CHAPTER ONE

INTRODUCTION

1.1 Introduction

BAM (Book, Animation, and Music) is a state-of-the-art online streaming website that provides an immersive experience to users who are passionate about books, animations, and music. The website has been developed using cutting-edge technologies such as HTML, Python, and CSS for the front end and MySQL for the back end. with BAM, users can browse and stream their favourite books, animations, and music at their convenience. The website offers a wide range of content from classic literature to the latest bestsellers, from classic animation movies to the latest animated series, and from classical music to the latest pop hits.

BAM has been designed with a user-centric approach, providing a seamless and intuitive user experience. The website is optimised for all devices and screen sizes, ensuring that users can access their favourite content anytime, anywhere.

The back end of BAM has been developed using MySQL, a powerful relational database management system that allows for efficient and reliable storage and management of large amounts of data. This ensures that users can access their content quickly and seamlessly.

Overall, BAM is an innovative and user-friendly online streaming website that brings together the best of books, animations, and music in one convenient platform.

1.2 An Overview of the Project

We decided to move on with a project website “BAM”. The website has two types of users: public users and registered users. Public users can view the interface of the

website but cannot access the full range of features. Registered users can log in to the website and access additional features, such as the ability to stream and download content for offline use.

Users can search for their desired media using the website's search function. They can also browse different categories, such as books, animation, and music, to find new content. Once a user finds the media they are interested in, they can stream it online or download it to their device for offline use.

The BAM website provides a convenient and centralised platform for users to access different forms of media. The use of HTML, Python, CSS, and MySQL allows for an interactive and dynamic user experience. The different levels of access for users also provide incentives for them to create an account and engage more deeply with the website.

1.3 The Purpose of the Website

The purpose of a BAM (Book, Animation, and Music) streaming website is to provide users with a convenient and accessible platform to enjoy a variety of entertainment options, including books, animated series, and music, all in one place. The website aims to offer users a diverse selection of content and allow them to access it easily, without the need to purchase physical copies or download content. The website's purpose is to provide users with a seamless and enjoyable online streaming experience by offering a user-friendly interface, search tools, personalised recommendations, and high-quality streaming capabilities. Additionally, the website may aim to support and promote independent authors, artists, and musicians by offering them a platform to showcase their work to a broader audience. Ultimately, the purpose of a BAM streaming website is to provide users with an enjoyable and convenient way to access their favourite forms of entertainment anytime, anywhere, while also supporting content creators in the process.

1.4 Scope

The scope of a BAM (Book, Animation, and Music) streaming website is broad, as it encompasses three distinct forms of entertainment - books, animated series, and music - all in one platform. The website's scope is to provide users with access to a wide variety of content within these three categories, including a diverse range of genres, formats, and styles. The website's scope may include both popular and lesser-known titles, as well as content from established and independent authors, artists, and musicians. The website's scope may also extend to various subcategories within each of these entertainment forms, such as science fiction, romance, children's books, anime, classical music, and more. Additionally, the scope of a BAM streaming website may include features such as user profiles, personalised recommendations, social sharing tools, and community forums, which can enhance the user experience and provide users with a sense of belonging to a larger community of entertainment enthusiasts. Overall, the scope of a BAM streaming website is to provide users with a diverse and comprehensive selection of entertainment options, as well as features and tools that enhance the user experience and foster a sense of community.

CHAPTER TWO

SYSTEM ANALYSIS

2.1 Introduction

The System requirement analysis is done by the client in order to meet the required specifications for doing an actual project. The primary motive of our project is to create an online platform for users to browse, stream and download different books, animations and music. The system analyst plays a major role in developing software. It is the responsibility of a system analyst to identify, analyse and find satisfactory solutions or programs of actions.

2.2 System Requirements

System requirements are those that are collected at the initial stage of the software designing development phase. These requirements are needed throughout the project. Requirements that are collected by the client are used to verify the actual requirements with the final product in order to check whether the product meets the actual requirement or not.

2.3 Software and Hardware Requirements

Software Requirement-Specification (SRS) is the final result of the requirement analysis phase. SRS document is used to verify the actual requirements with the final product in order to check whether the product meets the actual requirement or not. This document describes the project's target audience and its user interface.

2.3.1 Software Requirements

This section summarises the application requirement.

- Operating System: Windows, Ubuntu etc.
- Front end : HTML, Python and CSS
- Backend : MySQL
- Browser: Mozilla Firefox, Google Chrome, Microsoft Edge etc.

2.3.2 Hardware Requirements

The hardware is the place where all the information and data are stored permanently. So, hardware must be reliable and cost effective. The hardware must suit all the application development. It is fast enough to complete and do all the jobs and executions.

- Processor: Pentium gold
- Cache: 512 KB.
- RAM: 4GB or Above.
- Hard Disk Capacity : 80 GB or Above.
- DVD Drive : 40x Max DVD Drive.
- Monitor : 14” Colour Monitor.
- Keyboard : 104 Enhanced.
- Mouse : Optical Mouse.
- Printer : Laser Printer

2.4 Background Study

Initial investigation was done by using background analysis and fact-finding technique interviews. The information was quite accurate and reliable. We could clearly cross check the doubts by ourselves. The method helps us to gap the areas of misunderstandings and to discuss future problems. The interview was unstructured so that the casual conversation in-depth areas were covered and other information apart from the topic also obtained.

BAM is mainly focused on online streaming websites for an in-depth experience to users in accessing different books, animations and music. People can access many varieties in one platform, much more conveniently and efficiently. It involves four modules: Admin, User, Public User and Technical. In admin the admin can login, add category, upload music, view feedback, view music list, view complaint and post reply, view users and manage, upload animation.

In the user moduleThe user can register, login, view music list,post feedback, post complaints, view reply, like music, upload e- book, view ebook, view category, play music, view animations Public user Can register, login, view music list, view animation, view book. In Technical it can start, Data set preparation, Read data, Train and test data set, Build model, Camera integrate, face detection, Identify emotion, Play music, end

2.5. Proposed System

The bam is a website that provides a convenient platform for users to get access to their favourite books, animations and musics and read while listening to music matching their mood by detecting their emotions.

It involves four modules:

Admin, User, Public User and Technical

In admin the admin can login, add category, upload music, view feedback, view music list, view complaint and post reply, view users and manage, upload animation n user module

The user can register, login, view music lists,post feedback, post complaints, view replies, like music, upload books, view books, view categories, play music, view animations.

Public user can register, login, view music list, view animation, view ebook

In Technical it can start, Data set preparation, Read data, Train and test data set, Build model, Camera integrate, face detection, Identify emotion, Play music, end

The various features of the proposed system are :

➢ User-friendly system

➢ all in one platform facility

➢ Provide a platform for users for a better experience ➢Downloading more applications are reduced

Modules

It contains three modules:

- Admin
- User
- Public user
- Technical

Modules Description

Admin

- Admin module mostly concerned with management of complete website
- admin has the login feature
- admin can add categories which can happy or sad emotions
- admin upload different musics to the site
- admin can also view feedbacks
- admin views music lists
- admin view complaint and post reply
- admin can view users and manage
- admin can also upload different animations

User

- user can register to the site
- user can login

- user can view music list
- user can post feedback on their experiences
- use can also post complaints and view reply
- user can like music
- user upload book
- user can view book
- user views category
- user can play music to their interest
- user views animations

Public user

- Public user can register
- public user can login to the site
- public user views music list
- public user views animations
- public user views book

Technical

- It starts
- Data set preparation
- It reads data
- It train and test data set
- Build model
- Camera integrate
- Face detection
- Identify emotion
- Play music
- End

2.6 Feasibility Study

Feasibility analysis is the procedure for identifying the candidate system, evaluating and electing the most feasible system. This is done by investigating the existing system in the area under investigation or generally ideas about a new system. It is a test of a system proposal according to its workability, impact on the organisation, ability to meet user needs, and effective use of resources. The objective of feasibility study is not to solve the problem but to acquire a sense of its scope. Feasibility analysis involves 8 steps:

1. Form a project team and appoint a project leader.
2. Prepare system flow charts.
3. Enumerate potential candidate systems.
4. Describe and identify characteristics of candidate systems.
5. Determine and evaluate performance and cost effectiveness of each Candidate system.
6. Weigh system performance and cost data.
7. Select the best candidate system.
8. Repair and report final project directive to management.

