# MINI PROJECT REPORT

## On

# Online BookHub

Supervisor

**Mr.Piyush Vashistha**

**Developers**

**Aman Kumar Sharma (171500033)**
**Sandeep Singh (171500289)**
**Saurabh Chaudhary (171500298)**

Department of Computer Engineering and Applications

**Institute of Engineering and Technology**


**GLA UNIVERSITY**
**MATHURA-281001,INDIA**

# Acknowledgement

The Full stack course opportunity we had was a great chance for learning. Therefore, we consider ourself as a very lucky individuals as we were provided with an opportunity to be a part of it.

Bearing in mind previous we weer using this opportunity to express my deepest gratitude and special thanks to Mr. Pankaj kapoor who delivered lectures and made us understand the topic, guide and keep us on the correct path because of which it was possible for us to learn a total new things and implement in the real scenario easily. Providing us a platform to discuss with my colleagues and mentors socially.

We owe my wholehearted thanks to GLA University. The valuable information provided by them in their respective fields helped me a lot.

We perceive as this opportunity as a big milestone in our career development. We will strive to use gained skills and knowledge in the best possible way, and we will continue to work on the improvement, in order to attain desired career objectives.

**Aman Kumar Sharma (171500033)**
**Sandeep Singh (171500289)**
**Saurabh Chaudhary (171500298)**

## Declaration

I hereby declare that the work which is being presented in the Mini Project "**Online Website(BookBird)",** in partial fulfillment of the requirements for Mini Project viva voce, is an authentic record of my own work carried under the supervision of

**Mr.Piyush Vashistha.**

**Signature of Candidate:**

**Aman Kumar Sharma (171500033)**
**Sandeep Singh (171500289)**
**Saurabh Chaudhary (171500298)**

## Abstract

Our project is BookBird This is a website which helps students to search and buy all types of courses on internet. It is useful in the way that it makes an easier way to gain knowledge from internet. Bookbird is an interactive e-commerce solution providing users with an opportunity to buy on BookBird.

The purpose of the Online Bookhub is to automate the existing manual system by the help of computer software, fulfilling their requirements, so that their valuable data/information can be stored for a longer period with easy accessing and manipulation of the same. The required software and hardware are easily available and easy to work with.

The aim is to automate its existing manual system by the help of computerized equipments and full-fledged computer software, fulfilling their requirements, so that their valuable data/information can be stored for a longer period with easy accessing and manipulation of the same. Basically the describes how to manage for good performance and better services for the clients.

In this website we have many sections from which user can select their courses of their own field of interest.

The customer have to register to buy courses . The customer can view details of courses and he/she can preview the course to know more about it. He/she has to pay and will get lifetime access to the course.

# Contents

# CHAPTER-1
# Introduction

Online BookStore(BookBird)

Education, An integral part of our Indian Society and it is important for every individual to succeed in his life and help bring change to our world. In a country with more than 1.3 billion people living, for everyone individual education is essential. To keep learning and developing themselves and helping our environment, economy, social life be sustainable.

The "Online Bookstore " has been developed to override the problems prevailing in the learning practices of the individuals and provide better knowledge experience with supportive environment.

This website will reduce the hardships faced by the individuals and will carry out the requirements of the user in smooth and effective manner.

## 1.1 Benefits Of Online Education

1. Flexibility

   Students have the freedom to juggle their careers and school because they are not tied down to a fixed schedule.

2. Reduced Costs

   Online education can cost less due to a variety of reasons. For example, there is no cost for commuting. Assorted costs that are related to transport, such as fuel, parking, car maintenance, and public transportation costs don't affect the online student.

Functionalities Provided By the Website

- Manages Information of the courses
- Provides the searching facilities based on various factors.Such as Course,Course type

Modules

- Login Module:Used for managing the users of the System.
- Genre Type Module:Used for managing the details of Course type.
- Users Module:Used for managing the users of the sysem

1.2

Hardware Requirements:

- Minimum of 4gb ram with i3 processor
- Internet Connection

1.3

Software Requirements:

- CodeEditor (e.g Brackets,Visual Studio,Sublime Text)

1.4

Technologies Used

- HTML,CSS,bootstrap,Javascript

## CHAPTER-2
## **WEB Development:**

**Web development** is a broad term for the work involved in developing a web site for the Internet (World Wide Web) or an intranet (a private network). Web development can range from developing the simplest static single page of plain text to the most complex web-based internet applications, electronic businesses, and social network services. A more comprehensive list of tasks to which web development commonly refers, may include webengineering, web design, web content development, client liaison, client-side/side scripting, web server and network security configuration, and e-commerce development. Among web professionals, "web development" usually refers to the main non-design aspects of building web sites: writing markup and coding. Most recently Web development has come to mean the creation of content management systems or CMS. These CMS can be made from scratch, proprietary or open source. In broad terms the CMS acts as middleware between the database and the user through the browser. A principle benefit of a CMS is that it allows non-technical people to make changes to their web site without having technical knowledge.

For larger organizations and businesses, web development teams can consist of hundreds of people (web developers) and follow standard methods like Agile methodologies while developing websites. Smaller organizations may only require a single permanent or contracting developer, or secondary assignment to related job positions such as a graphicdesigner or information systems technician. Web development may be a collaborative effort between departments rather than the domain of a designated department. There are three kind of web developer specialization: front-end developer, back-end developer, and full-stack developer.

## 2.1 WEB-SITE

A **website** is a collection of related web pages, including multimedia content, typically identified with a common domain name, and published on at least one web server. A website may be accessible via a public Internet Protocol (IP) network, such as the Internet, or a private local area network (LAN), by referencing a uniform resource locator (URL) that identifies the site.

Websites have many functions and can be used in various fashions; a website can be a personal website, a commercial website for a company, a government website or a non-profitorganization website. Websites are typically dedicated to a particular topic or purpose, ranging from entertainment and social networking to providing news and education. All publicly accessible websites collectively constitute the World Wide Web, while private websites, such as a company's website for its employees, and are typically a part of an intranet.

suitable markup anchors. Web pages are accessed and transported with the Hypertext TransferProtocol (HTTP), which may optionally employ encryption (HTTP Secure, HTTPS) to provide security and privacy for the user. The user's application, often a web browser, renders the page content according to its HTML markup instructions onto a display terminal.

Hyperlinking between web pages conveys to the reader the site structure and guides the navigation of the site, which often starts with a home page containing a directory of the site web content. Some websites require user registration or subscription to access content. Examples of subscription websites include many business sites, news websites, academicjournal websites, gaming websites, file-sharing websites, message boards, web-based email,social networking websites, websites providing real-time stock market data, as well as sites providing various other services. As of 2016 end users can access websites on a range of devices, including desktop and laptop computers, tablet computers, smartphones and smartTVs.

