**

**CAPSTONE PROJECT REGISTER**

Class: Duration time: from / /2019…. To / /2019…..

(\*) Profession: <Software Engineer> Specialty: <ES> <IS>

x

(\*) Kinds of person make registers: Lecturer Students

x

1. Register information for supervisor (if have)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Full name** | **Phone** | **E-Mail** | **Title** |
| Supervisor 1 | Kiều Trọng Khánh |  | khanhkt@fpt.edu.vn | Mr. |

2. Register information for students (if have)

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Full name** | **Student code** | **Phone** | **E-mail** | **Role in Group** |
| Student 1 |  |  |  |  |  |
| Student 2 |  |  |  |  |  |
| Student 3 |  |  |  |  |  |
| Student 4 |  |  |  |  |  |

3. Register content of Capstone Project

(\*) 3.1. Capstone Project name:

English: Book Share Management without warehouse

Vietnamese: Quản lý thư viện với cách chia sẻ sách

Abbreviation: BSMW

**- Context:**

+ Imagine that the container has been rent and transfer from start place to other place, that place to other place, and so on. No returning concept to start place is same as other product.

+ Library has issues about managing book with warehouse. Book is borrowed and returned that cause rush at specific time, especially at University

**- Building the system provides following services:**

* The system to apply the book share management at the Library University using blockchain that ensure specify book is shared and tracking in its life.
* The borrower can register to borrow, request, share book.
* The borrower accepts shared book.
* The system tracking and store transaction of borrowing that take place and verify if any
* …

**- Simulator:**

* Make the simulator with sharing book at least 03 case about borrowing, requesting, sharing, and tracking.

(\*) 3.2. Main proposal content (including result and product)

1. Theory and practice (document):

* Student should apply the software development process and the UML.
* Software artifacts include User Requirement, Software Requirement Specification, Architecture Design, Detail Design, System Implementation and Testing Document, Installation Guide, sources code, and deployable software packages.
* 3 tiers should be applied.
* Server-side technique:
  + Database design, OOA, OOD, OOP, MVC, Java or .Net technology, …
* Client-side technique:
  + HTML5, CSS, JavaScript, JQuery, Ajax, Android, Swift, ...
* Communication technique:
  + Exchange information and transfer data in effective in networks, communicating protocol between mobile devices...
  + Inter-service communication in cloud native environment.
* Research
  + Android/iOS mobile development.
  + Block Chain..
  + …

1. Program:

* Main functions:
  + Mobile application for borrower
  + Web application for librarian using managing and view transaction
  + …

1. Other products:

* All of management functions of the system must be implemented to support the operating system in best.
* Papers.

4. Other comment (propose all relative thing if have)

N/A

|  |  |
| --- | --- |
| **Supervisor (If have)**  *(Sign and full name)* | HCM city, date 20/4/2019  **On behalf of Registers**  *(Sign and full name)* |

Kiều Trọng Khánh