Three key considerations are involved in the feasibility analysis: economic, technical and behavioural.

The study is done in these phases:

- Operational feasibility.
- Economic feasibility.
- Technical feasibility.
- Behavioral Feasibility.
- Social Feasibility

2.6.1 Operational feasibility

It is easy to manage the cloud. As the system is user friendly, it is easy to upload the reports to the cloud. It is assumed that there will be little or no difficulties in bringing

the system into operation in an actual work environment as well as the user's requirements.

2.6.2 Economic Feasibility

Economic analysis is the most frequently used method for evaluating the effectiveness of a candidate system. It is more commonly known as cost benefit analysis, the procedure to determine the benefits and savings that are expected from a candidate system and compare them with costs. If the benefits outweigh costs then a decision is made to design and implement the system. Otherwise make alterations in the proposed system.

Economic justification is generally the "bottom-line" consideration that includes cost benefit analysis, long term corporate income strategies, impact on other profit centres or products, cost of resources needed for development and potential market growth. When compared to the advantage obtained from implementing the system its cost is affordable. Also, the system is designed to meet the modifications required in the future. So, most of the required modifications can be done without much re-work.

2.6.3 Technical Feasibility

A study of function, performance and constraints may improve the ability to create an acceptable system. Technical feasibility is frequently the most difficult area to achieve at the stage of product engineering process.

Considering that are normally associated with the technical feasibility include

- ➢ Development risk
- ➢ Resource availability
- ➢ Technology

Technical feasibility study deals with the hardware as well as software requirements. The scope was whether the work for the project is done with the current equipment and the existing software technology has to be examined in the feasibility study. The outcome was found to be positive.

In the proposed system, data can be easily stored and managed using database management system software. The reports and results for various queries can be generated easily. Therefore, the system is technically feasible.

2.6.4 Behavioural Feasibility

People are inherently resistant to change, and computers have been known to facilitate change. The system was found to be technically, economically, and behaviorally feasible.

2.6.5 Social feasibility

Social feasibility addresses the influences that a proposed project may have on the social system in the project environment. The ambient social structure may be such that certain categories of workers may be in short supply or non-existent. The effect of the project on the social status of the project participants is assessed to ensure compatibility.

CHAPTER THREE

SYSTEM DESIGN AND DEVELOPMENT

3.1 Introduction

Design phase acts as a bridge between software requirement specification and the implementation phase, which satisfies the requirements. Input design is the most

important design of overall system design, which requires careful attention. The input screens are designed in such a manner that avoids confusion and guides users in the correct track. Database design has a vital role in this phase. It must be done with extensive care and attention. Database must be very compact and clear. Naming conventions must be very clear for everyone. Redundancies must be avoided using appropriate normal forms. Also, integrity and security must be provided. Output design usually refers to the results generated by the system. For many end users, output is the main reason for developing the system and basis on which they evaluate the usefulness of the system.

3.2 Modularity Criteria

BAM consist of four modules,

- **Admin**
- **User**
- **Public user**
- **Technical**

3.3 About the Tools

The different tools used in our website are

3.3.1 HTML and CSS

HTML and CSS are two of the fundamental languages used to create and design websites. HTML (Hypertext Markup Language) is used to structure the content of a web page, while CSS (Cascading Style Sheets) is used to style and layout the content.

HTML uses a series of tags to define the structure of a web page, such as headings, paragraphs, images, links, lists, tables, and forms. These tags are written using angle

brackets and are enclosed by opening and closing tags, with content in between. For example, to create a heading in HTML, you would use the <h1> tag like this:

<h1>This is a heading</h1>

CSS, on the other hand, is used to style the content of a web page by defining rules for how different elements should be displayed. This includes things like font size and color, background color, layout, and positioning. CSS uses selectors to target specific elements on a page and apply styles to them. For example, to set the background color of a page to blue, you would use the following CSS rule:

```
body {
  background-color: blue;
}
```

Overall, HTML and CSS work together to create the visual structure and style of a web page. By learning these two languages, you can create beautiful and functional websites.

What is HTML and CSS file

HTML file:

* HTML stands for Hypertext Markup Language

* An HTML file is a text document that contains markup tags that define the structure and content of a web page

* HTML tags are used to create headings, paragraphs, lists, links, images, and other elements that make up a web page

* HTML files are often saved with the ".html" file extension

* They are used to create the backbone or structure of a website

CSS file:

* CSS stands for Cascading Style Sheets

* A CSS file is a text document that contains rules that define the visual appearance and layout of a web page

* CSS rules are used to set styles for elements defined in an HTML file, such as font, color, size, position, and layout

* CSS files are often saved with the ".css" file extension

* They are used to style and format the visual elements of a website.

Why HTML and CSS

HTML

* HTML helps to build the structure of a website and is a widely used Markup language.

* It is easy to learn.

* Every browser supports HTML Language.

* HTML is lightweight and fast to load.

* Storage of big files is allowed because of the application cache feature.

* It is fast to download as the text is compressible.

* Very useful for beginners in the web designing field.

* HTML can be supported to each and every browser, if not supported to all the browsers.

* HTML is built on almost every website, if not all websites.

* HTML is increasingly used for data storage like XML syntax.

* HTML has many tags and attributes which can shorten your line of code.

CSS

* CSS saves time – You can write CSS once and then reuse the same sheet in multiple HTML pages. You can define a style for each HTML element and apply it to as many Web pages as you want.

* Easy maintenance – To make a global change, simply change the style, and all elements in all the web pages will be updated automatically.

* Global web standards – Now HTML attributes are being deprecated and it is being recommended to use CSS. So it's a good idea to start using CSS in all the HTML pages to make them compatible with future browsers.

* Platform Independence – The Script offers consistent platform independence and can support the latest browsers as well.

3.3.2 Python - Django

Python is a high-level, general-purpose programming language. Its design philosophy emphasises code readability with the use of significant indentation.Its language constructs and object-oriented approach aim to help programmers to write clear, logical code for small- and large-scale projects. Python is dynamically-typed and garbage-collected. It supports multiple programming paradigms, including structured (particularly procedural), object-oriented and functional programming. It is often described as a "batteries included" language due to its comprehensive standard library.

Django is a high-level Python web framework that enables rapid development of secure and maintainable websites. Built by experienced developers, Django takes care of much of the hassle of web development, so one can focus on writing the app without needing to reinvent the wheel. It is free and open source, has a thriving and active community, great documentation, and many options for free and paid-for support. Django was

initially developed between 2003 and 2005 by a web team who were responsible for creating and maintaining newspaper websites. After creating a number of sites, the team began to factor out and reuse lots of common code and design patterns. This common code evolved into a generic web development framework, which was open-sourced as the "Django" project in July 2005.

What is Python – Django File:

- It is an open-source python web framework used for rapid development, pragmatic, maintainable, clean design, and secures websites.
- Python file have extension ".py"

What can Python – Django do:

- Simple syntax.
- Its own web server.
- MVC (Model-View-Controller) core architecture.
- "Batteries included" (comes with all the essentials needed to solve common cases).
- An ORM (Object Relational Mapper).
- HTTP libraries.
- Middleware support.
- A Python unit test framework.

Why python - Django:

- Built With Python So Easy to Learn Linux, etc.
- Open Source and Huge Community Support site scripting, request forgery, clickjacking.
- Cross-Platform, you can run its code on any platform including PC, Mac, Windows,
- Security, It has built-in protection for some common security issues such as cross-
- Built-in Admin UI Scalable and Reliable.