A web site consists of web pages which are interconnected to each other and contain various data and functionalities.

## 2.2 WEB-PAGE

A **web page**, or **webpage**, is a document that is suitable for the World Wide Web and web browsers. A web browser displays a web page on a monitor or mobile device. The web page is what displays, but the term also refers to a computer file, usually written in HTML or comparable markup language. Web browsers coordinate the various web resource elements for the written web page, such as style sheets, scripts, and images, to present the web page.

Typical web pages provide hypertext that includes a navigation bar or a sidebar menu to other web pages via hyperlinks, often referred to as links.

On a network, a web browser can retrieve a web page from a remote web server. On a higher level, the web server may restrict access to only a private network such as a corporate .

# CHAPTER-3

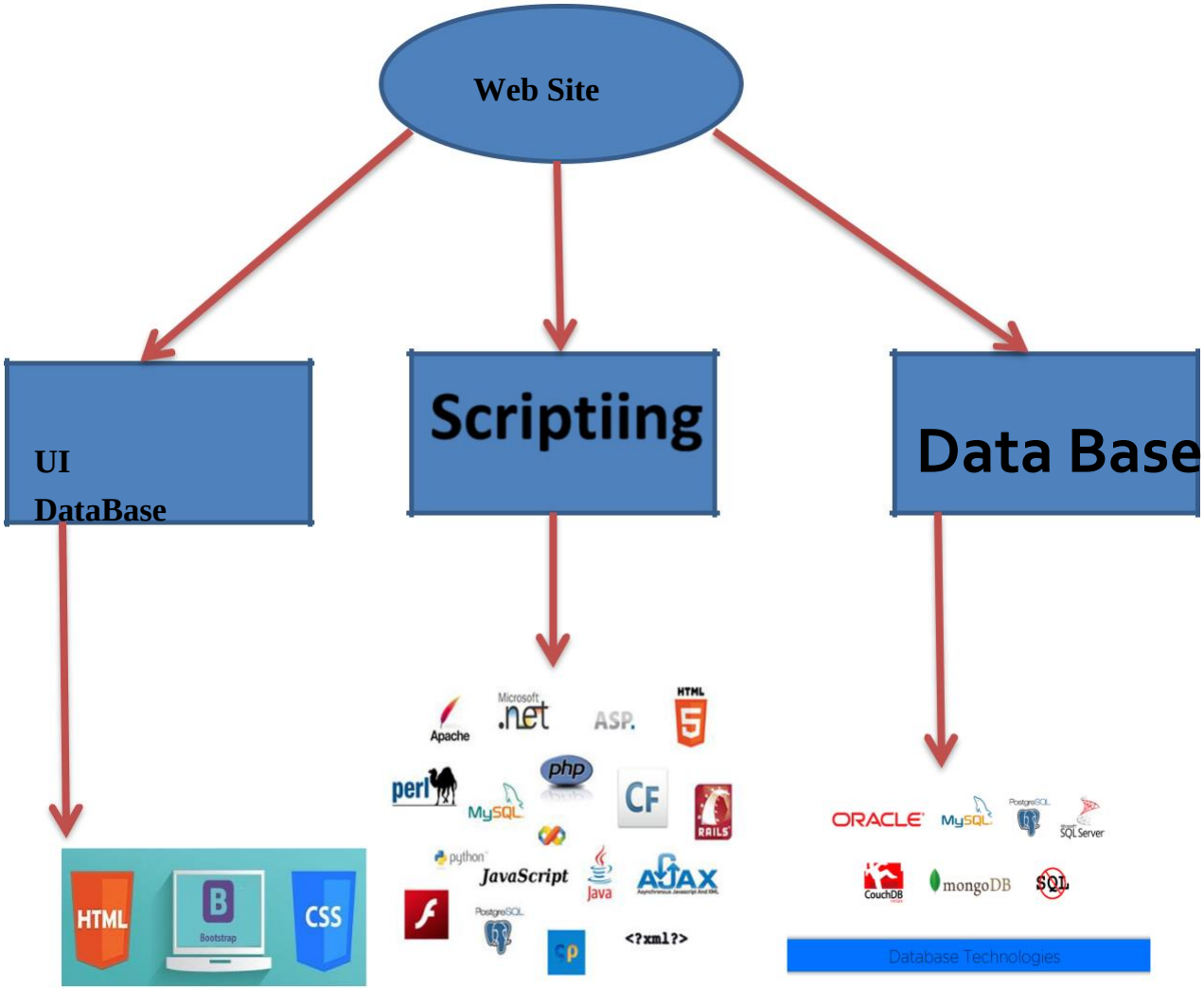
## WEBSITE Creation

Creating a web site requires multiple steps which includes the following:

Creating a UI(User interface)

Scripting(Both at server end and client end)

Creating a backend or the database




## 3.1 UI DEVELOPMENT

Technologies that are mostly used to develop a User Interface are:

- HTML
- CSS
- Javascript

## 3.1 HTML

**Hypertext Markup Language** (**HTML**) is the standard markup language for creating web pages and web applications. With Cascading Style Sheets (CSS) and JavaScript it forms a triad of cornerstone technologies for the World Wide Web. Web browsers receive HTML documents from a webserver or from local storage and render them into multimedia web pages. HTML describes the structure of a web page semantically and originally included cues for the appearance of the document.

HTML elements are the building blocks of HTML pages. With HTML constructs, images and other objects, such as interactive forms, may be embedded into the rendered page. It provides a means to create structured documents by denoting structural semantics for text such as headings, paragraphs, lists, links, quotes and other items. HTML elements are delineated by tags, written using angle brackets. Tags such as <img /> and <input /> introduce content into the page directly. Others such as ... surround and provide information about document text and may include other tags as sub-elements. Browsers do not display the HTML tags, but use them to interpret the content of the page.

HTML can embed programs written in a scripting language such as JavaScript which affect the behavior and content of web pages. Inclusion of CSS defines the look and layout of content. The World Wide Web Consortium (W3C), maintainer of both the HTML and the CSS standards, has encouraged the use of CSS over explicit presentational HTML since 1997.

HTML markup consists of several key components, including those called tags (and their attributes), character-based data types, character references and entity references. HTML tags most commonly come in pairs like <h1> and </h1>, although some represent empty elements and so are unpaired, for example <img>. The first tag in such a pair is the start tag, and the second is the end tag (they are also called opening tags and closing tags).

Another important component is the HTML document type declaration, which triggers standards mode rendering.

