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| Project Id: 21236  Project Title: E-Book Store | |
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| **Short description of the project:**  E-Book store is a web-based platform where e-books are available in digital form, which are either free or paid. User can have access to many books in digital format or can download. In digital world users most prefer digital libraries which can be accessed from anywhere from any device. | |
| **Aim/Objective of the project:**  This application provides a virtual platform which has two main modules that is Admin module and User module.  Both Admin and User need to login into the system using email and password in order to perform their tasks in the platform. In Admin module, admin can add new digital books, update books and also remove books from the virtual store. Admin also has a dashboard where he/she can visualize demand of different book categories, so that he/she can add more books to demanded categories in order to boost his business.  In User module, user can download freely available books and can buy paid books. User can also take notes for different purchased books. He/she can set reminder for different books to read in future. | |
| **Methodology (the necessary software/tool or process):**  1) Frontend Tools: React Js  2) Backend Tools: Node Js, Mongo DB, Express Js, Postman  3)Integrated Development Environment: Visual Studio Code | |
| **Possible outcome of the project:**  It provides a user friendly interface through which user can easily buy books and take notes for different purchased books and can manage his/her reading time by setting reminder. | |
| **Importance of the project in engineering aspect:**  Users can access books at any time anywhere, which helps them better utilization and management of time and user can write down their notes which will be accessible later part. | |
| **Innovativeness if any (why the project is different from others):**  E-Book store is a digital platform which provides a user friendly experience to users. Admin is provided with a visualization tool which helps in tracking demand of different book categories which helps in better decision making, so that admin can add more and more books of demanded categories. User can buy different paid books also he/she can take notes for different books so that he/she doesn’t need pen and paper to make physical notes . He/she can also set reminder for different books, so that he/she can better utilize his/her time. | |
| **Reference :**  [1] Kaplan, R. ed., 2012. *Building and Managing E-book Collections: A How-to-do-it Manual for Librarians* (No. 184). American Library Association.  [2] Gustman, S., Survivors of Shoah Visual History Foundation, 2000. *Digital library system*. U.S. Patent 6,092,080.  [3] Witten, Ian H., David Bainbridge, and David M. Nichols. *How to build a digital library*. Morgan Kaufmann, 2009. | |