3.3.3 Database

A database is a separate application that stores a collection of data. Each database has one or more distinct APIs for creating, accessing, managing, searching and replicating the data it holds. Other kinds of data stores can be used, such as files on the file system or large hash tables in memory but data fetching and writing would not be so fast and easy with those types of systems. So nowadays, we use relational database management systems because all the data is stored into different tables and relations are established using primary keys or other keys known as foreign keys. A Relational Database Management System (RDBMS) is a software that:

- Enables you to implement a database with tables, columns and index
- Guarantees the Referential Integrity between rows of various tables.
- Updates the indices automatically.
- Interprets an SQL query and combines information from various tables.

RDBMS Terminology:

Before we proceed to explain the MySQL database system, let's revise a few definitions related to databases.

• Database: A database is a collection of tables, with related data.

• Table: A table is a matrix with data. A table in a database looks like a simple

spreadsheet.

• Column: One column (data element) contains data of one and the same kind, for example the column postcode.

• Row: A row (= tuple, entry or record) is a group of related data, for example the data of one subscription.

• Redundancy: Storing data twice, redundantly to make the system faster.

• Primary Key: A primary key is unique. A key value cannot occur twice in one

table. With a key, you can find at most one row.

• Foreign Key: A foreign key is the linking pin between two tables.

• Compound Key: A compound key (composite key) is a key that consists of multiple columns, because one column is not sufficiently unique.

• Index: An index in a database resembles an index at the back of a book.

• Referential Integrity: Referential Integrity makes sure that a foreign key value always points to an existing row.

MySQL Database:

MySQL is a fast, easy-to-use RDBMS being used for many small and big businesses. MySQL is developed, marketed, and supported by MySQL AB, which is a Swedish company. MySQL is becoming so popular because of many good reasons:

- MySQL is released under an open-source licence. So, you have nothing to pay to use it.
- MySQL is a very powerful program in its own right. It handles a large subset of the functionality of the most expensive and powerful database packages.
- MySQL uses a standard form of the well-known SQL data language.
- MySQL works on many operating systems and with many languages including PHP, PERL, C, C++, JAVA, etc.
- MySQL works very quickly and works well even with large data sets.
- MySQL is very friendly to PHP, the most appreciated language for web development.
- MySQL supports large databases, up to 50 million rows or more in a table.
- The default file size limit for a table is 4GB, but you can increase this to a theoretical limit of 8 million terabytes (TB).
- MySQL is customizable. The open-source GPL licence allows programmers to modify the MySQL software to fit their own specific environments.

Features of MySQL

The following list shows the most important properties of MySQL. This section is directed to the reader who already has some knowledge of relational databases. We will use some terminology from the relational database world without defining our terms exactly. On the other hand, the explanations should make it possible for database novices to understand to some extent what we are talking about.

Relational Database System: Like almost all other database systems on the market, MySQL is a relational database system.

Client/Server Architecture: MySQL is a client/server system. There is a database server and arbitrarily many clients (application programs), which communicate with the server; that is, they query data, save changes, etc. The clients can run on the same computer as the server or on another computer. Almost all of the familiar large database systems are client/server systems. These are in contrast to the file-server systems, which include Microsoft Access, dBase and FoxPro. The decisive drawback to file15 server systems is that when run over a network, they become extremely inefficient as the number of users grows.

SQL compatibility: MySQL supports its database language -- as its name suggests – SQL. SQL is a standardised language for querying and updating data and for the administration of a database. There are several SQL dialects,

Sub SELECTs: Since version 4.1, MySQL is capable of processing a query in the form SELECT * FROM table1 WHERE x IN (SELECT y FROM table2)

Views: Put simply, views relate to an SQL query that is viewed as a distinct database object and makes possible a particular view of the database. MySQL has supported views since version 5.0.

Stored procedures: Here we are dealing with SQL code that is stored in the database system. Stored procedures (SPs for short) are generally used to simplify certain steps, such as inserting or deleting a data record. For client programmers this has the advantage that they do not have to process the tables directly, but can rely on SPs.

Like views, SPs help in the administration of large database projects. SPs can also increase efficiency. MySQL has supported SPs since version 5.0.

Triggers: Triggers are SQL commands that are automatically executed by the server in certain database operations (INSERT, UPDATE, and DELETE). MySQL has supported triggers in a limited form from version 5.0, and additional functionality is promised for version 5.1.

User interface: There are a number of convenient user interfaces for administering a MySQL server.

Full-text search: Full-text search simplifies and accelerates the search for words that are located within a text field. If you employ MySQL for storing text, you can use full-text search to implement simply an efficient search function.

Replication: Replication allows the contents of a database to be copied onto a number of computers. In practice, this is done for two reasons: to increase protection against system failure and to improve the speed of database queries.

Programming languages: There are quite a number of APIs and libraries for the development of MySQL applications. For client programming you can use, among others, the languages C, C++, Java, Perl, PHP, Python, and Tcl.

Platform independence: It is not only client applications that run under a variety of operating systems; MySQL itself (that is, the server) can be executed under a number of operating systems.

Speed: SQL Server is considered a very fast database program. This speed has been backed up by a large number of benchmark tests.

3.3.4 XAMPP Server

XAMPP is an abbreviation where X stands for Cross-Platform, A stands for Apache, M stands for MYSQL, and the P stands for PHP and Perl, respectively. It is an open-source package of web solutions that includes Apache distribution for many servers and

command-line executables along with modules such as Apache server, MariaDB, PHP, and Perl.

XAMPP helps a local host or server to test its website and clients via computers and laptops before releasing it to the main server. It is a platform that furnishes a suitable environment to test and verify the working of projects based on Apache, Perl, MySQL database, and PHP through the system of the host itself. Among these technologies,Perlis is a programming language used for web development, PHP is a backend scripting language, and MariaDB is the most vividly used database developed by MySQL.

Components of XAMPP

- Cross-Platform
- Apache
- MariaDB
- PHP
- Perl
- PhpMyAdmin
- OpenSSL
- XAMPP Control Panel
- Webalizer
- Mercury
- Tomcat
- Filezilla

XAMPP Format Support

XAMPP is supported in three file formats:

• **.EXE-** It is an extension used to denote executable files making it accessible to install because an executable file can run on a computer as any normal program.

• **.7z -** 7zip file- This extension is used to denote compressed files that support multiple data compression and encryption algorithms.

• **ZIP-** This extension supports lossless compression of files.

3.3.5 An Introduction to Apache

Apache is the most popular web server available. A web server's job is basically to accept requests from clients and send responses to those requests. A web server gets a URL, translates it to a filename, and sends that file back over the internet from the local disk, or it translates it to a program name, executes it, and then sends the output of that program back over the internet to the requesting party. If for any reason, the web server was not able to process and complete the request, it instead returns an error message. The word, web server, can refer to the machine itself, or the software that receives requests and sends out responses.

Apache

Functionality that you don't need or want can easily be removed. The Apache HTTP server is a software that runs in the background under an appropriate operating system, which supports multi-tasking, and provides services to other applications that connect to it, such as client web browsers. It was first developed to work with Linux/Unix operating systems, but was later adapted to work under other systems, including Windows and Mac. The Apache binary running under 19 UNIX is called HTTPs, and under win32 is calledApache.exe. Installing Apache on Linux does require a bit of programming skills. Installing it on a Windows platform is straight forward, as you can run it through a graphical user interface. Apache's original core is fairly basic and contains a limited number of features. Its power rather comes from added functionality introduced through many modules that are written by programmers and can be installed to extend the server's capabilities.To add a new module, all you need to do is install it and restart the Apache server. Functionality that you don't need or want can easily be removed which is actually considered a good practice as it keeps the server small and light, starts faster, consumes less system resources and memory, and makes the server less prone to security holes. The Apache server also supports third party modules, some of which have been added to Apache 2 as permanent features. The Apache server very easily integrates with other open-source applications, such as PHP and SQL Server, making it even more powerful than it already is. A web server in its simplest form is a

computer with special software, and an internet connection that allows it to connect to other devices. Every device connected to a network has an IP address through which others connect to and communicate with it. This IP address is sort of like a regular address that you need in real life to call or visit any contact of yours. If they didn't have an address, you wouldn't know how to call or reach them. IP addresses serve the exact same purpose. If a device didn't have one, the other machines on the same network wouldn't know how to reach it.