The following is an example of the classic Hello world program, a common test employed for comparing programming languages, scripting languages and markup languages. This example is made using 9 lines of code:

General Syntax of HTML

```
<!DOCTYPE html>
<html>
    <head>
        <title>This is a title</title>
    </head>
  <body>
        <p>Hello world!</p>
  </body>
</html>
```

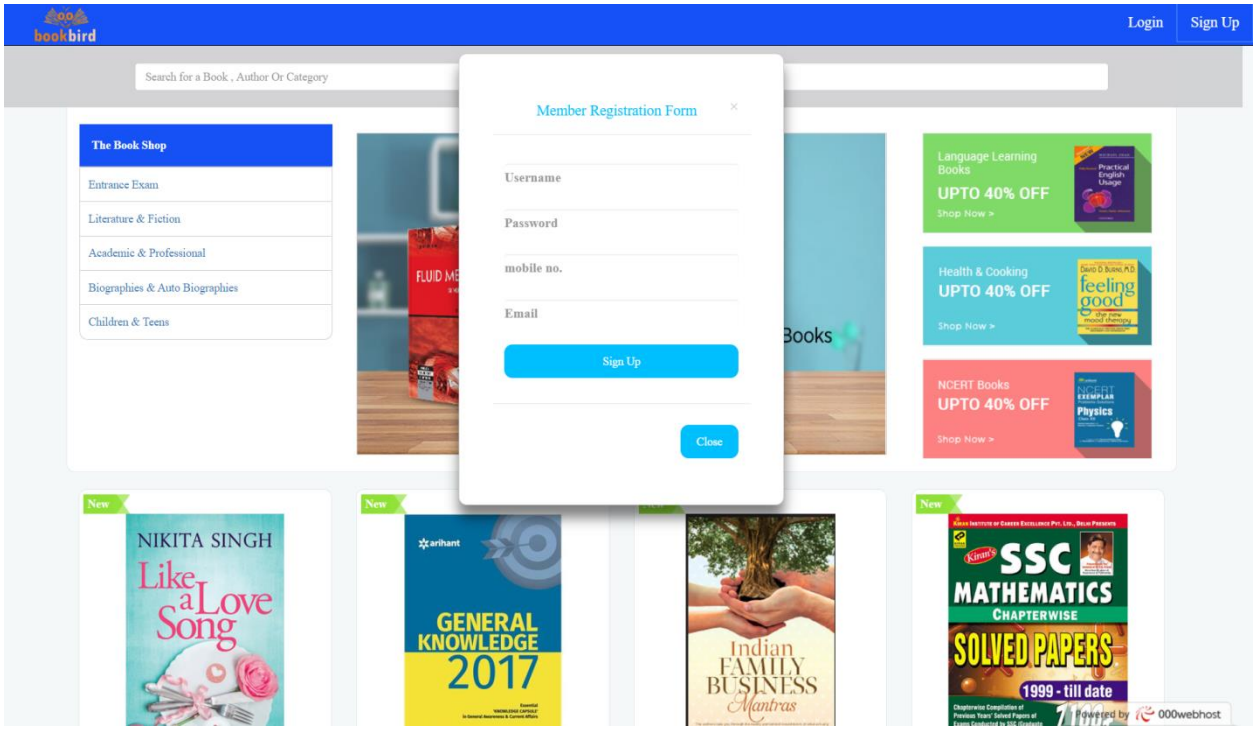
(The text between <html> and </html> describes the web page, and the text between <body> and </body> is the visible page content. The markup text "<title>This is a title</title>" defines the browser page title.)

The Document Type Declaration <!DOCTYPE html> is for HTML5. If a declaration is not included, various browsers will revert to "quirks mode"for rendering.

**Index.html file CODE**

**<!-- Page Preloader -->**

**<!-- Header section -->**



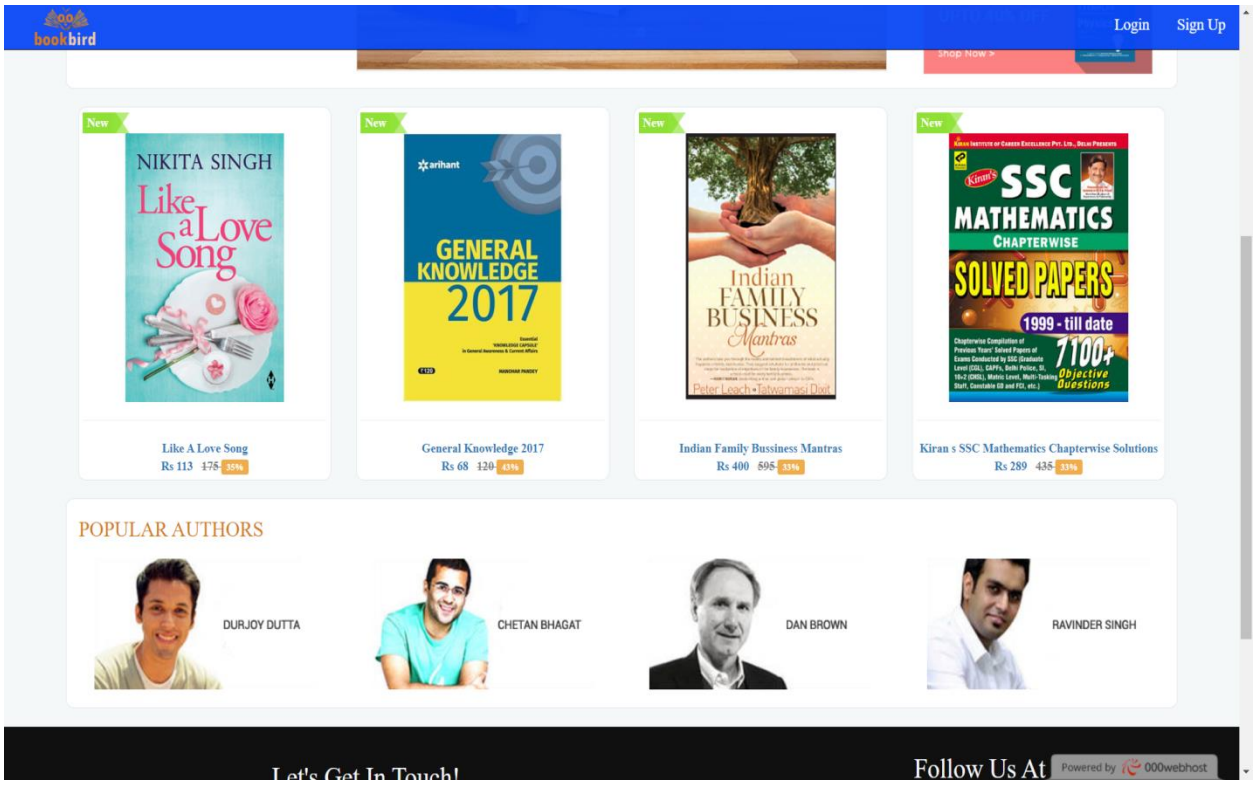

<header class="header-section">

<img src="img/logo.png" alt="">

```
</div>
</div>
<div class="col-lg-9 col-md-9">
<a href="class="site-btn header-btn">Login</a>
<nav class="main-menu">
<ul>
<li><a href="index.html">Home</a></li>
<li><a href="#">About us</a></li>
<li><a href="courses.html">Courses</a></li>
<li><a href="blog.html">News</a></li>
<li><a href="contact.html">Contact</a></li>
</ul>
</nav>
</div>
</div>
</div>
</header>
```

