Bookstore Application with Database

Objective: Create basic bookstore app with help of SQLite database to store the data.

Scope:

We have already developed a book store app that saves the contents of a shopping cart in an in-memory array. For this assignment, I am going to modify the app to store the shopping cart in a SQLite database. In addition to the main activity, we will also have activities for adding a book, for viewing the details of a book, and for checking out. Instead of returning a book entity object back to the main activity, the activity for adding a new book will instead add the new book to the shopping cart in the database. The "checkout" activity will clear the database.

Description:

In this I have created different packages like contracts and databases to design app very efficiently. I have used Context action bar in order to allow deletion operation. In the databases class I have defined various methods for performing various database operations like opening the database connection, fetching all the books from the database, fetching single book, deleting single book record, deleting all the records from the database and then closing the database connection. For SQLite database I have created adapter class which includes inner class that is used to create and update database. Also contract class is used to access underline database structure through book and author class. In this app I have created 4 activities that interact with each other in order to carry out desired tasks. Also it contains entities that are used to create objects which implements parcelable interface so that they can be passed from one activity to other through intents short messages. I used number of inbuilt methods to provide functionality. Joint query is used to display data related to book and author.

Conclusion:

In this way I have successfully created Book Store app that stores data using SQLite database.