The Apache server offers a number of services that clients might make use of. These services are offered using various protocols through different ports, and include: hypertext transfer protocol, typically through port 80, simple mail transfer protocol, typically through port 25, domain name service for mapping domain names to their corresponding IP addresses, generally through port 53, and file transfer protocol for uploading and downloading files, usually through port 21.

How Apache Works

Apache's main role is all about communication over networks, and it uses the TCP/IP protocol. The TCP/IP protocol is a set of rules that define how clients make requests and how servers respond, and determine how data is transmitted, delivered, received, and acknowledged. The Apache server is set up to run through configuration files, in which directives are added to control its behaviour. In its idle state, Apache listens to the IP addresses identified in its configure file.

Whenever it receives a request, it analyses the headers, applies the rules specified for it in the Configure file, and takes action. But one server can host many websites, not just one- though, to the outside world, they seem separate from one another. To achieve this, every one of those websites has to be assigned a different name, even if those all map eventually to the same machine. This is accomplished by using what is known as virtual hosts. Since IP addresses are difficult to remember, we, as visitors to specific sites, usually type in their respective domain names into the URL address box on our browsers. The browser then connects to a DNS server, which translates the domain names to their IP addresses.

The browser then takes the returned IP address and connects to it. The browser also sends a Host header with the request so that, if the server is hosting multiple sites, it will know which one to serve back. HTTP is a request / response stateless protocol. It's a set of rules that govern communication between a client and the server. The client makes a request, the server sends back a response, and communication stops. The server doesn't look forward to more communication as is the case with other protocols that stay at a waiting state after the request is over.

General Structure

As mentioned earlier, Apache can be installed on a variety of operating systems. Regardless of the platform used, a hosted website will typically have four main directories: htdocs, conf, logs, cgi-bin. htdocs is the default Apache web server document directory, meaning it is the public directory whose contents are usually available for clients connecting through the web.

It contains all static pages and dynamic content to be served once an HTTP request for them is received. Since files and subdirectories under htdocs are available to the public, correct handling of file permissions is of great importance so as not to compromise the server's safety and security. Conf is the directory where all server configuration files are located. Configuration files are basically plain text files where directives are added to control the web server's behaviour and functionality. Each directive is usually placed on a separate line, and the hash (#) key indicates a comment so the line preceded by it is ignored.

Logs are the directory where server logs are kept, and include Apache access logs and error logs. The Apache HTTP Server provides a variety of different mechanisms for logging everything that happens on it, from the initial request, through the URL mapping process, to the final resolution of the connection, including any errors that may have occurred in the process. In addition to this, third-party modules may provide logging capabilities, or inject entries into the existing log files, and applications such as PHP scripts, or other handlers, may send messages to the server error log. Cgi-bin is the directory where CGI scripts are kept. The CGI defines a way for a web server to interact with external content generating programs, which are often referred to as CGI

programs or CGI scripts. These are programs or shell scripts that are written to be executed by Apache on behalf of its clients.

3.4 Data Flow Diagram

Data Flow Diagram (DFD) is a diagrammatic representation of the data flow of the data flow in the system. In the system development environment, a system analyst will interview a client for the entire project specification. If the diagram is as requirements and fulfils all needs of clients, then the creation of database and table will follow.

Data flow diagrams represent one of the most ingenious tools used for structured analysis. DFD has the purpose of clarifying system requirements and identifying major transformations that will become progressive in system design. It is the major starting point in the design phase that functionally decomposes the requirement specifications down to the lowest level of detail.

The DFD, also known as bubble chart and it has the purpose of clarifying system requirements and identifying transformations, which is the primary purpose of software development. A DFD consists of a series of bubbles joined by lines. The bubble represents data transformations and the line represents data flow in the system. Rules Used in Constructing DFD.

Process should be named and numbered

- The direction flow is from top to bottom and left to right
- After exploding lower-level details of process are to be numbered
- The name of the data stores, sources and destination are written in uppercase

3.4.1 Physical DFD

A physical DFD shows how the system is actually implemented, either at the moment, or how the designer intends it to be in the future. Thus, a physical DFD may be used to describe the set of data items that appear on each piece of paper that move around an office, and the fact that a particular set of pieces of paper are stored together in a filing cabinet. It is quite possible that a physical DFD will include reference to data that are

duplicated, and that the data stores, if implemented as a set of database tables, would constitute an unnormalized relational database. In contrast, a logical DFD attempts to capture the dataflow aspects of a system in a form that has neither redundancy nor duplication.

3.4.2 Basic Symbols

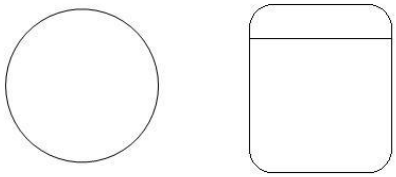
An arrow identifies the dataflow in motion. It is a pipeline through which information is flown like the rectangle in the flowchart. A circle stands for a process that converts data into information. An open-ended box represents a data store, data at rest or a temporary repository of data. A square defines a source or destination of system data. The merit of DFD is that it can provide an overview of what data a system would process, what transformation of data is done, what files are used and where the result flows.

BASIC SYMBOLS

Rectangle

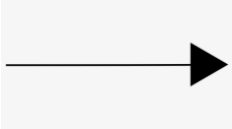
External entities are represented by rectangles. It is the source of system inputs and also sink of system outputs.

Circle or ruled rectangle



A circle or ruled rectangle is used to represent the process. Perform some transformation of input data to yield output data.

Arrow



A line with an arrow represents data flows. It is used to connect processes to each other. The arrow shows the direction of flow of data.

Open Rectangle

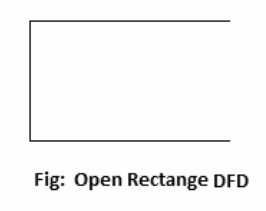
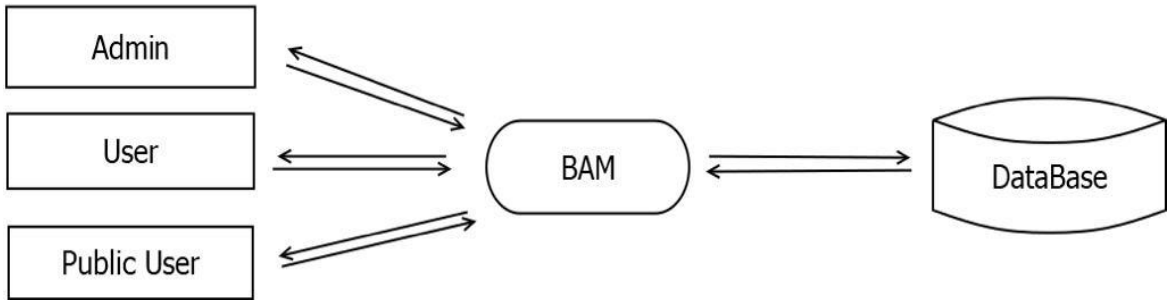


Fig: Open Rectange DFD

An open rectangle is used to store data.

