Madhuben & Bhanubhai Patel Institute of Technology

(A Constituent College of CVM University)

New V. V. Nagar

COMPUTER ENGINEERING DEPARTMENT

Mini Project Report

on

Online eBook Store Website

Submitted By

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Guided By

Dr. Shital Gondaliya

MINI PROJECT (102040601)

A.Y. 2023-24 EVEN TERM

MBIT
MADHUBEN & BHANUBHAI PATEL INSTITUTE OF TECHNOLOGY

CVM UNIVERSITY

CERTIFICATE

This is to certify that the Mini Project Report submitted entitled **"Online eBook Store Website"** has been carried out by **Nikita Dudhregiya** (12202040703024) under guidance in partial fulfillment for the Degree of Bachelor of Engineering in Computer Engineering, 6th Semester of Madhuben and Bhanubhai Patel Institute of Technology, CVM University, New Vallabh Vidyanagar during the academic year 2022-23.

Dr. Shital Gondaliya	Dr. Shital Gondaliya
Internal Guide	Head of Department

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Internal Guide

Dr. Shital Gondaliya
Head of Department

Acknowledgments

We wish to express our heartfelt appreciation to all those who have contributed to this project, both explicitly and implicitly, without the co-operation of whom, it would not have been possible to complete this project.

We would like to thank our H.0.D **Dr. Shital Gondaliya** for constantly guiding and showing us the correct path to reach towards our desired goal. Also, we thank them for sharing their experience, knowledge and valuable time with us and showing their concern in our project to make it better. We are grateful to our college **Madhuben and Bhanubhai Patel Institute of Technology** for providing us all the required resources and a good working environment.

I also thank all the other faculties who directly or indirectly supported us in making this project successful by sharing their ideas and knowledge. At last, we would like to thank our parents and friends who have directly or indirectly helped us in making the project work successfully.

- Nikita Dudhregiya.
- Jagruti Parmar

Abstract

The project's main goal is to develop an online bookstore where users can search for and make purchases of books based on title, author, and subject. The user's chosen books are displayed in a tabular format, and they can order them online using a debit card or credit card. Instead of going to a bookstore and wasting time, the user can purchase a book on this website.

An online bookstore is a web application that allows customers to buy books online. Customers can search for a book by title or author using a web browser, add it to their shopping cart, and then purchase it using a debit or credit card transaction. The user can log in using his or her account information, or new customers can swiftly create an account. They should include their full name, phone number, and shipping address. A user can also provide feedback to a book by rating it on a scale of one to five. The books are organized into several categories based on the subject matter, such as Action and Adventure, Classics, Fantasy, Fiction, Non-fiction, Horror, etc.

Customers can shop online for books at the Online Book Store using a web browser. A customer can create an account, sign in, add items to a shopping cart, and make purchases using his or her debit/credit card information. When compared to a regular user, the Administrator will have more features. The Administrator can add, delete, and edit book data, and member information, as well as confirm an order that has been placed.

1. Introduction

1.1 Problem Statement:

On successfully login in to the online eBook store website, the customer can purchase a wide range of books. The customer will pick their favorite books from the online bookstore sites. They do not need to go to physical shops, instead need a computer and payment-making options like net banking, credit cards, or debit cards. If an order has not yet been shipped to the customer, the customer may cancel it. The payments will be credited to the customer's debit or credit card, depending on their preference.

1.2 Project Overview:

Creating an online eBook store website is a substantial project that involves various components, including frontend development, backend development, database management, and potentially payment integration.

1. Homepage:
    - Featured eBooks.
    - Special promotions or discounts.
2. Product Pages:
    - Cover image, title, author, and description.
    - Price and discount information.
    - "Buy Now" or "Add to Cart" button.
    - Customer reviews and ratings.
3. Shopping Cart:
    - View and manage items in the cart.
    - Adjust quantity, remove items.
    - Proceed to checkout.
4. Checkout Process:
    - Shipping information.

- Payment methods (credit card, debit card, etc.).

5. Database Management:
   - Store book information (title, author, description, price, etc.)
   - User data (registration info, order history, etc.)
6. Admin panel:
   - Backend interface for managing products, users, and orders.

1.3 Aim and Objective:

The main aim is to design a bookstore where customers can visit our site any time of the day from anywhere to view the available books, choose any of them, and order by paying online or opt for cash on delivery. The administrator will regularly add any new books available to them for sale. The administrator will take books from reputed publishers and vendors only. The main objective of an online eBook store project is to create a digital platform that provides users with a seamless and enjoyable experience for allowing customers to buy books online.

2. System Analysis

2.1 Motivation:

The motivation behind developing an online eBook store website lies in addressing the evolving reading habits and preferences of modern consumers. With the increasing digitalization of content, readers seek convenient and immediate access to a wide range of books. The online eBook store aims to provide a centralized platform for book enthusiasts to explore books details, purchase, and enjoy digital literature.

2.2 Brief Literature Survey:

2.2.1 Different Methods for Building Online eBook Stores:

- Traditional eCommerce Platforms: Some websites utilize popular eCommerce platforms (e.g., Amazon eBooks, Shopify) with extensions or plugins tailored for selling digital products like eBooks. These platforms often provide a user-friendly interface but may lack customization options.
- Custom Web Development: Building a custom solution using HTML, CSS, JavaScript, PHP, and SQL allows for full control over features and design. This approach suits tailored and scalable solutions but requires more development effort.

2.2.2 Comparison of Different Methods:

- Traditional eCommerce platforms are generally easier to set up and manage, requiring less technical expertise. Custom development provides the flexibility to design a user interface tailored to specific needs but may require more development time.
- Custom development allows for the complete ensuring a unique and branded user experience. eCommerce platforms may have limitations in terms of design and feature customization.
- Custom solutions can be more easily scaled to accommodate growing user bases and expanding book catalogs.

