**CHAPTER ONE**

**INTRODUCTION**

**1.0 INTRODUCTION**

In the world of software development there lots of improvement in the area of Architectural design and principles. The philosophies and implementation details are changing as the people guiding the development of the application. In this fantastic and yet sometimes complex world of software development there are some tried and true architecture patterns and software development guidelines employed by most architects. Also your design must have an ability to turn towards innovation instead of lending itself to common practices. Web services are one such area where architects must lean on their creative side and hope that their solutions are still successful. In this report i will explain an exciting voyage down the road of Web services application. From requirements to use cases, to database design, to component frameworks, to user interfaces, we will cover each and every aspect of system design required to build an application with collaborative Web services. The reason why we selected online Bookstore web service is everybody walking down the street has some idea about bookstores.

The objective of this project is to develop an e- book store where books can be bought from the comfort of home through the Internet. An online book store is a virtual store on the Internet where customers can browse the catalog and select books of interest. The selected books may be collected in a shopping cart. At checkout time, the items in the shopping cart will be presented as an order. At that time, more information will be needed to complete the transaction. Usually, the customer will be asked to fill or select a billing address, a shipping address, a shipping option, and payment information such as credit card number. An e- mail notification is sent to the customer as soon as the order is placed.

* 1. **STATEMENT OF THE PROBLEM**

The problem associated with local bookstore or bookshop has hindered effective ways of buying books. The inherent slow pace of the manual system cannot meet up the requirements of a fast growing academic community. Acquisition leads to bookstore cataloguing and classification, and when no ample space is created, this leads to congestion and makes it difficult to get a certain book. In recent time the quest for this knowledge has risen drastically, surfing or browsing the web without direction for information is becoming stressful especially using search engines. Also getting information in a campus based bookshop, especially when carrying out research, it can be stressful and expensive.

The researcher is therefore interested in the design and implementation of an online book store with speed and accuracy. Setting up an online bookshop is actually quit an interesting problem. There is need for some ways of storing the books in a database with author, title, date and content information. However, this system is lacking in terms of speed and accuracy. Moreover some bookstores space is not large enough to contain all the books needed by a given society. The opening hour of a store which normally starts from 8am to 5pm may not be sufficient to supply the books needed by the desperate user.

* 1. **SIGNIFICANCE OF THE STUDY**

The significant of the online bookstore is to get reading materials (books) ready for users through internet, to make reading easy for users who are willing and ready to gain tangible information for special or general purpose, to accelerate the speed of positive knowledge in a society and finally to preach to every individual in a country if not the entire continent to adopt the use of online bookstore.

* 1. **AIM AND OBJECTIVES**

The aim of this project work is to develop an e- book store where books can be purchase from the comfort of home through the Internet.

**The objectives are:**

* To study the existing system with the view of identifying its strength and weakness
* To develop a system that will enable users to buy books online easily
* To develop a system that can enable users to download the recourses from the bookstore
* To develop an e- book store where books can be bought from the comfort of home through the Internet.
* To reduce the stress experienced by the users in purchasing the materials that meets their requirement.
* To ensure availability of basic textbooks to student against limited funds.
* To evaluate the performance of the newly developed system based on accessibility, availability and cost effectiveness.

* 1. **RESEARCH AND METHODOLOGY**

This research work employed two main methods in gathering basic functional

Information system needed for the development of this application. The methods are:

1. **Direct Interview:** This method is necessary in other to gather reliable information of how the online bookstore is being handled presently, the problem encountered and possible ways of providing solution to the problem.
2. **Questionnaire:** Through the use of questionnaire, I got vital information on the cataloguing and classification section. After which I compared the result and formulates my findings.

The following methodology will be adopted:

* Hypertext Markup Language for the design of the bookstore materials and functions.
* Visual C# for the programming.
* Standard database for implementation which is MSSQL.
  1. **SCOPE AND LIMITATION OF THE SYSTEM**

This project covers Electronics library bookstore section where customers can browse the catalog and select books of interest. The selected books may be collected in a shopping cart. At checkout time, the items in the shopping cart will be presented as an order. At that time, more information will be needed to complete the transaction. Usually, the customer will be asked to fill or select a billing address, a shipping address, a shipping option, and payment information such as credit card number. An e- mail notification is sent to the customer as soon as the order is placed.

* 1. **LIMITATION OF THE STUDY**

The system being designed is specifically design to implement the “Online Bookshop” this project is also limited by its capabilities and limitation of the software, hardware and time of development.

**1.7 DEFINITION OF TERMS**

* **BOOK:** A long work fit for publication, typically prose’s, such as a novel or textbook, and typically published as a bound collection of sheets.
* **STORE:** A place where items may be accumulated or routinely kept.
* **BOOKSHOP:** It is sometimes referred to as bookstores. It is therefore a room or shop where books of a particular type or various types are packed and sold.
* **ISP (Internet Service Provider):** This is a company that provides internet access to home and business users.
* **PROGRAM:** A program is sequence of instruction written in a computer to execute a certain task and solve problem. A program must possess clarity, be specific, effective and user friendly.
* **ONLINE:** Describes a system which is connected (generally electrically) to a large network.
* **INTERNET:** Internet is a self-contained internal network looking multiple users by means of internet technology. In effect, internet put a face around the internet territory establishing control access sector which users can communicate freely and interactively.
* **INFORMATION:** The desire form into which data is finally transformed after undergoing a series of processing as called information.