LEVEL 0

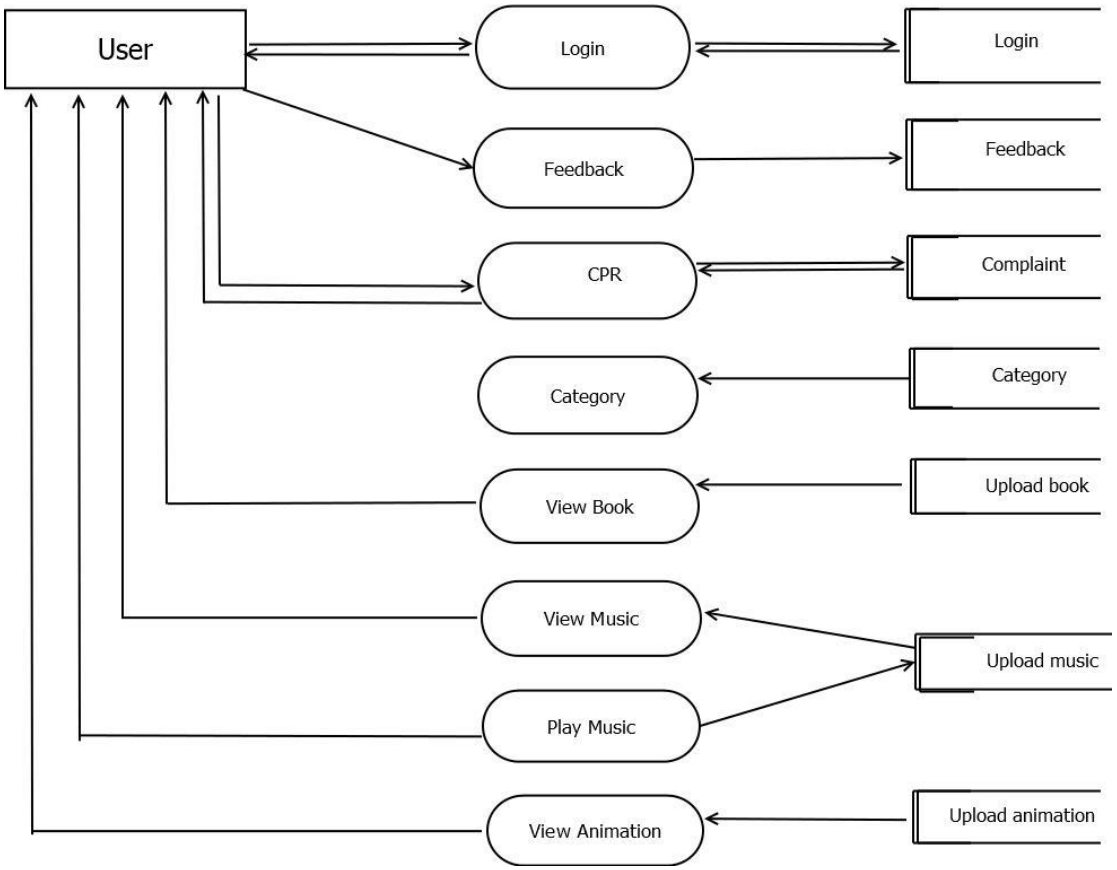
LEVEL 0



Level 1.0

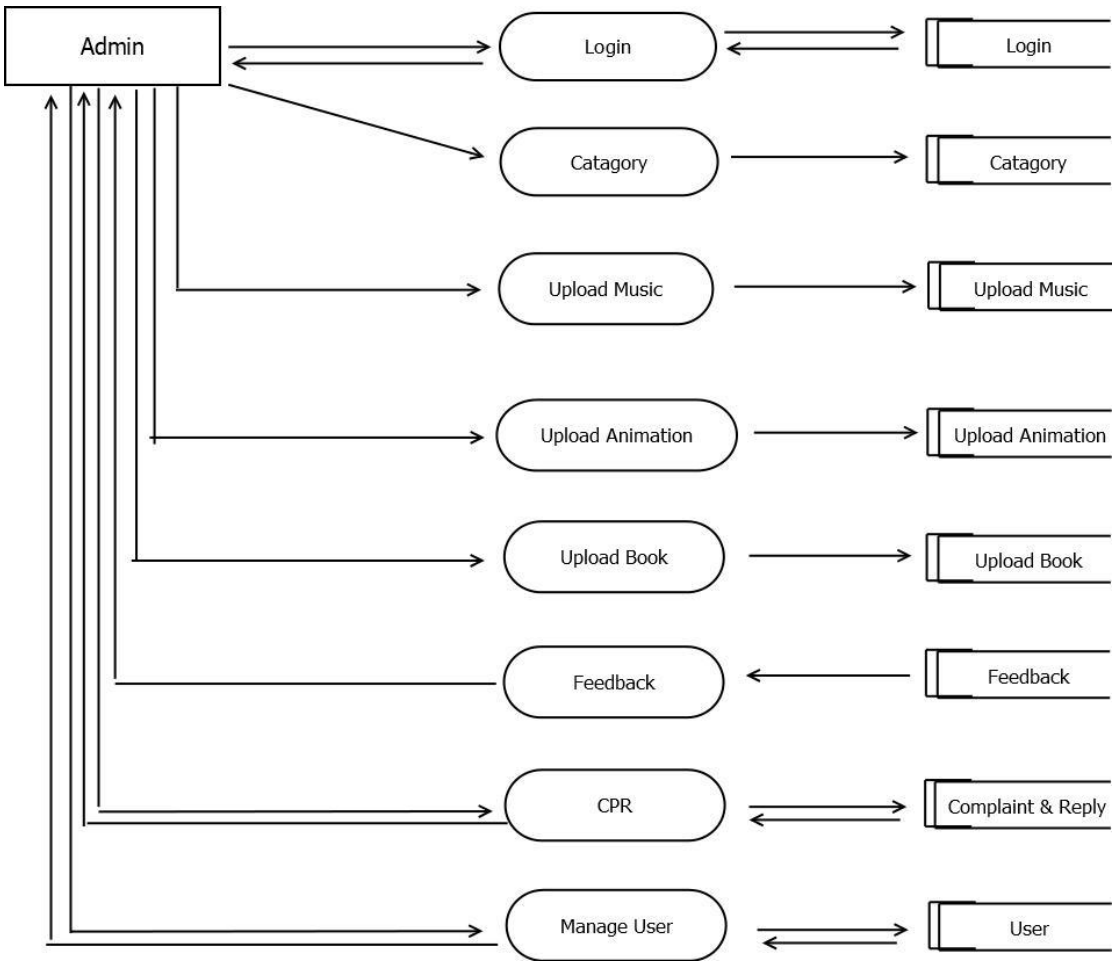
Use Case: User

LEVEL 1.0



Level 1.1

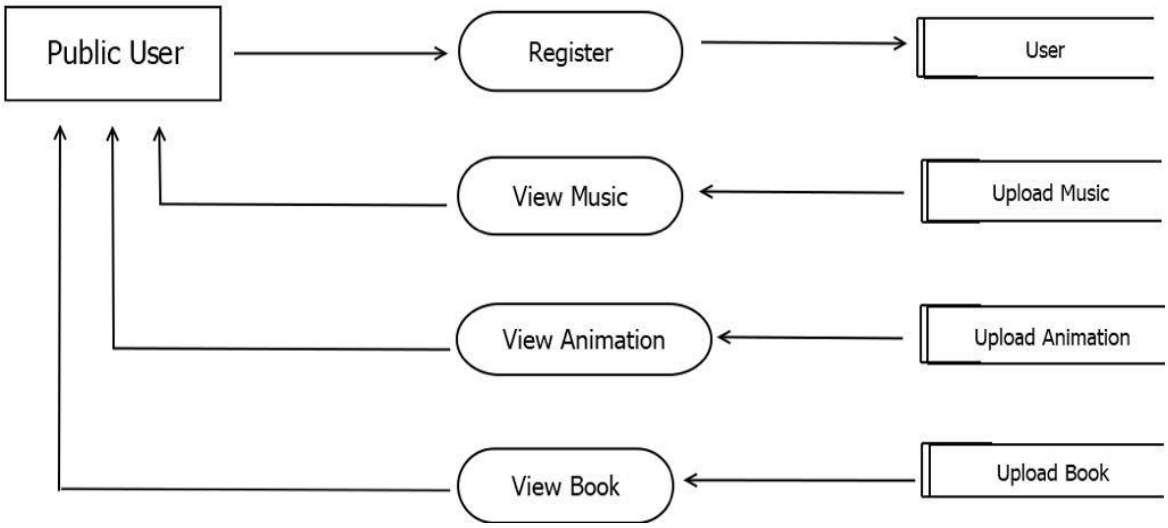
Use Case: Admin



Level 1.2

Use case: Public User

LEVEL 1.2



3.5 Input Design

Input design is a process of converting user-oriented input into a computer-based format. The goal of the designing input is to make data entry as easy and free from error. In Python - Django, input to the system is entered through forms. A form is “any surface on which information is to be entered, the nature of which is determined by

what is already on that surface". If the data going into the system is incorrect, then processing and output will magnify these errors. So, designers should ensure that form is accessible and understandable by the user.