3. Design: analysis, design methodology, and implementation strategy

3.1 H/W and S/W requirement

3.1.1 Hardware Requirements:

1. Web Server:
   - A dedicated or cloud-based server for hosting the website.
2. Database Server:
   - A server for hosting the MySQL database.
3. Storage:
   - Adequate storage for hosting eBook files, images, and other media.

3.1.2 Software Requirements**:**

1. Operating System:
   - Windows-based operating system for servers.
2. Database Management System (DBMS):
   - MySQL for storing and managing application data.
3. Server-Side Scripting Language:
   - PHP for server-side logic.
4. Frontend Technologies:
   - HTML, CSS, and JavaScript for building the user interface.
5. Database Management Tool
   - phpMyAdmin for managing MySQL databases.

3.2 Module Specification:

1. Registration Module:

Specification:

- Collect user details (name, email, password).
- Validate and store user information in the database.

2. Catalog Browsing Module:

Specification:

- Retrieve and display a list of available eBooks.
- Allow users to features books.

3. eBook Details Module:

Specification:

- Display detailed information about a selected eBook.
- Show reviews and ratings.

4. Shopping Cart Module:

Specification:

- Allow users to add or remove items from the shopping cart.
- Calculate and display the total price.

5. Checkout Module:

Specification:

- Collect shipping details from the user.
- Process payment using a secure gateway.

6. User Profile Module:

Specification:

- Allow users to view and edit their profiles.
- Implement profile picture upload functionality.

3.3 Timeline Chart:

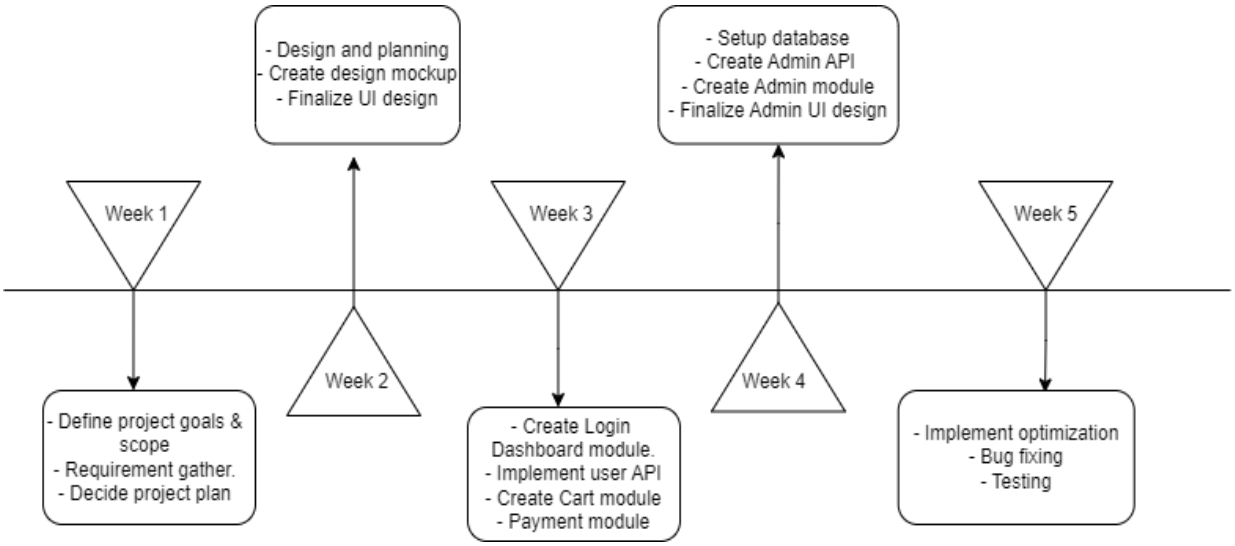


Fig 1

3.4 UML Diagram:

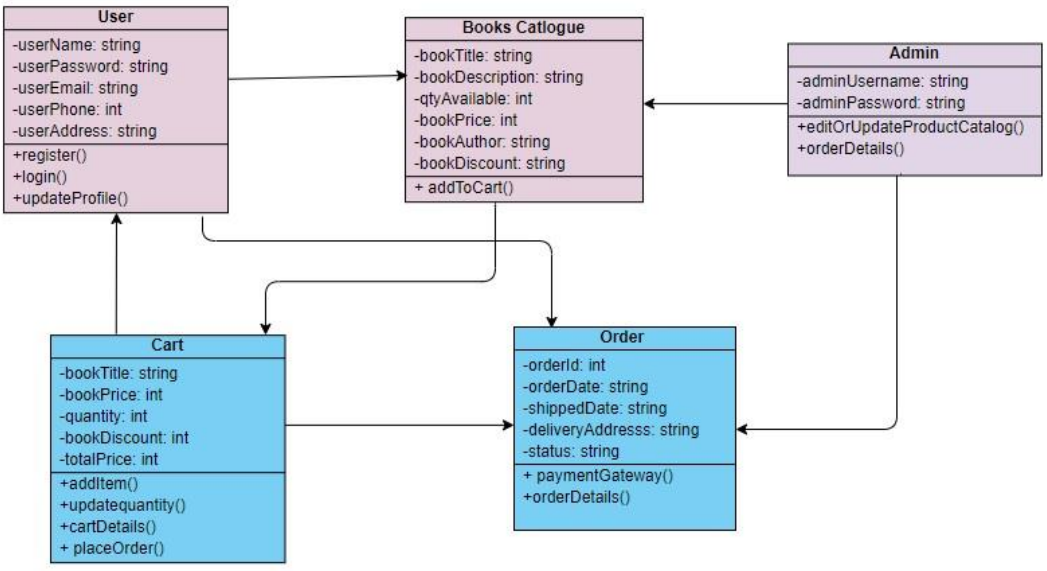


Fig 2

3.5 Design Analysis:

1. Analysis of Requirements:
    - Identify and understand the key requirements for the online eBook store website, considering both user and administrative needs.
    - Gather user reviews to define functionalities and features.
2. Functional and Non-functional Requirements:
    - Define functional requir000000ements, including user authentication, book catalog management, shopping cart, checkout, and user profiles.
    - Specify non-functional requirements, such as security, scalability, and performance.
3. Data Modeling:
    - Create a database schema to represent entities like books, users, orders, and reviews.
    - Define relationships between entities and establish data integrity constraints.
4. User Interface Design:
    - Develop wireframes and mockups to visualize the website's user interface. Ensure a responsive design for seamless user experiences across various devices.

