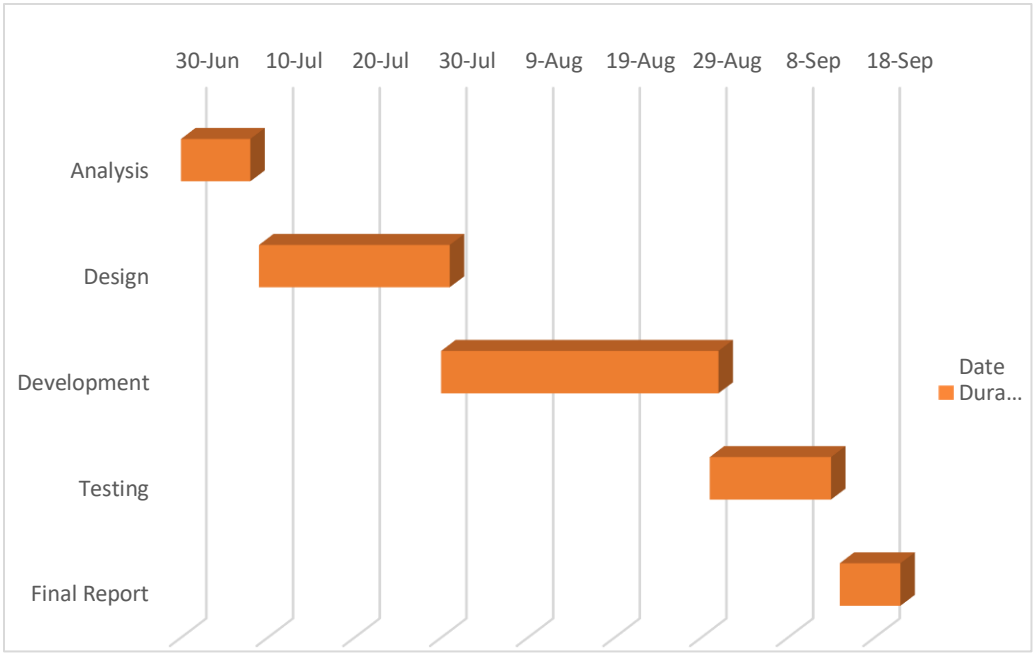
Test Case ID	Purpose	Test Case	Expected Result
TC1	Authentication	Enter empty password	The password is empty
TC2	Authentication	Enter incorrect password	Password is incorrect
TC3	Check Invalid Password	Set password less than 6 characters	The password must at least six letters
TC4	Check empty, unavailable book name in the search field	Enter unavailable book name	Not Available

Table 5.2: Test Cases

CHAPTER 6

TIMELINE CHART

The project events are scheduled as follows:



Task	Date	Duration(days)
Analysis	30-Jun	8
Design	9-Jul	22
Development	30-Jul	32
Testing	30-Aug	14
Final Report	14-Sep	7

Table 6.1: PROJECT TIMELINE

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