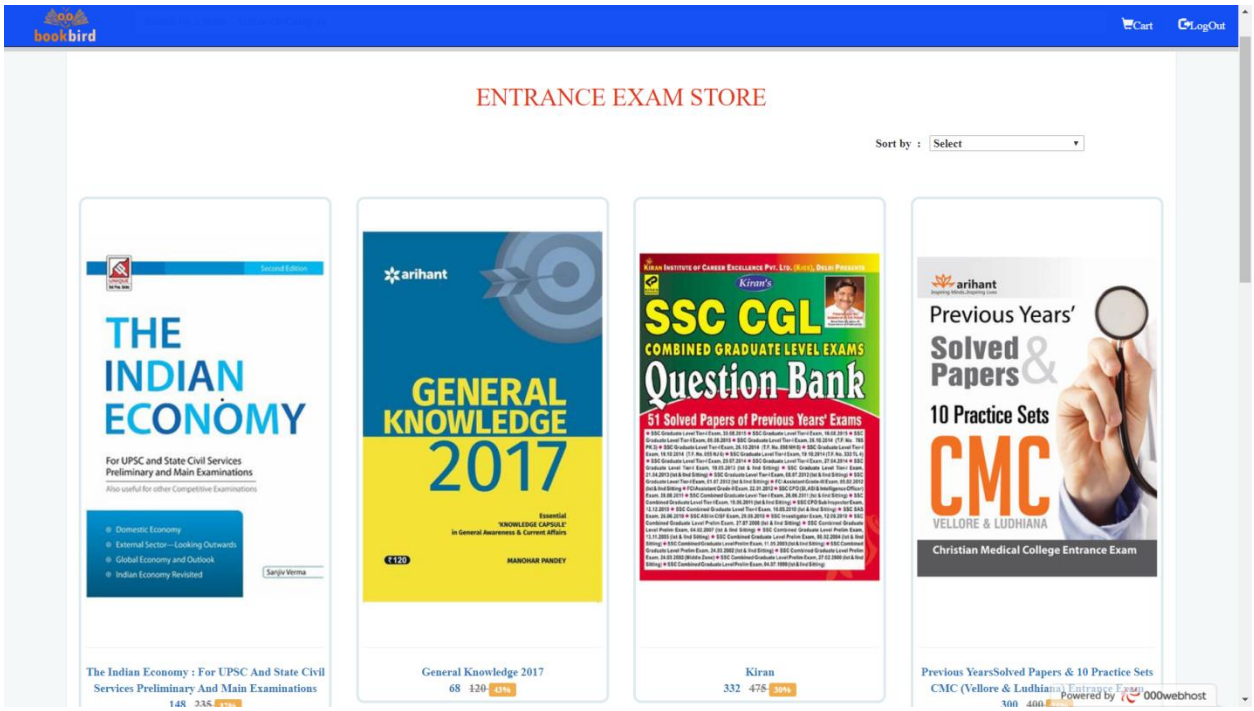
**<!-- Header section end -->**

**<!-- Hero section -->**




```
<section class="hero-section set-bg" data-setbg="img/bg.jpg">
<div class="container">
<div class="hero-text text-white">
<h2>Get The Best Free Online Courses</h2>
<p>Here you can improve your weak points and start from scratch from Zero to becoming a Hero.</p>
</div>
<div class="row">
<div class="col-lg-10 offset-lg-1">
<form class="intro-newsletter">
<input type="text" placeholder="Name">
<input type="text" class="last-s" placeholder="E-mail">
<button class="site-btn">Sign Up Now</button>
</form>
```

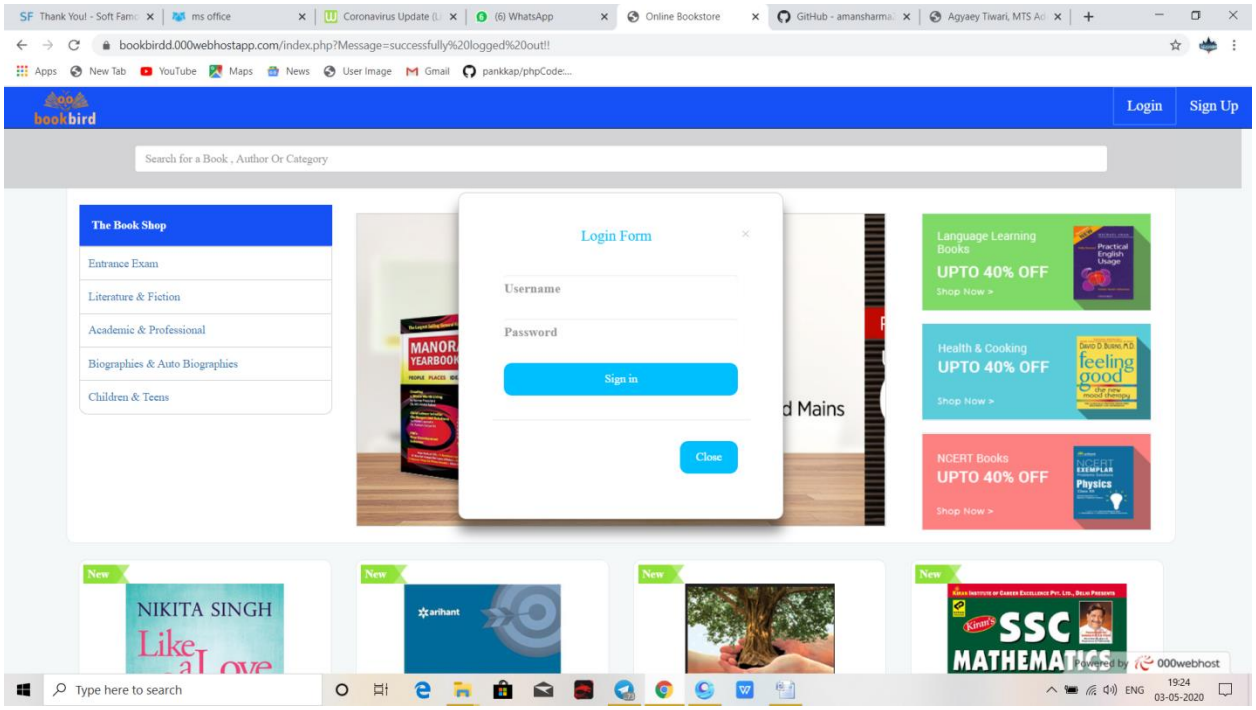
```
        </div>
        </div>
        </div>
        </section>
        <!-- Hero section end -->
<!-- categories section -->
```




```
        <section class="categories-section spad">
        <div class="container">
        <div class="section-title">
        <h2>Our Course Categories</h2>
        <p>Best of the best courses provided to nurture your inexperienced skills and have confidence in your skills </p>
        </div>
```