3.6 Design Methodology:

1. Waterfall Model:
    - Adopt a Waterfall model to Proceed through phases like requirements, design, implementation, testing, and maintenance in a linear fashion.
2. Agile Development:
    - Divide the project into sprints, allowing incremental development and continuous feedback from users.

4 Implementation

The implementation phase entails the development of an executable program based on the design created during the design phase. Selecting programming languages, additional tools, and technologies like frameworks, selecting hardware platforms, and coding the system are some of the main activities carried out during this phase.

4.1 System Flow:

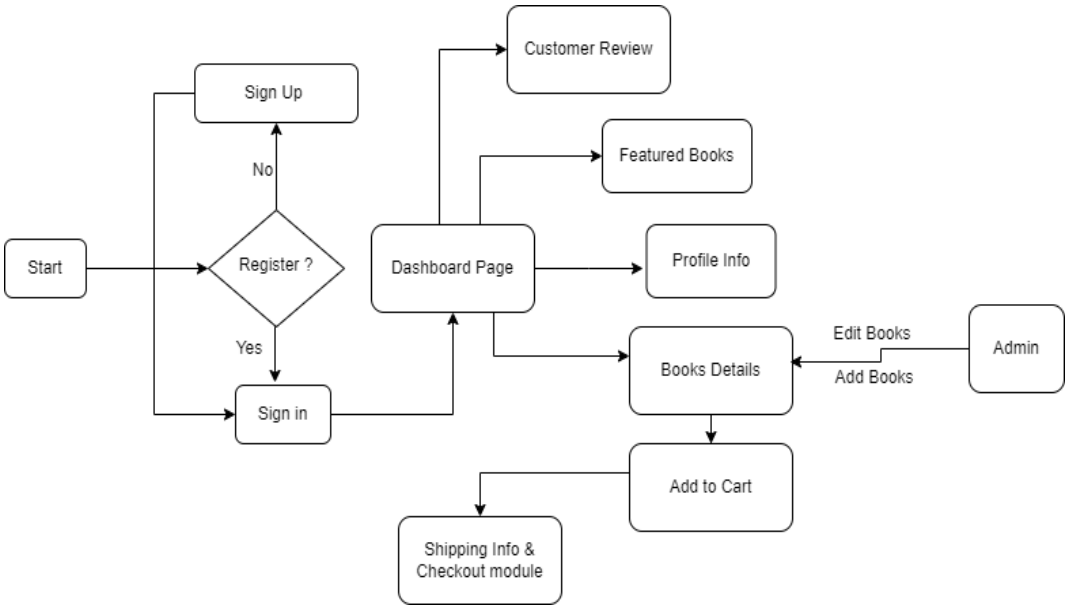


Fig 3

4.2 Database Design:

One of the most important components of any data-driven application, such as a Web-Based System, is the database. As a result, appropriate approaches are used to ensure the database's integrity. MySQL is used as the backend database in this project. MySQL is a database management system that is free and open source. The following are some of MySQL's features:

- MySQL is a database management system that uses a relational model. Rather than one big table, a relational database stores data in multiple

tables. These tables can be linked together to make it easier to access and manage data.

- MySQL is a free and open-source database management system. Anyone can use and modify the database software to meet their specific needs. It's quick, dependable, and simple to use to enhance the level of performance.
- MySQL is a database engine that runs in several threads. A multithreaded application accomplishes multiple tasks at once, as if multiple instances of the application were executing at the same time.