End users are people who communicate to the system frequently through the user-interface, the design of the input screen should be according to their recommendations. End users are important to analyse the system.

The following are the consideration given by the end-users for input design:

The following are the consideration given by the end-users for input design:

• The screens should be user-friendly and easy to operate.

• Proper validation of inputs to be provided

• The screens should be clear and enough information should be providing to guide the user to enter correct data

List of valid values for the field should be provided wherever possible. The design decision for handling input specifies how data is accepted for computer processing. The design of input also includes specifying means by which end-user and system operators direct the system in which the action to take. The goal of the input design is to make the data entry easier, logical and error free. Error in the input data is controlled by input design. Complex names, figures, etc. are avoided to make it user friendly. Security is provided in necessary areas.

3.6 Output Design

The most important thing about any system is what it produces. A system is judged to be a success or failure depending on whether its products are useful or not. So, it is critical that we first specify what is required from the system. Once this has been done, we can concentrate on what is required to produce this output. In order to agree what results are to be produced by the system, users are consulted to understand exactly what is required.

The main media available are:

• Print used for reporting and for a permanent listing of the file contents.

• Video display used for temporary output, usually responses to queries.

• Disk used for storing data files. These lines are normally used for output and input data.

Other factors to be considered when we are designing output are usage, quality and cost. These factors are closely related and we normally seek a compromise involving all three. Cost factor and quality factor are important to produce the output design. For instance, higher quality generally costs more and a document to be used by the public needs to be better quality than one used within an organisation.

Thus, where output is sent can be divided into two broad groups: internal and external. Internal usage refers to use by employees within an organisation, whereas external output is desired for people outside the organisation.

The main requirement of an internal document is that it contains the necessary information for it to be useful. There is no need for fancy documents or top-quality printing or very high-quality paper.

As long as the information is presented in a readable format the most important criterion has been satisfied. External documents, on the other hand, can play an important role in determining the public image of the organisation. Thus, the emphasis here is a presentation as well as usefulness. Later quality appearance etc. Are given prime importance here when unfamiliar people use the external documents. So, the terminology used must be simple: the higher the level of employee, the lesser the details required in the report. How often a report is needed or referenced can also influence its design; some reports must be produced daily while others are less frequently required, in certain cases reports may be legal requirements. Sometime previous year reports may be required and an appropriate output medium is selected for storing such reports.

3.7 File Design

Data formatted and record formatted are the important concepts of file design. File design includes sections of data format for each data field, selection of record format, selection of access method and selection of the file organisation.

File is the collection of logically related records. The main objective is to improve the effective auxiliary storage and to contribute to the overall efficiency of the computer program component of the system. It can improve the reliability of the system. The auxiliary storage medium must provide efficient access to data and minimise the need for computer programs to change data format.

3.8 Code Design

The goal of implementing the coding or programming phase is to translate the design of the system produced during the design phase into code in a given programming language, which can be executed by a computer and that performs the computation specified by the design. For a given design, the aim is to do it in the best possible manner. The coding phase affects both testing and maintenance profoundly. There are many different criteria for judging a program, including readability, size of the program, execution time, and required memory. The main objectives of the coding activity are: minimise the effort required to complete the program, minimise the number of statements, minimise the memory required, maximise the program clarity, and maximise the output clarity. Coding should be done in such a way that it is simple, easy to test, and easy to understand and modify.

Database design is required to manage larger bodies of information. The management of data involves both the definition of the structure of storage of information and provisions of mechanism for the manipulation of information. For developing an efficient database certain conditions have to be fulfilled such as:

- Ease to use

- Control redundancy
- Data independence
- Accuracy and integrity

The database design of the system deals with the relevant data that came into lay in the system. According to their relationship tables are designed by allowing the standard database design method. Data types for each data in the field are defined. For the optimum design of the database, to have better response time, to have data integrity, to avoid redundancy, and for the security of the database table to be created are normalised and applied some sort of demoralisation to reduce the join that contain three or four tables.

The major steps in the designing process are

- Identify the tables and relationships
- Identify the data that is needed for each table and relationship
- Resolve the relationships
- Verify the design
- Implement the design

A data is a collection of interrelated data stored with minimum redundancy to save many users quickly and efficiently. The general objective is to make database access easy, quick, inexpensive and flexible for the user. Relationships are established between the data to get an internal consistency of data and to have minimising data storage required, minimising character of data inconsistencies and optimising for updates. My-SQL server database has been chosen for relevant databases. The database tables used for the project are:

Table name: login

Primary Key: login_id

Field	Data type	Size	Description
login_id	int	11	Login_id
username	varchar	20	Username
password	varchar	20	Password
type	varchar	20	Type
user_id	int	11	User_id

Table name: User Registration

Primary Key: user_id

Field	Data type	Size	Description
user_id	varchar	11	User_id
first name	varchar	20	First name
last name	varchar	20	Last name
username	varchar	20	Username
age	varchar	10	Age
gender	varchar	10	Gender

phone number	varchar	10	Phone number
email	varchar	20	Email
create password	varchar	20	Create password
confirm password	varchar	20	Confirm password

Table name: Category

Primary key: category_id

Field	Data type	Size	Description
category_id	int	11	Category_id
category	varchar	20	Category
type	varchar	30	Type

Table name: Upload Anime

Primary key: anime_id

Field	Data type	Size	Description

anime_id	int	11	Anime_id
title	varchar	20	Title
animation	varchar	20	Animation
category	varchar	20	Category
user_id	int	11	User_id
type	varchar	30	Type

Table name: Upload Music

Primary key: music_id

Field	Data type	Size	Description
music_id	int	11	Music_id
title	varchar	20	Title
music	varchar	20	Music
category	varchar	20	Category
user_id	int	11	User_id
image	varchar	30	Image
artist	varchar	30	Artist

Table name: Upload Book

Primary key: book_id

Field	Data type	Size	Description
book_id	int	11	Book_id
title	varchar	20	Title
book	varchar	30	Book
category	varchar	20	Category
user_id	int	11	User_id
author	varchar	30	Author