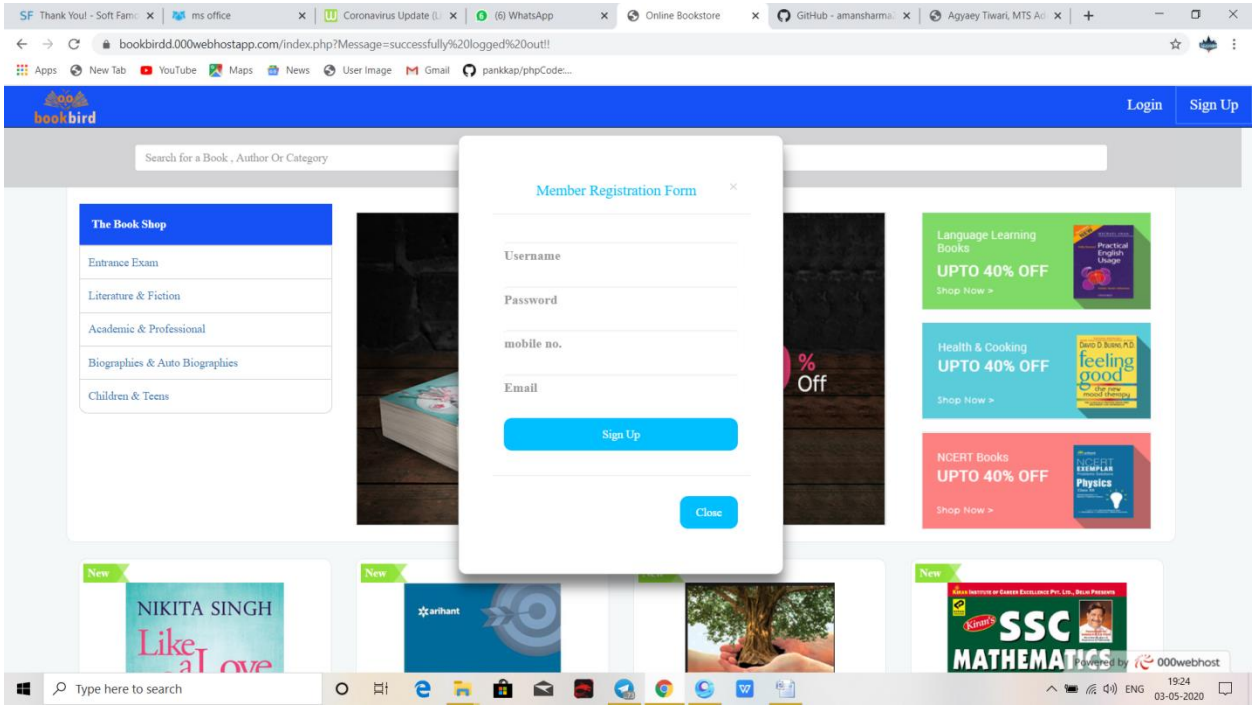
```
<div class="row">
<!-- categorie -->
<div class="col-lg-4 col-md-6">
<div class="categorie-item">
<div class="ci-thumb set-bg" data-setbg="img/categories/1.jpg"></div>
<div class="ci-text">
<h5>IT Development</h5>
<p>Learn the best IT courses to improve your programming skils </p>
<span>120 Courses</span>
</div>
</div>
</div>
<!-- categorie -->
<div class="col-lg-4 col-md-6">
<div class="categorie-item">
<div class="ci-thumb set-bg" data-setbg="img/categories/2.jpg"></div>
>
<!-- categorie -->
<!-- categories section end -->
```

## <!—login Section section -->




## <!-- login section end -->

## <!-- Signup section start -->




## <!-- Signup section end -->

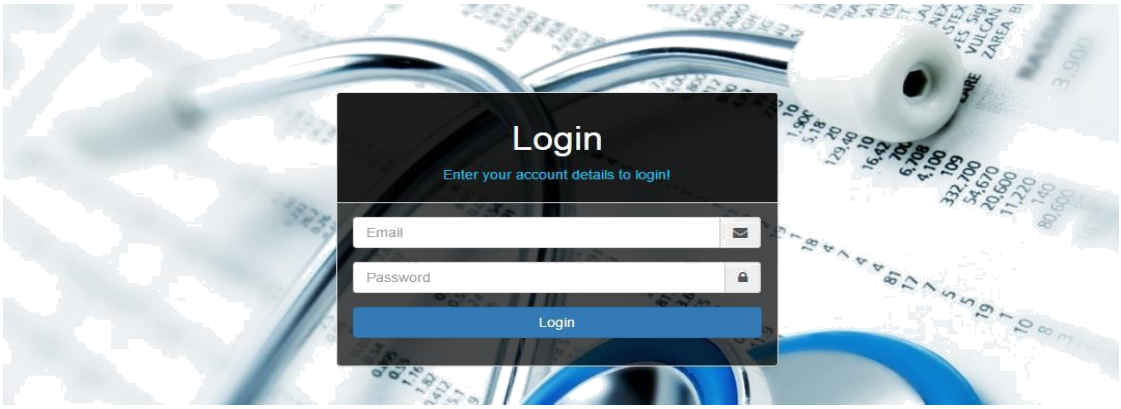
## 3.2 CSS

**Cascading Style Sheets** (**CSS**) is a style sheet language used for describing the presentation of a document written in a markup language. Although most often used to set the visual style of web pages and user interfaces written in HTML and XHTML, the language can be applied to any XML document, including plain XML, SVG and XUL, and is applicable to rendering in speech, or on other media. Along with HTML and JavaScript, CSS is a cornerstone technology used by most websites to create visually engaging webpages, user interfaces for web applications, and user interfaces for many mobile applications.

CSS is designed primarily to enable the separation of presentation and content, including aspects such as the layout, colors, and fonts. This separation can improve content accessibility, provide more flexibility and control in the specification of presentation characteristics, enable multiple HTML pages to share formatting by specifying the relevant CSS in a separate .css file, and reduce complexity and repetition in the structural content.