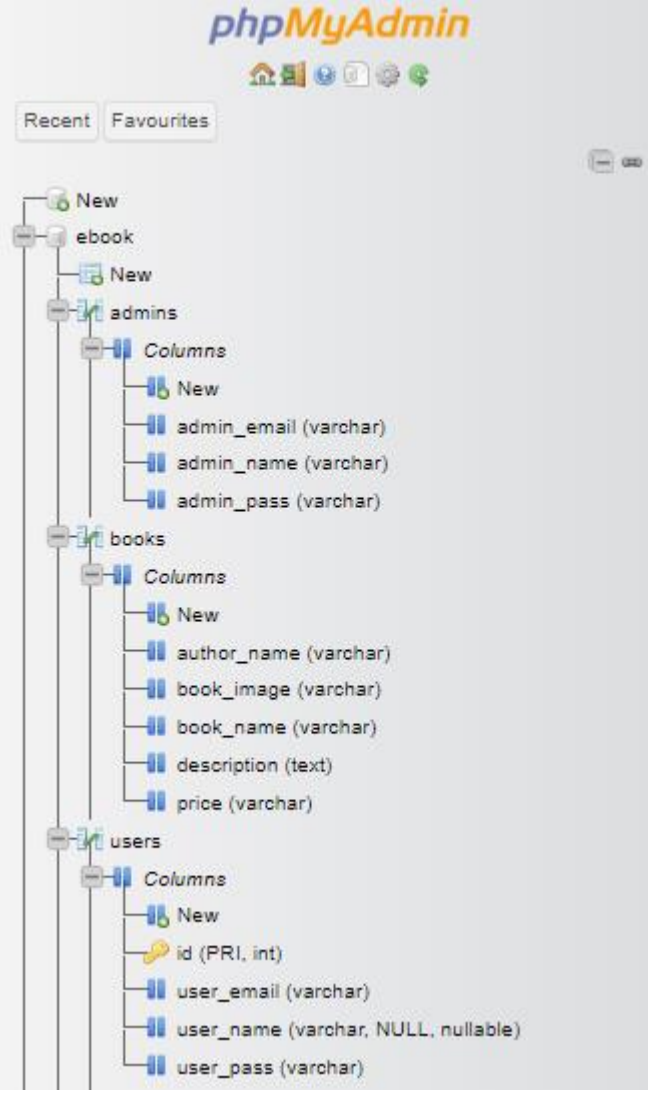
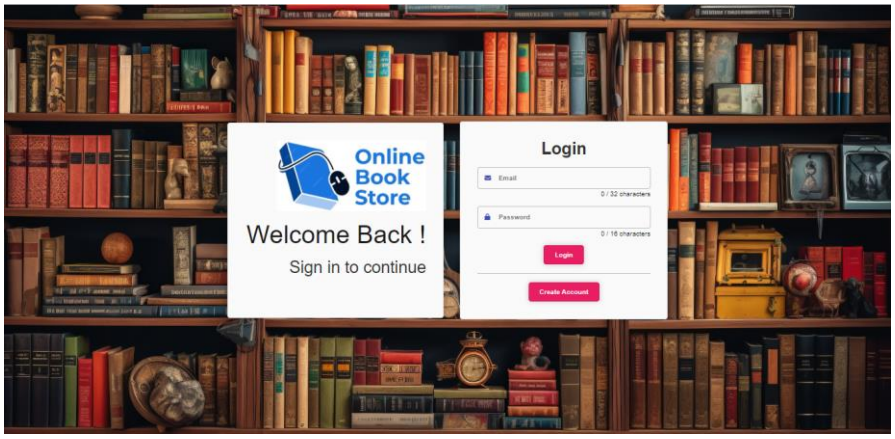


Fig 4

4.3 User Interface Design:

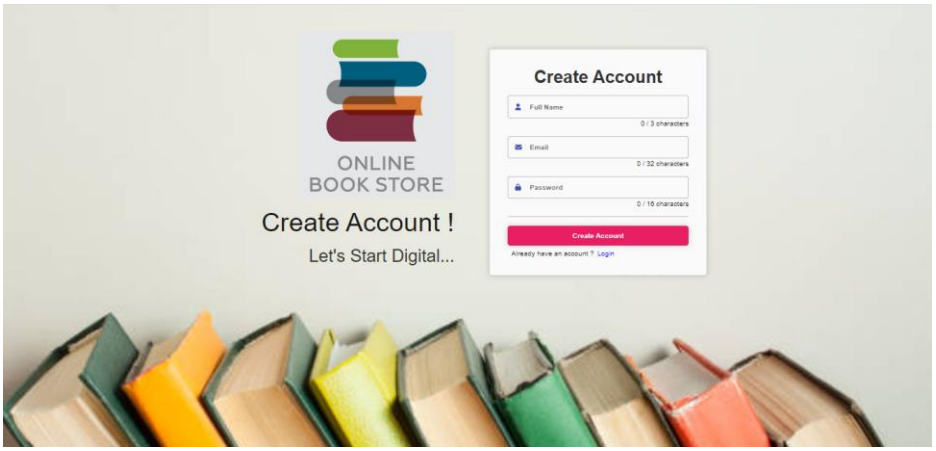
One of the most important factors in determining an application's user-friendliness is its user interface. Because it is the component with which the user interacts.

