A Mini Project Synopsis on

Online Book Store

S.E. – I.T Engineering

Submitted By,

Kalpesh Chavan (20104079)

Ankit Awade (20104082)

Aaswit Kanhed (20104083)

Nishant Palav (20104055)

Under The Guidance Of

Prof. Ganesh Gourshete

Department Of Information Technology

A.P. SHAH INSTITUTE OF TECHNOLOGY

G.B. Road, Kasarvadavali, Thane (W), Mumbai-400615

UNIVERSITY OF MUMBAI

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CERTIFICATE

This is to certify that the Mini Project report on Online Book Store has been submitted by <u>Kalpesh Chavan</u> (20104079), <u>Ankit Awade</u> (20104082), <u>Aaswit Kanhed</u> (20104083), <u>Nishant Palav</u> (20104055) who are the students of A.P. Shah Institute of Technology, Thane, Mumbai, as a partial fulfillment of the requirement for the degree in <u>Information Technology</u>, during the academic year <u>2021-2022</u> in the satisfactory manner as per the curriculum laid down by University of Mumbai.

Prof. Ganesh Gourshete

      Guide

Prof. Kiran Deshpande   **Dr. Uttam D. Kolekar**

Head of Department of Information Technology   **Principal**

External Examiner(s):

1.

2.

Place: A.P Shah Institute of Technology, Thane

Date:

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Chapter No :- 1

Introduction:

Online Book store is an online web application where the customer can purchase books online. Through a web browser the customers can search for a book by its title or author, later can add to the shopping cart and finally purchase using credit card transaction. It also provides error message while entering invalid data.

No formal knowledge is needed for the user to use this system. Thus, by this all it proves it is user-friendly. Online Book Store, as described above, can lead to error free, secure, reliable and fast management system. It can assist the user to concentrate on their activities rather to concentrate on the record keeping. Thus, it will help organization in better utilization of resources

Purpose:

The purpose of Online Book Store is to automate the existing manual system by the help of computerized equipment's 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. The required software and hardware are easily available and easy to work with.

Online Book Store, as described above, can lead to error free, secure, reliable and fast management system. It can assist the user to concentrate on their other activities rather to concentrate on the record keeping. Thus, it will help organization in better utilization of resources. The organization can maintain computerized records without redundant entries. That means that one need not be distracted by information that is not relevant, while being able to reach the information.

The aim is to automate its existing manual system by the help of computerized equipment's 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 project describes how to manage for good performance and better services for the users.

Objectives:

- Provide the searching facilities based on various factors. Such as Books, Customer, Order, Payment

- Online Book Store also manage the Bill details online for Order details, Payment details, Books.

- It tracks all the information of Stock, Bill, Order etc.

- To increase efficiency of managing the Books, Stock.

- Manage the information of Books

Scope:

Our Project aims at Business process automation, i.e., we have tried to computerize various processes of Online Book Store.

- To provide an essence of books/e-books via a simple and yet powerful medium
- To Build An application to reduce the work for managing the Books, Customers and Payment etc.
- To build a user-friendly easily accessible application.
- To develop easy connectivity between buyers and sellers.
- Be Expandable.
- Desktop application.

Chapter No :- 2

Problem Definition

The process of buying books from the small scale business requires that the customers must move with cash in which may be dangerous to their life.

The old manual system was suffering from a series of drawbacks. Since the entire system was to be maintained by hand, the process of keeping, maintaining, and retrieving the information was very tedious and time-consuming. Maintaining the recording the register may be results in to the loose of record. For searching one's record manually in the register will consume too much time. As well as it will take space for keeping the registers and books. The hazels of moving from bookshop to the other not finding the books you need od frustrating and time/resources consuming. This system solves the issue of having to waste time and other precious resources in search of a book. Thus online shopping not only save your time but it saves lots of your money by not going to visit each shop and spend money on gas and petrol.

Chapter No :- 3

Proposed System :

We will be providing a user friendly application to users so that they can find the book of their choice with ease. To integrate a simple payment integration to enable users to read or purchase books with without stress.

- Maximum data security.

- Ensure data accuracies.

- Minimize manual data entry.

- Minimum time needed for the various processing.

- Greater efficiency.

- Better service.

- User friendliness and interactive.

- Minimum time required.

3.1 Features & Functionality :

- If any buyer/customer has any issues regarding products quality, payment method,
- non-availability of wanted books, etc. can contact us on the help or feedback column.
- Best Sellers and New Release Books
- Our customers can receive the latest information like best-selling books or newly released books of every category.
- Work becomes very speedy.
- Easy to update information.
- Cost efficient and time saving.
- Providing a eco-friendly environment.

Chapter No :- 4

Project outcomes:

- Provide User friendly Interface.
- To provide Books From every field such as Fictional, Non-Fictional, Educational.
- Easy Payment Method.
- Customers can contact us easily through social media as well as through mail contact also.
- Users can log in or register
- Users can search for options available
- User will be displayed with books available in the stock
- Users can buy any books .
- New users can list themselves and there will much more features included.