Separation of formatting and content makes it possible to present the same markup page in different styles for different rendering methods, such as on-screen, in print, by voice (via speech-based browser or screen reader), and on Braille-based tactile devices. It can also display

**After using CSS in HTML Page**




**/* buttons */**

```
.site-btn {
display: inline-block;
min-width: 196px;
text-align: center;
border: none;
padding: 15px 10px;
font-weight: 600;
font-size: 16px;
position: relative;
color: #fff;
cursor: pointer;
```

```
background: #d82a4e;
}

.site-btn:hover {
color: #fff;
}

.site-btn.btn-dark {
background: #000;
}
.site-btn.btn-fade {
background: #e4edef;
color: #1f1f1f;
}

/* Preloader */

#preloder {
position: fixed;
width: 100%;
height: 100%;
top: 0;
left: 0;
z-index: 999999;
background: #fff;
}
```

.

/*----------

**Header section**

----------*/

```
.header-section {
position: absolute;
width: 100%;
top: 0;
left: 0;
padding-top: 60px;
}

.site-logo {
display: inline-block;
}

.main-menu ul {
list-style: none;
}

.main-menu ul li {
display: inline;
}
```

```
.main-menu ul li a {
display: inline-block;
font-size: 16px;
color: #fff;
margin-left: 45px;
font-weight: 600;
padding: 20px 0 5px;
}

.main-menu ul li a:hover {
color: #d82a4e;
}

.header-btn {
float: right;
margin-right: 0;
}

.nav-switch {
display: none;
}
```

## 3.3 BOOTSTRAP

**Bootstrap** is a free and open-source front-end web framework for designing websites and web applications. It contains HTML- and CSS-based design templates for typography, forms, buttons, navigation and other interface components, as well as optional JavaScript extensions. Unlike many web frameworks, it concerns itself with front-end development only.

Bootstrap is the second most-starred project on GitHub, with more than 107,000 stars and 48,000 forks.

Bootstrap, originally named Twitter Blueprint, was developed by Mark Otto and Jacob Thornton at Twitter as a framework to encourage consistency across internal tools. Before Bootstrap, various libraries were used for interface development, which led to inconsistencies and a high maintenance burden. According to twitter developer Mark Otto:

"A super small group of developers and I got together to design and build a new internal tool and saw an opportunity to do something more. Through that process, we saw ourselves build something much more substantial than another internal tool. Months later, we ended up with an early version of Bootstrap as a way to document and share common design patterns and assets within the company."

After a few months of development by a small group, many developers at Twitter began to contribute to the project as a part of Hack Week, a hackathon-style week for the Twitter development team. It was renamed from Twitter Blueprint to Bootstrap, and released as an open source project on August 19, 2011. It has continued to be maintained by Mark Otto, Jacob Thornton, and a small group of core developers, as well as a large community of contributors.

Installing and linking bootstrap to the HTML page:

Install bootstrap from https://getbootstrap.com/

Copy the bootstrap.min.css file to your CSS folder and link it to the HTML page in the similar manner to how any other CSS file is linked.

Link the bootstrap.min.js file which is present in the JS folder of the bootstrap. It can be linked using script tag.

Eg: <script src="url to bootstrap.min.js"></script>

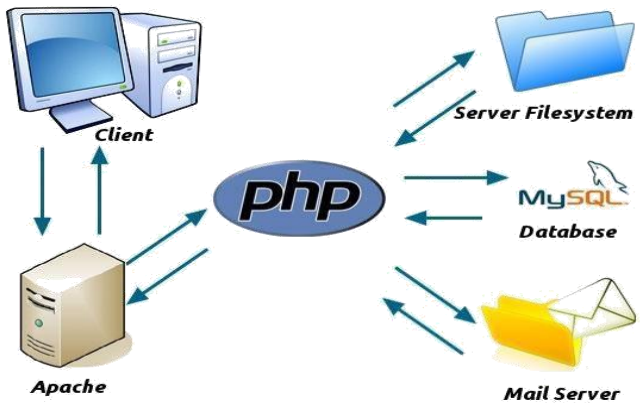
Now use bootstrap classes to reduce the work of designing which was earlier done through CSS.

## 3.4 PHP

**PHP** is a server-side scripting language designed primarily for web development but also used as a general-purpose programming language. Originally created by RasmusLerdorf in 1994, the PHP reference implementation is now produced by The PHP Development Team. PHP originally stood for *Personal Home Page*, but it now stands for the recursive acronym *PHP: Hypertext Preprocessor*.

PHP code may be embedded into HTML or HTML5 markup, or it can be used in combination with various web template systems, web content management systems and web frameworks. PHP code is usually processed by a PHP interpreter implemented as a module in the web server or as a Common Gateway Interface (CGI) executable. The web server software combines the results of the interpreted and executed PHP code, which may be any type of data, including images, with the generated web page. PHP code may also be executed with a command-line interface (CLI) and can be used to implement standalonegraphical applications.

The standard PHP interpreter, powered by the Zend Engine, is free software released under the PHP License. PHP has been widely ported and can be deployed on most web servers on almost every operating system and platform, free of charge.



### 3.4.1 CLIENT SIDE SCRIPTING

Client-side scripting is changing interface behaviors within a specific web page in response to mouse or keyboard actions, or at specified timing events. In this case, the dynamic behavior occurs within the presentation. The client-side content is generated on the user's local computer system.

Such web pages use presentation technology called rich interfaced pages. Client-side scripting languages like JavaScript or ActionScript, used for Dynamic HTML (DHTML) and Flash technologies respectively, are frequently used to orchestrate media types (sound, animations, changing text, etc.) of the presentation. Client-side scripting also allows the use of

remote scripting, a technique by which the DHTML page requests additional information from a server, using a hidden frame, XML Http Requests, or a Web service.