1. Register and Login Interface:



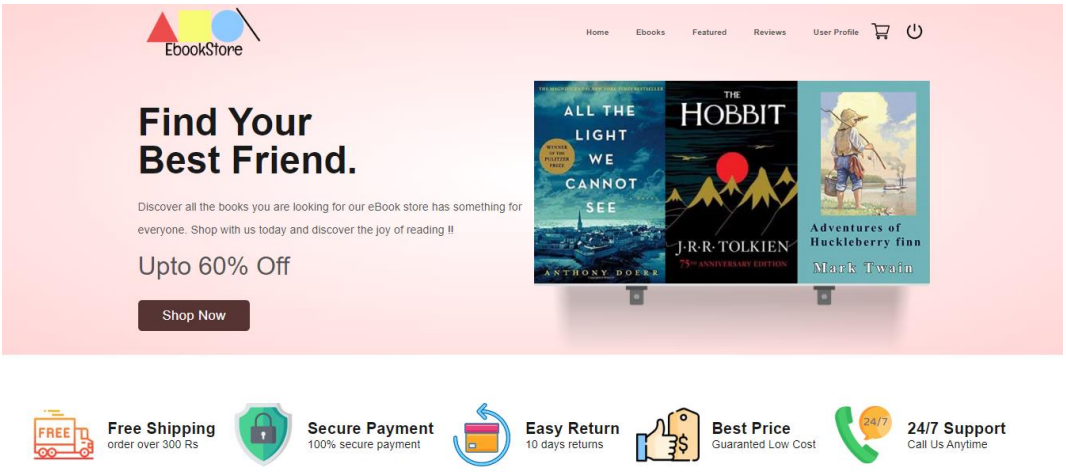
Login page

Fig 5



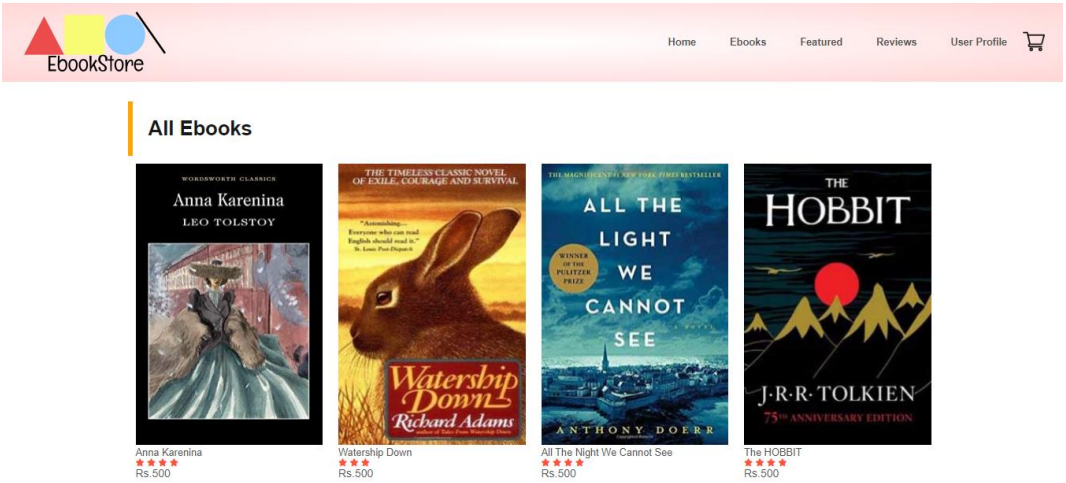
Create Account page

Fig 6



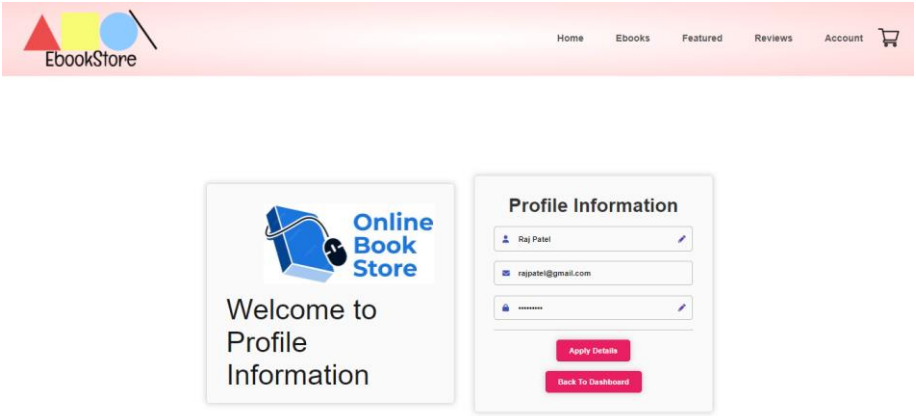
Dashboard page

Fig 7



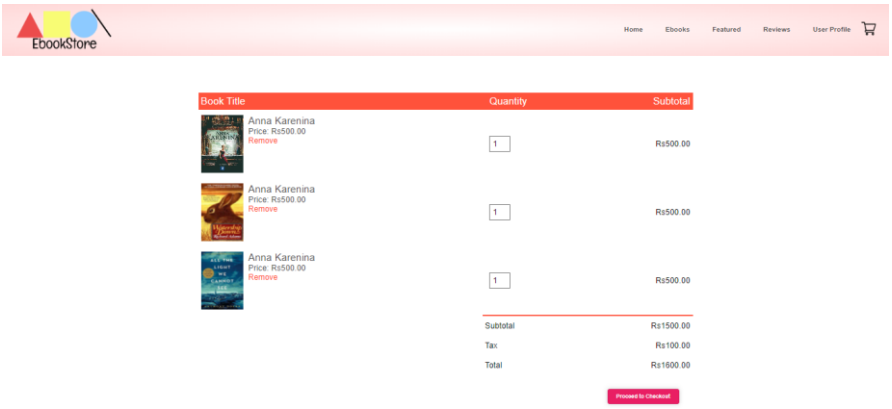
Books Collection Page

Fig 8



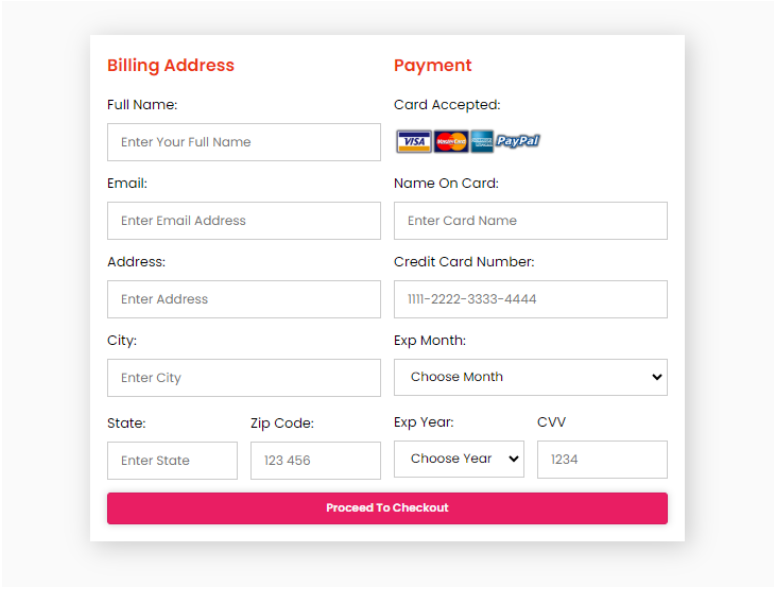
Profile Info Page

Fig 9



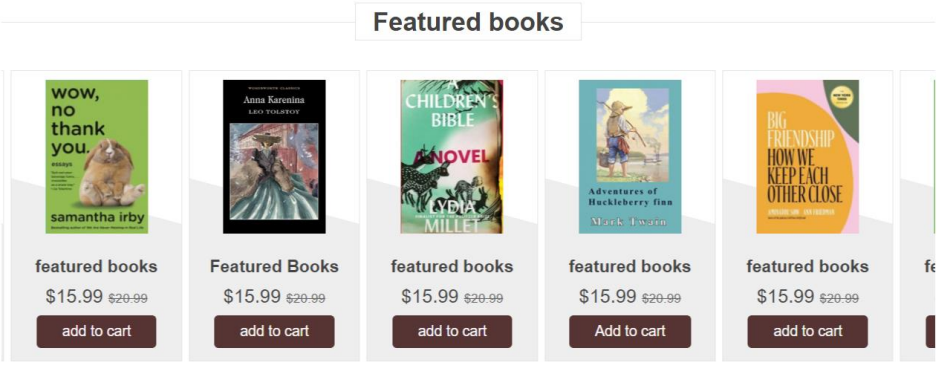
Cart Page

Fig 10



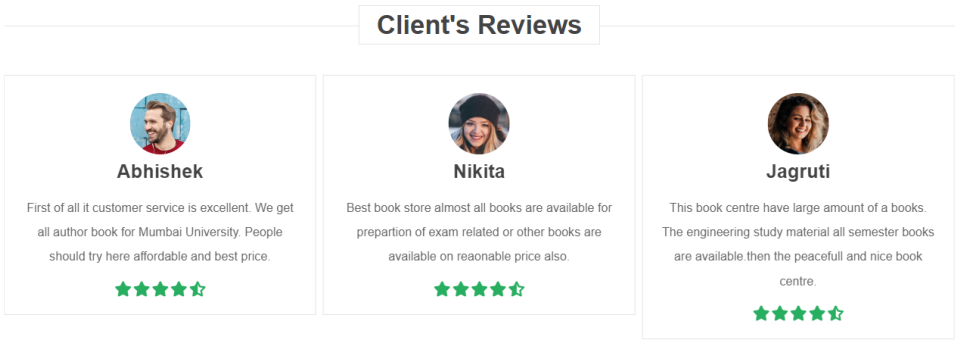
Checkout Page

Fig 11



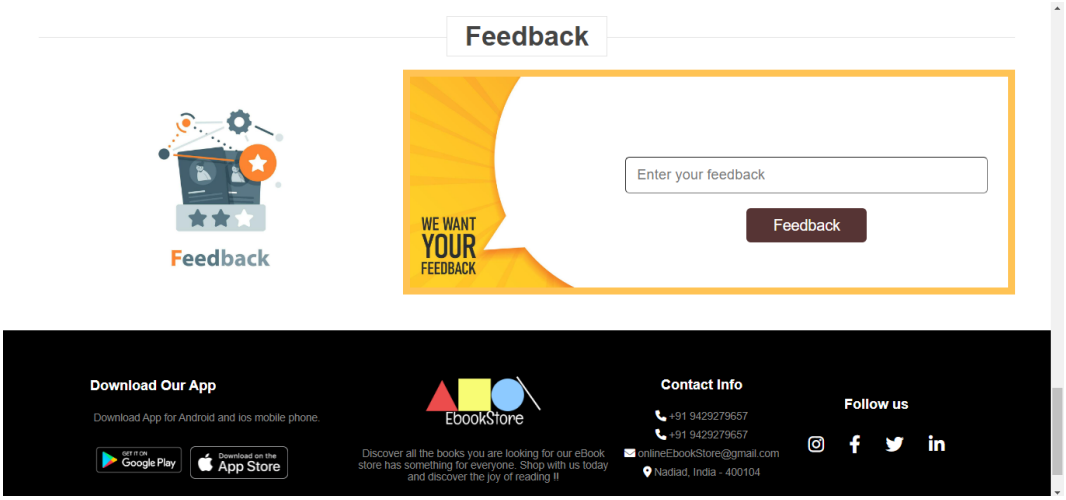
Featured Book Page

Fig 12



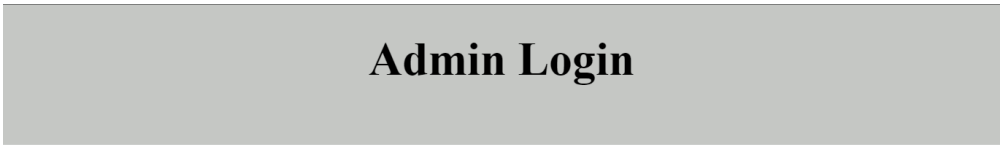
Client's Review Page

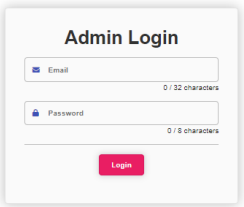
Fig 13



Feedback Page

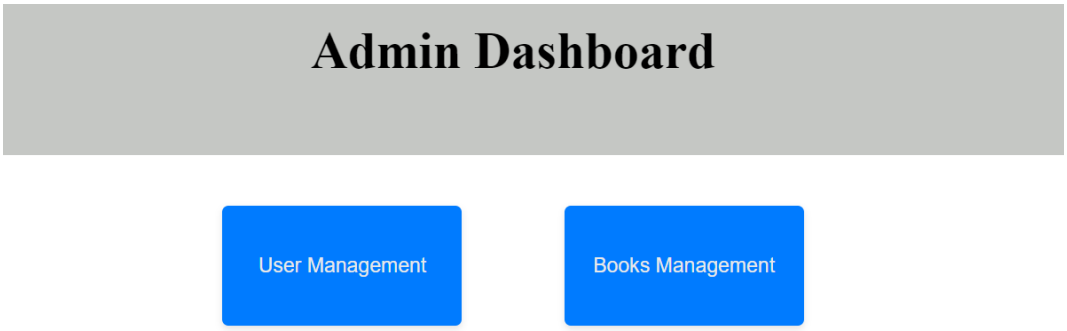
Fig 14



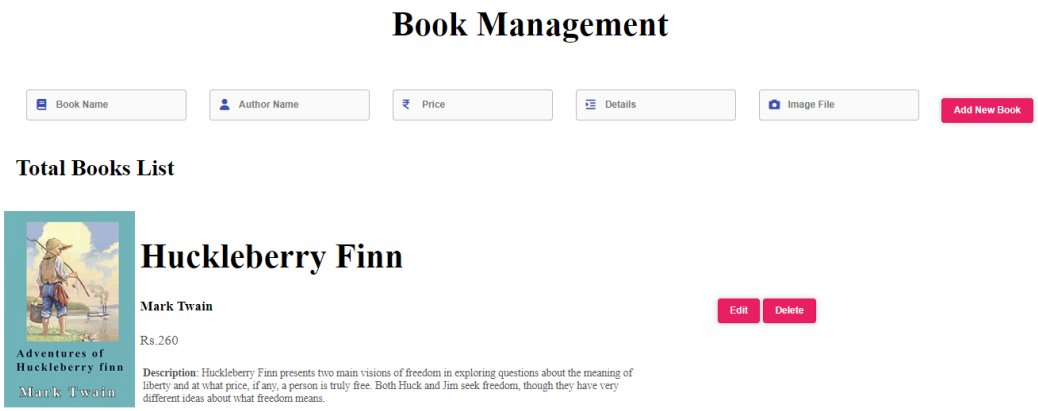