Table name: Feedback

Primary key: feedback_id

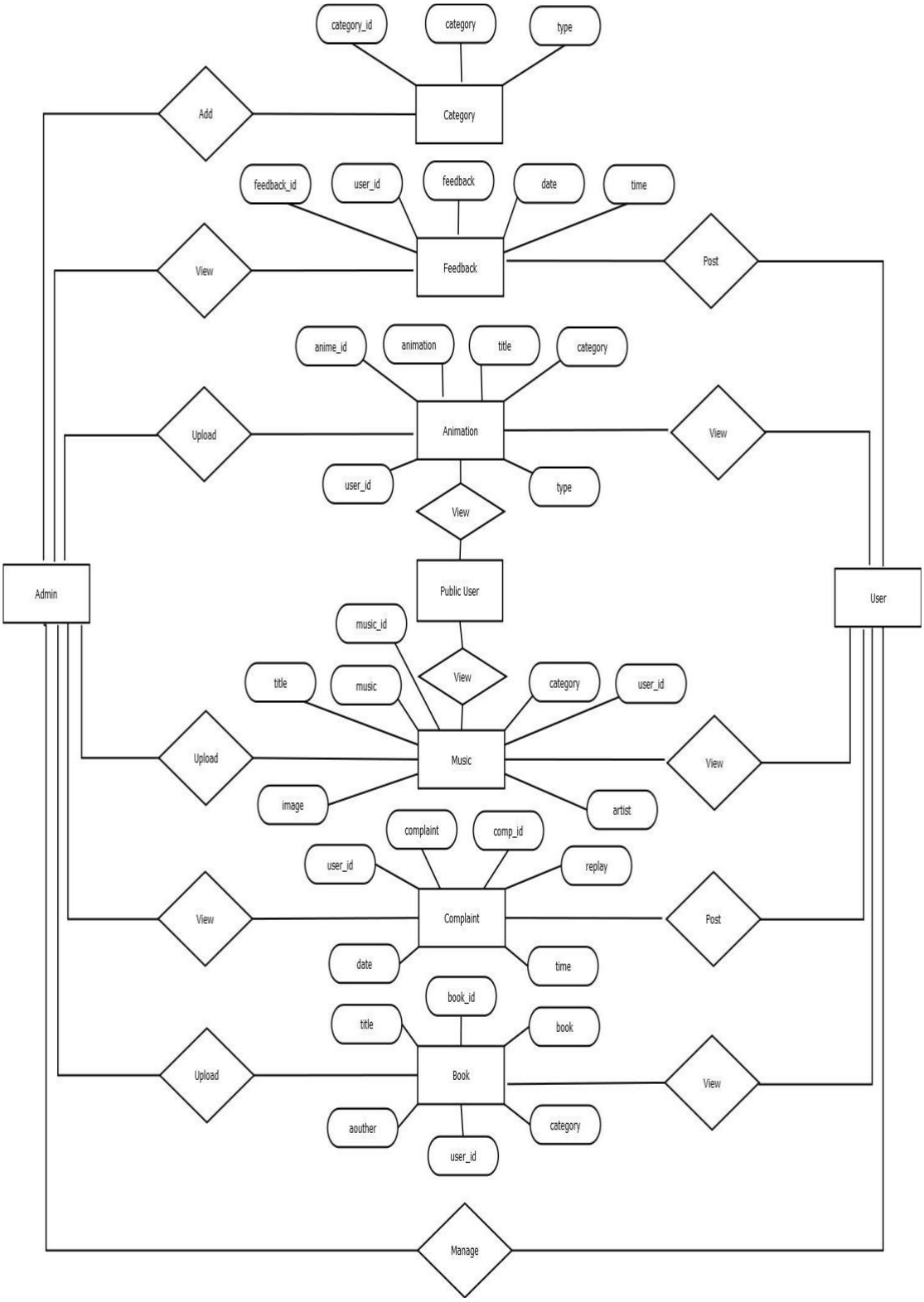
Field	Data type	Size	Description
feedback_id	int	11	Feedback_id
user_id	int	11	User_id
feedback	varchar	50	Feedback
date	date	-	Date
time	time	-	Time

Table name: Complaint

Primary key: complaint_id

Field	Data type	Size	Description
complaint_id	int	11	Complaint_id
complaint	varchar	30	Complaint
user_id	int	11	User_id
reply	varchar	30	Reply
date	date	-	Date
time	time	6	Time

ER Diagram


category_id
category
type
Add
Category
feedback_id
user_id
feedback
date
time
View
Feedback
Post
anime_id
animation
title
category
Upload
Animation
View
user_id
type
View
Admin
Public User
User
music_id
title
music
View
category
user_id
Upload
Music
View
image
artist
complaint
comp_id
user_id
replay
View
Complaint
Post
date
time
book_id
title
book
Upload
Book
View
aouther
category
user_id
Manage

3.9 Normalisation

It is a process of converting a relation to a standard form. The process is used to handle the problems that can arise due to data redundancy i.e., repetition of data in the database, maintain data integrity as well as handling problems that can arise due to insertion, updation, deletion anomalies.

Decomposing is the process of splitting relations into multiple relations to eliminate anomalies and maintain anomalies and maintain data integrity. To do this we use normal forms or rules for structuring relations.

Insertion anomaly: Inability to add data to the database due to the absence of other data.

Deletion anomaly: Unintended loss of data due to the deletion of other data.

Update anomaly: Data inconsistency resulting from data redundancy and partial update.

Normal form: These are the rules for structuring relations that eliminate anomalies.

3.9.1 First normal form:

First Normal form (1NF) is now considered to be part of the formal definition of relational model. 1NF is designed to disallow multivalued attributes, composite attributes, and their combinations. It states that the domain of an attribute must include only atomic values. A domain is atomic, if elements of the domain are considered to be indivisible units. We say that a relational schema R is in 1NF if the domain of all attributes of „R" is atomic. The tables included in developing this system contain atomic values and hence it is in 1NF.

3.9.2 Second normal form:

Second Normal form (2NF) is based on the concept of functional dependency. A relation R is in 2NF if it is in 1NF and every non key attribute A of R is fully dependent on the primary key. That is, relation is said to be in 2NF if each attribute A in R meets one of the following criteria:

1. It appears in the primary key.
2. It is fully functionally dependent on the primary key.

The tables designed in the proposed system contain a primary key for uniquely identifying each user.

3.9.3 Third normal form:

A relation is said to be in third normal form if there exists no transitive dependencies. If two non-key attributes depend on each other as well as on the primary key then they are said to be transitively dependent.

The above normalisation principles were applied to decompose the data in multiple tables thereby making the data to be maintained in a consistent state.

CHAPTER FOUR

SYSTEM TESTING AND IMPLEMENTATION

4.1 Introduction

Testing is the process by which a developer will generate a set of test data, which gives maximum probability of finding all types of errors that can occur in the software. Testing is vital to the success of the system. System testing makes a logical assumption that if all the parts of the system are correct, the goal will be successfully achieved. The candidate system is subject to a variety of tests: online response, volume, stress, recovery and security and usability tests. A series of testing are performed for the proposed system before the system is ready for user acceptance testing. If an error occurred in the software the system testing will help to identify and correct the error. Software without testing will always be under the bugs or errors.

It is the process of exercising or evaluating a system by manual or automatic means to verify that it satisfies the specified requirements or to identify the difference between expected and actual results. The testing activities are aimed at convincing the customer through demonstration and actual use that the software is a solution to the original problem and that both the product and the process that created it are of high quality. It is also used to find and eliminate any residual errors from previous stages and the operational reliability of the system.

4.2 Preparation of Testing Data

Software testing is a crucial element of software quality assurance and represents the ultimate review of specification, design and coding. Testing represents an interesting anomaly for the software. During earlier definition and development phases, it was attempted to build software from abstract concepts to tangible implementation. The

testing responsible for ensuring that the product that has been built performs the way that the detailed design documentation specifies.

4.3 Testing Methods

The testing methods used are:

- Unit testing
- System testing
- Validation testing

4.3.1 Unit testing

A program unit is a small module written for a specific purpose. If the programs are developed in such a way, the task of testing will be greatly simplified. Since our project contains functions for each purpose, these units are tested first.

Unit testing has the goal of discovering errors in the individual modules of the system whereas integration testing is concerned with the decision logic, control flow, recovery procedures, throughput, capacity & timing characteristics of the entire system.

It is the testing of the whole system. In the project creation there came various situations where integration testing had to be performed. In the project unit testing is performed on individual modules. Since the project is developed of function, each function is tested as soon as it is developed.

4.3.2 System testing

This testing is done to see if all the system components mesh up properly. After completing the project, the whole testing was done based on control flow and correct output. Here we tested if the project correctly works with the system configurations and other files and the correct result is earned.

4.3.3 Validation testing

Validation checks that the product design satisfies or fits the intended use (high- level checking), i.e., the software meets the User requirements. This is done through dynamic testing and other forms of review.

4.4 Implementation

Implementation is a stage where theoretical design is turned to the working system. The implementation phase is used to test the developed package with sample data, correcting the error identified, appearing the user of the various special facilities and features of the computerised system. It also involves user training for minimising resistance to change and giving the new system a change to prove its worth. This successful implementation of the new system depends upon the involvement of the user.