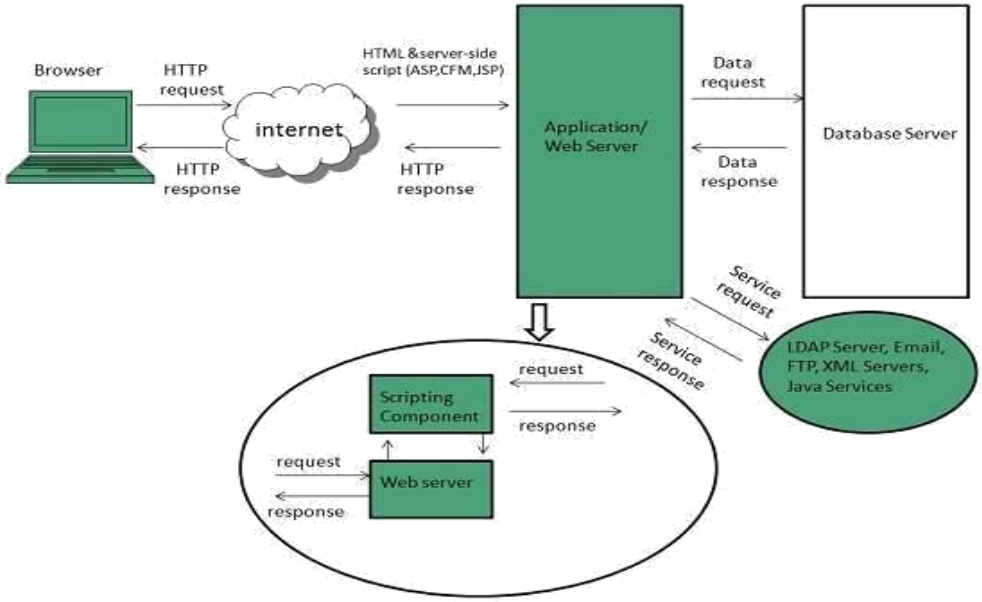
The first widespread use of JavaScript was in 1997, when the language was standardized as ECMAScript and implemented in Netscape 3.

Example:

The client-side content is generated on the client's computer. The web browser retrieves a page from the server, then processes the code embedded in the page (typically written in JavaScript) and displays the retrieved page's content to the user.

The most popularly used client side scripting languages is **Java Script**. Flow of request from

browser to server:




## 3.5 DATABASE

A **database** is an organized collection of data. It is the collection of schemas, tables, queries, reports, views, and other objects. The data are typically organized to model aspects of reality in a way that supports processes requiring information, such as modelling the availability of rooms in hotels in a way that supports finding a hotel with vacancies.

A **database management system** (**DBMS**) is a computer software application that interacts with the user, other applications, and the database itself to capture and analyze data. A general-purpose DBMS is designed to allow the definition, creation, querying, update, and administration of databases. Well-known DBMSs include

MySQL, PostgreSQL, MongoDB, MariaDB, Microsoft SQL Server, Oracle, Sybase, SAP HANA, MemSQL and IBM DB2. A

database is not generally portable across different DBMSs, but different DBMS can interoperate by using standards such as SQL and ODBC or JDBC to allow a single application to work with more than one DBMS. Database management systems are often classified according to the database model that they support; the most popular database systems since the 1980s have all supported the relational model as represented by the SQL language. Sometimes a DBMS is loosely referred to as a "database".

## 3.4 SQL

Originally based upon relational algebra and tuple relational calculus, SQL consists of a data definition language, data manipulation language, and data control language. The scope of SQL includes data insert, query, update and delete, schema creation and modification, and data access control. Although SQL is often described as, and to a great extent is, a declarative language (4GL), it also includes procedural elements.

SQL was one of the first commercial languages for Edgar F. Codd'srelational model, as described in his influential 1970 paper, "A Relational Model of Data for Large Shared Data Banks." Despite not entirely adhering to the relational model as described by Codd, it became the most widely used database language.

SQL became a standard of the American National Standards Institute (ANSI) in 1986, and of the International Organization for Standardization (ISO) in 1987. Since then, the standard has been revised to include a larger set of features. Despite the existence of such standards, most SQL code is not completely portable among different database systems without adjustments.

## 3.5 QUERIES

The most common operation in SQL, the query, makes use of the declarative SELECT statement. SELECT retrieves data from one or more tables, or expressions. Standard SELECT statements have no persistent effects on the database. Some non-standard implementations of SELECT can have persistent effects, such as the SELECT INTO syntax provided in some databases.

Queries allow the user to describe desired data, leaving the database management system (DBMS) to carry out planning, optimizing, and performing the physical operations necessary to produce that result as it chooses.

A query includes a list of columns to include in the final result, normally immediately following the SELECT keyword. An asterisk ("*") can be used to specify that the query should return all columns of the queried tables. SELECT is the most complex statement in SQL, with optional keywords and clauses that include:

The FROM clause, which indicates the table(s) to retrieve data from. The FROM clause can include optional JOINsubclauses to specify the rules for joining tables. The WHERE clause includes a comparison predicate, which restricts the rows returned by the query. The WHERE clause eliminates all rows from the result set where the comparison predicate does not evaluate to True.

The GROUP BY clause projects rows having common values into a smaller set of rows. GROUP BY is often used in conjunction with SQL aggregation functions or to eliminate duplicate rows from a result set. The WHERE clause is applied before the GROUP BY clause.

The HAVING clause includes a predicate used to filter rows resulting from the GROUP BY clause. Because it acts on the results of the GROUP BY clause, aggregation functions can be used in the HAVING clause predicate.

The ORDER BY clause identifies which column[s] to use to sort the resulting data, and in which direction to sort them (ascending or descending). Without an ORDER BY clause, the order of rows returned by an SQL query is undefined. The DISTINCT keyword eliminates duplicate data.

# CHAPTER-4
# SCRIPTING LANGUAGES
# JAVA SCRIPT

**JavaScript**, often abbreviated as "JS", is a high-level, dynamic, untyped, and interpreted run-time language. It has been standardized in the ECMAScript language specification. Alongside HTML and CSS, JavaScript is one of the three core technologies of World Wide Web content production; the majority of websites employ it, and all modern Webbrowsers support it without the need for plug-ins. JavaScript is prototype-based with first-classfunctions, making it a multi-paradigm language, supporting object-oriented, imperative, and functional programming styles. It has an API for working with text, arrays, dates and regularexpressions, but does not include any I/O, such as networking, storage, or graphics facilities, relying for these upon the host environment in which it is embedded.

Although there are strong outward similarities between JavaScript and Java, including language name, syntax, and respective standard libraries, the two are distinct languages and differ greatly in their design. JavaScript was influenced by programming languages such as self and Scheme.

JavaScript is also used in environments that are not Web-based, such as PDF documents, site-specific browsers, and desktop widgets. Newer and faster JavaScript virtualmachines (VMs) and platforms built upon them have also increased the popularity of JavaScript for server-side Web applications. On the client side, developers have traditionally implemented JavaScript as an interpreted language, but more recent browsers perform just-in-timecompilation. Programmers also use JavaScript in video-game development, in crafting desktop and mobile applications, and in server-side network programming with run-time environments such as Node.js.