Admin Login

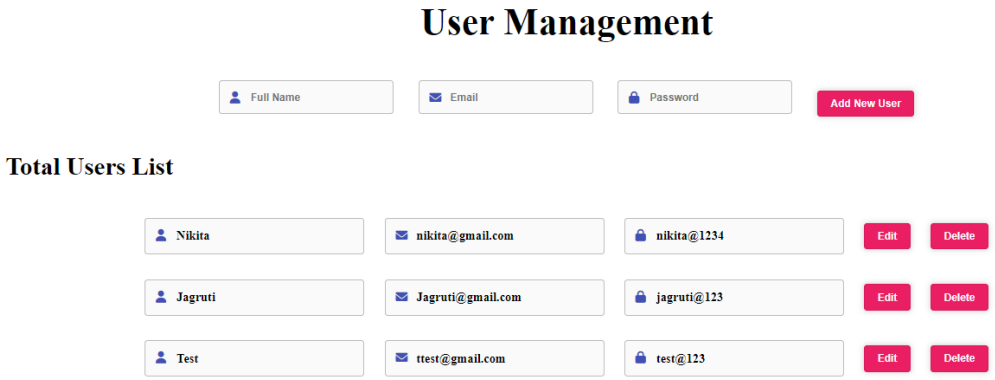
Fig 15



Admin Dashboard
Fig 16



Admin Book Management
Fig 17



Admin User Management
Fig 18

5 Conclusion and Future work

In conclusion, the development of an online eBook store website presents an opportunity by combining user-friendly interfaces, secure transactions, and a diverse catalog of eBooks, the platform aims to provide a seamless and enjoyable experience. The implementation plan, registration, catalog browsing, shopping cart management, and user profiles, follow a systematic approach to ensure the successful creation and deployment of a robust online eBook store.

Recommendation for Future Work

Software development is a never-ending process that maintains the software's life based on the changing needs of the user throughout time. The project will be designed with easy modification and enhancement in mind, which may be required from time to time. Because of limited time frame, I am unable to incorporate many things here. But I will attempt to cover all of the existing systems that the Online Book Store should consist of.
Provide an SMS service when orders are processed. By implementing this recommendation, users will be able to acquire relevant information from the system without having to enter the system or their email account.

As the Intranet deals with a considerable amount of sensitive information, improve security by putting in a standardized Firewall and Gateway methods to tighten security even more. Obtain an SSL Certificate to ensure that all transactions are conducted over a secure channel using https.

