**Online Book-shopping**

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**Overview**

Online Book-Shopping System manage the business of shopping books in-line with current technologies and helps the customers to access the books and the writers to sells the fruits of their work.

A book writer can write books, but all writers can’t publish and sell books to users because of not only financial issues but also the credibility and peer reviewers. We are primary proposing this project to overcome this issue by developing a reliable, scalable, maintainable, modern and secured e-commerce system.

Business companies have had to change over the past decade in order to meet the demands of the digital age. Unlike before, modern customers require efficient services that provide real-time response and collaboration. The proposed project, Online Book-Shopping system will help the customers to access their preferred books and be informed as the new books as per their preference arrive.

This project aims to enhance the customer experience by incorporating real-time systems with everyday shopping. We are intending to use our effort to give our customer the user interface that their enjoy but also we will build a robust system by using recent learnt technologies mainly to enhance our knowledge and later to enrich this system with user experience after different feedback.

**Scope**

A general online system was suggested for this project, where, the interface designed would be used to sell books and to manage our customers. Therefore, a general and overall approach will be used to outline the system analysis, design and implementation. We intent to use wide range of technologies, security mechanism and databases.

We are willing to manage the whole life cycle of publishing a book and buying it, however the logistics of delivering the sold products will not be covered. Moreover, the design should extensible enough to meet the current and future demands of business including system variations.

**Objectives, Outputs and Targets**

E-commerce has substantially lowered the resource requirements needed to start and run a business. Moreover, it has enhanced customer experience because of the efficiency and conveniences it offers. Therefore, the overall goal/objective of this design is to capitalize on the efficiencies/ powerful performance offered by online shopping through enhanced customer experience.

Moreover, the system’s usability, functionalities and operational outcomes will be considered.

### Initial Use Cases

|  |  |  |
| --- | --- | --- |
| User cases (Actors) | | All online Shoppers : customers |
| Online Shopping: | User shopping cart | Delete items, Update books and Add books |
| Identification of products (Viewing available orders) | Authentication / Authorization and Identity |
| Making a purchase | Identity and verification |
| Order checkout | Identification and payment services |

Technologies

1. MySQL,
2. hibernate,
3. thymeleaf,
4. Spring security,
5. Spring MVC
6. Spring batch
7. Spring Integration