Chapter No :- 5

Software Stack :

- Front end : java swing , AWT, JavaFX.
- Backend : MySQL XAMPP.
- Development : Eclipse IDE.

Chapter No :- 6
Project Design :

In this project all the records are stored in single database. Different users have different permission to access this application. Each user has username. The system will be veery user friendly to use.

System Features :
Login and Registration page : Here the user will be able to login and register themselves so that they can surf the application further.
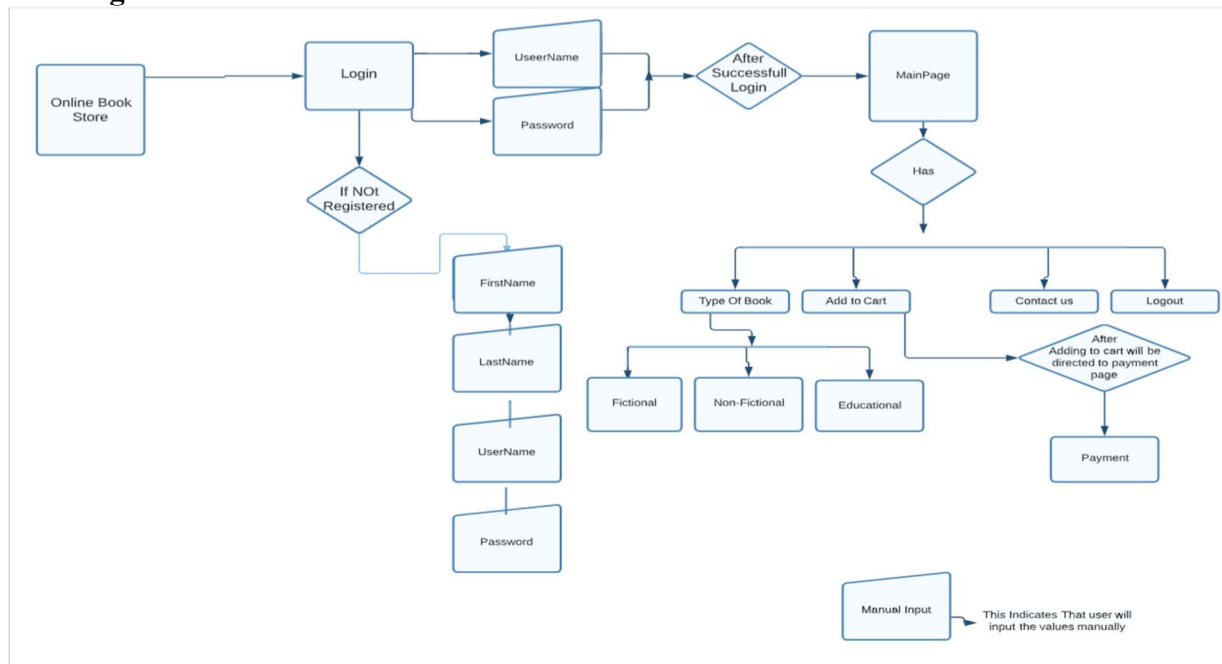
Types Of Books : There will be types of books i.e. Fictional , Non- Fictional and Educational Books . User will be easy to select the books they want.

Contact Us Page : User can Contact us through email and by calling at our contact number .

Cart : user can select the books from types of books and can add books to CART.

Payment Page : After selecting the books of choice and make payment with ease.

ER Diagram :

Chapter No :- 7

Project Scheduling

Date	Week	Contents
01/09/2021 TO 04/09/2021	1	Group formation and Topic finalization. Identifying the scope and objectives of the Mini Project
05/09/2021 TO 09/09/2021	2	Identifying the functionalities of the Mini Project
10/09/2021 TO 14/09/2021	3	Discussing the project topic with the help of paper prototype.
15/09/2021 TO 30/09/2021	4	Designing the Graphical User Interface (GUI)
01/10/2021 TO 10/10/2021	5	Database Design
13/10/2021 to 20/10/2021	6	Review 1 Presentations
20/10/2021 TO 31/10/2021	7	Database Connectivity of all modules
8/11/2021 TO 16/11/2021	8	Integration of all modules and Report Writing
17/11/2021 To 22/11/2021	9	Preparing Project presentation & Final report for allotted Project topic
22/11/2021 to 26/11/2021	10	Final report for allotted Project topic
29/11/2021 to 3/12/2021	11	Review 2 Presentations

Chapter NO :- 8
Conclusion :

Thus, the Online Book Store application will provide a user friendly and easy interface to operate. User can buy the book of his choice with pocket friendly budget. User can buy types of books. User can also be able to make safe Payment. If any problem faced, he can contact us through mail and social media too. Therefore, our aim is to provide user a very easy access to the app for purchasing the books.

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2. https://youtu.be/eyRIW_LGe-Q

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