6 References

https://www.w3schools.com

https://www.tutorialspoint.com

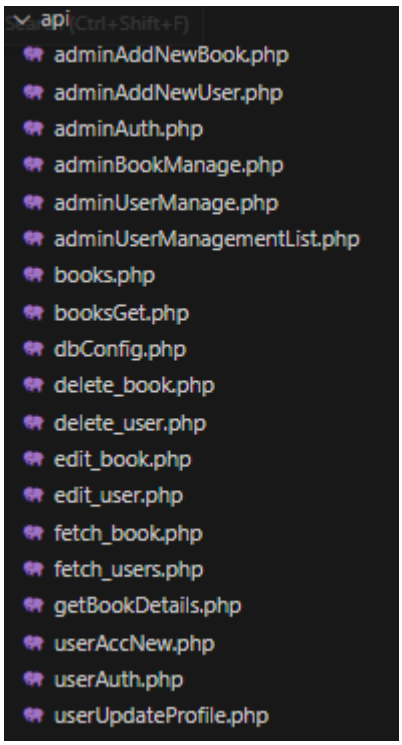
https://stackoverflow.com

https://www.w3schools.com/js

https://www.w3schools.com/php

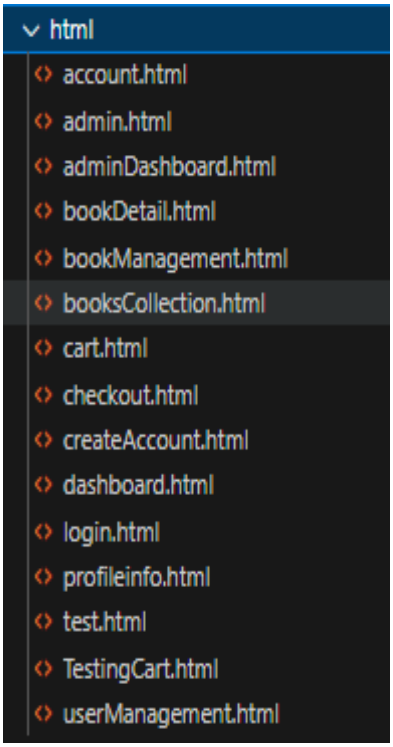
7 Appendix

Coding List



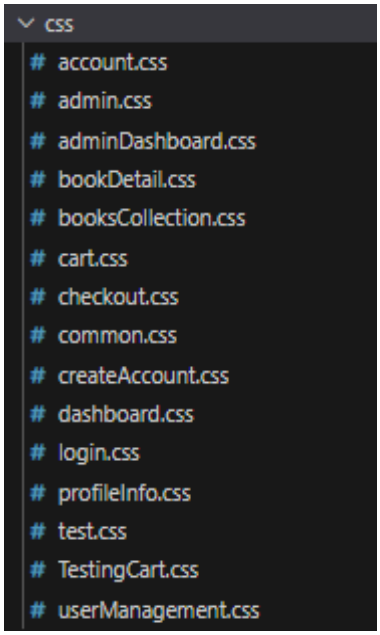
PHP API List

Fig 19



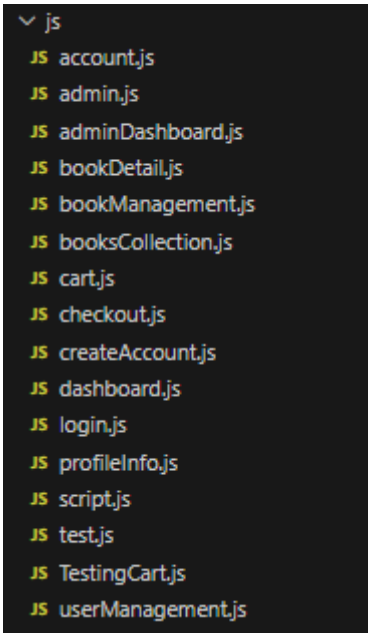
HTML Files

Fig 20



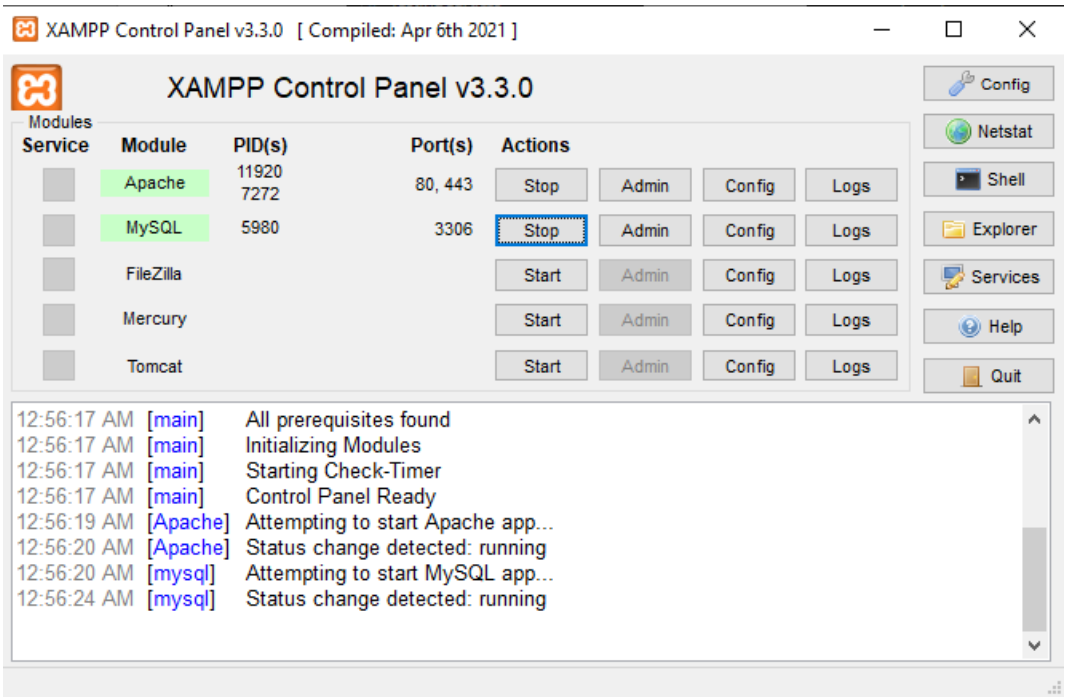
CSS Files

Fig 21



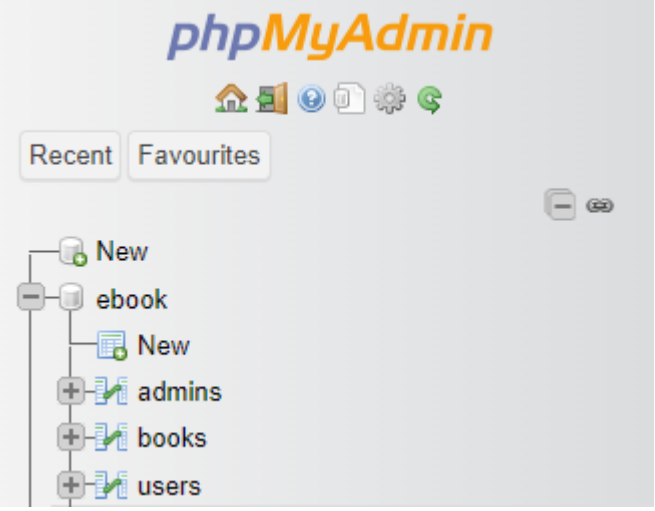
JavaScript Files

Fig 22



XAMPP

Fig 23



Data Tables

Fig 24