# CHAPTER-5
# DATA FLOW DIAGRAM

Data Flow Diagrams show the flow of data from external entities into the system, and from one process to another within the system. There are four symbols for drawing a DFD:

I. Rectangles representing external entities, which are sources or destinations of data.

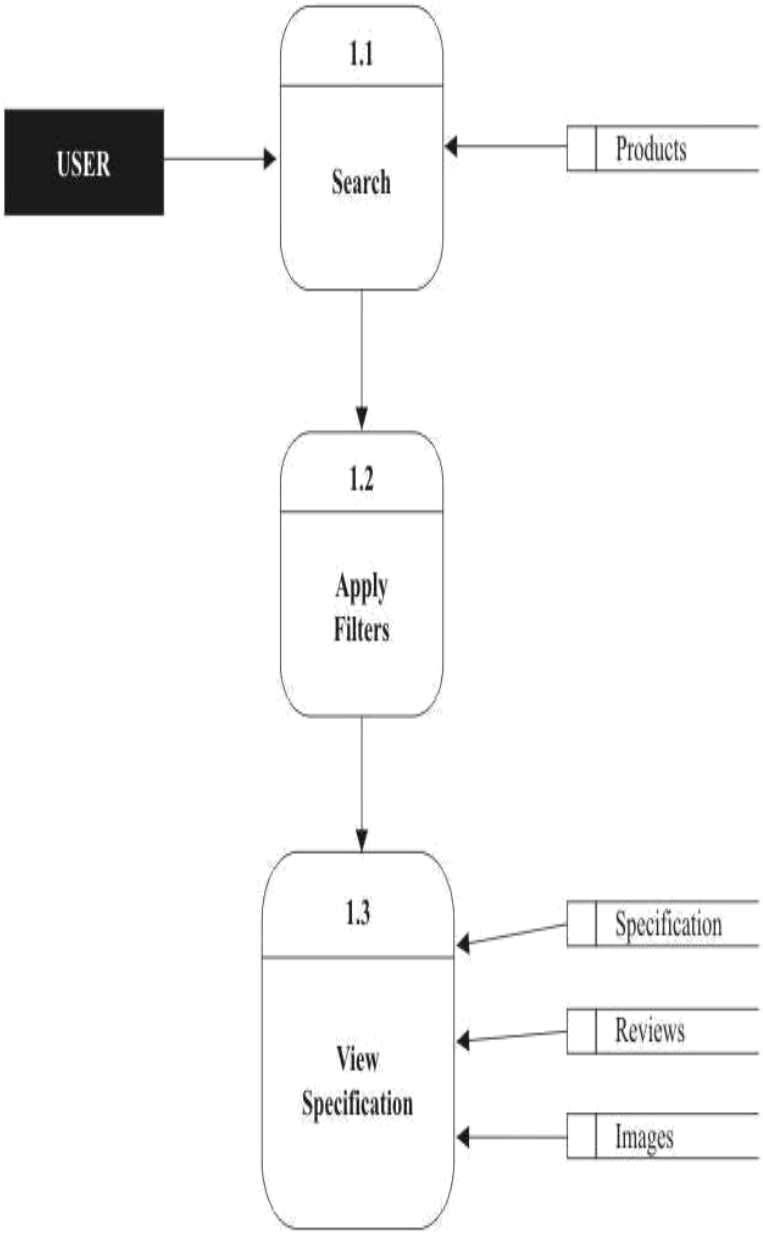
II. Ellipses representing processes, which take data as input, validate and process it and output it.

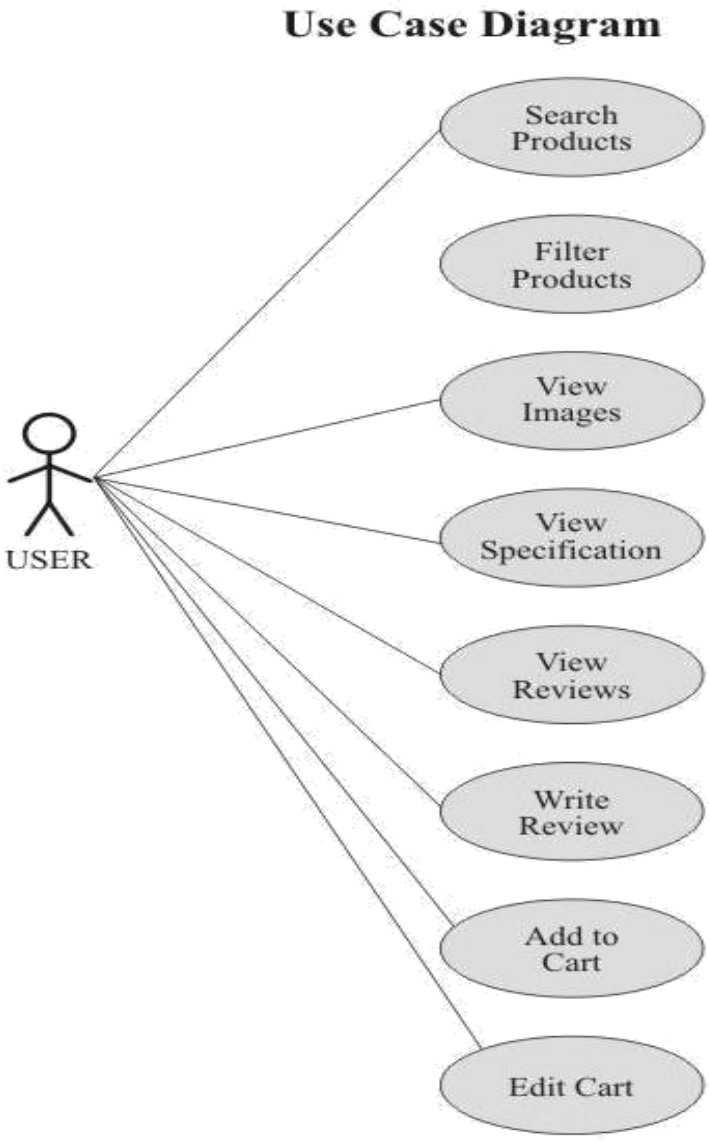
III. Arrows representing the data flows, which can either, be electronic data or physical items.

IV. Open-ended rectangles or a Disk symbol representing data stores, including electronic stores such as databases or XML files and physical stores such as filing cabinets or stacks of paper.

Figures below are the Data Flow Diagrams for the current system. Each process within the system is first shown as a Context Level DFD and later as a Detailed DFD. The Context Level DFD provides a conceptual view of the process and its surrounding input, output and data stores. The Detailed DFD provides a more detailed and comprehensive view of the interaction among the sub-processes within the system

## SECOND LEVEL DFD




Use Case Diagram
Search Products
Filter Products
View Images
View Specification
View Reviews
Write Review
Add to Cart
Edit Cart
USER

# CHAPTER-6

# CONCLUSION

We have successfully implemented the site 'BookBird'. With the help of various links and tools, we have been able to provide a site which will be live soon and running on the web. We have been successful in our attempt to take care of the needs of both the user as well as the administrator. Finally we hope that this will go a long way in popularizing.

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## Github Id

https://github.com/amansharma2626/bookbird

## Website

https://bookbirdd.000webhostapp.com/index.php