4.4.1 Implementation Methods

There are several methods for handling the implementation and consists of changing from the old to the new computerised system. The most secure method for conversion from the old system is to run the old and new system in parallel. In this approach; a person may operate in the manual processing system as well as start operating the new computerised system.

Another commonly used method is a direct cut over the existing manual system to the computerised system. The change may be within a week or a day. This strategy requires planning. A working version of the system can also be implemented in one part of the organisation and the changes can be made as and when required, but this method is less preferred due to the loss of the entire system. After the system is Implementation, a review should be conducted to determine whether the system is meeting expectations where improvements are needed.

4.5 Documentation

The documentation involves collecting, organising, and maintaining a complete record of programs. The documentation deals with the system department with maximum

clarity. Each and every process is explained in detail. The various tables used by the system with field details are provided. The system uses various kinds of forms to produce well-structured screen formats. These forms are also documented and the output generated by the system constitutes another part. Documentation of the software provides the following:

4.5.1 Comments

Comments are very useful in documenting a program. It is used to explain the logic of the program. It should be used to improve the quality and understandability of the program. It should not be redundant, incorrect or incomplete.

4.5.2 System Manuals

A good software system must contain standard system manuals. In this the statement is clearly defined, specifies description, detailed flowcharts, and specimen of all input forms and printed outputs.

4.5.3 Operation Manual

A good software package is supported with a good operation manual to ensure the smooth running of the program.

The operation manual must contain the following information:

- Setup and operational details of each program.
- Loading and unloading procedures.
- Starting, running, and terminating procedures.
- List of error conditions with explanation.

CHAPTER FIVE

SYSTEM SECURITY

5.1 Introduction

System security is a branch of technology known as information security as applied to computers and networks. The objective of system security includes protection of information and property from theft, corruption, or natural disaster, while allowing the information and property to remain accessible and productive to its intended users.

System security helps software under bugs and keep the software safe. The terms system security, means the collective processes and mechanisms by which sensitive and valuable information and services are protected from publication, tampering or collapse by unauthorised activities or untrustworthy individuals and unplanned events respectively. The technologies of system security are based on logic. As security is not necessarily the primary goal of most computer applications, designing a program with security in mind often imposes restrictions on that program's behaviour.

5.2 Checks and Controls

When developing or acquiring software applications, it is important to ensure that the data being entered is properly checked. This Activity presents guidelines on how to check and control data entry.

5.2.1 Good Practices and Recommendations

The following types of checks and controls are important to have in the data entry screens in all software applications:

• Validate all fields that have ranges such as dates or amounts.

• Try to increase the number of lookup tables so that users do not enter country

codes or currencies whichever way they wish.

• Allow the user, under privilege control, to add a parameter that is not in a lookup table on the spot without having to go to another screen.

• Allow the user to search for major tables such as citizens, projects, contractors, Etc. This should be available during deletions, modifications, printing and other system functions.

• Design screen layouts to be similar to actual vouchers. This eases data entry and requires less training for the user.

• Use clear color coding as per Windows standards: Black labels, White for enterable fields and grey fields for non-enterable or for system responses.

• Differentiate between Info, Error and Warning messages through the proper

use of buttons: Info (OK), Error (OK), and Warning (Yes, No), Choices (Yes,

no, Cancel).

• Use clear and unambiguous messages

• Avoid cluttering the screen with a large number of fields. It becomes difficult

to visually scan the screen and validate the data. In the case of large number

of fields, it is best to use TABs or even multiple screens.

• Do not allow the system to accept to create or modify a record unless all data

is validated. Many systems suffer from temporary entries that are never completed.

The above guidelines should be standardised across various applications to ensure that users get familiar with the look and feel of applications and hence require less training.

It will help the users to feel the system is very simple and easy.

5.3 Data Security

Data security is the practice of keeping data protected from corruption and unauthorised access. The focus behind data security is to ensure privacy while protecting personal or corporate data. Data is the row form of information stored as columns and rows in our databases, network servers and personal computers. This may be a wide range of

information from personal files and intellectual property to market analytics and details intended to top secret. Data could be anything of interest that can be read or otherwise interpreted in human form.

Encryption has become a critical security feature for thriving networks and active home users alike. This security mechanism uses mathematical schemes and algorithms to scramble data into unreadable text. It can only be decoded or decrypted by the party that possesses the associated key. Authentication is another part of data security that we encounter with everyday computer usage. Just think about when you log into your email or blog account. That single sign-on process is a form authentication that allows you to log into applications, files, folders and even an entire computer system. Once logged in, you have various privileges until logging out. Some systems will cancel a session if your machine has been idle for a certain amount of time, requiring that you prove authentication once again to re-enter. The single sign-on scheme is also implemented into strong user authentication systems. However, it requires individuals to login using multiple factors of authentication. This may include a password, a one time password, a smart card or even a fingerprint.

Data security wouldn't be complete without a solution to back up your critical information. Though it may appear secure while confined away in a machine, there is always a chance that your data can be compromised. You could suddenly be hit with a malware infection where a virus destroys all of your files. Someone could enter your computer and steal data by sliding through a security hole in the operating system. Perhaps it was an inside job that caused your business to lose those sensitive reports. If all else fails, a reliable backup solution will allow you to restore your data instead of starting completely from scratch.

5.4 User Security

User security uses security rules to determine what is displayed. It ensures that the system prevents unauthorised access to data. It has two elements:

5.4.1 Authentication

It is the process of recognizing a user's identity. The credentials provided are compared to those on a file in a database of the authorised user's information on a local operating system or within an authentication server. Ensures that a valid user is logged-in, based on an ID and password provided by the user.

5.4.2 Authorization

Ensures that the logged-in user is allowed to use a page or perform an operation. Authorization is typically based on one or more roles (sometimes called groups) to which the user belongs.

CHAPTER SIX

POST IMPLEMENTATION

6.1 Introduction

Post implementation phase is the phase, which measures the system's performance against predefined requirements. It maintains and enhances the system. This involves evaluation, maintenance and enhancement of the system.

Post Implementation Review

After the system Implementation, a review should be conducted to determine whether the system is meeting expectations where improvements are needed, System quality, user confidence and operating system static are accessed through such technique logging. It is conducted using the review document.

The Implementation plan should anticipate possible problems and must be able to deal with them. The usual problem may be missing documents, missed data formats between current and new files, errors in data translation, missing data etc. The Implementation plan should anticipate possible problems and must be able to deal with them.

The reviews are conducted by the operating personnel as well as the software developers in order to determine how well the system is working, how it has been accepted and whether adjustments are needed. The review analyses the option of the user and identifies their attitude towards the new computerised system.

6.2 System Evaluation

The system evaluation involves the hardware and software as a unit. The hardware selection is based on performance categories. The evaluation phase ranks vendor proposals and determines the one suited to the user's needs. It looks into items such as price, availability and technical support. In the operation phase, the system performance must be monitored not only to determine whether or not they perform as planned, but

also to determine if they should be modified to meet changes in the information needs of the business.

In the evaluation phase, the first step adopted was to look at the criteria listed earlier and rank them in the order of importance. Three sources of information are used in evaluating hardware and software. They are benchmark programs, experience of other users and product reference manuals.

6.3 Maintenance

Software maintenance is the modification of a software product after delivery to correct faults, to improve performance or other attributes, or to adapt the product to a modified environment. Maintenance covers a wide range of activities, including correcting, coding and design errors, updating documentation and test data and upgrading user support. Maintenance means restoring something to its original condition.

Maintenance can be classified as corrective, adaptive, perfective and preventive. Corrective maintenance means repairing processing or performance failures or making changes because of previously uncorrected problems or false assumptions. Adaptive maintenance means changing the program function. Perfective maintenance means enhancing the performance or modifying the programs to respond to the user's additional or changing needs. Preventive maintenance concerns activities aimed at increasing the system's maintainability, such as updating documentation, adding comments, and improving the modular structure of the system.

6.3.1 Activities of a Maintenance Procedure

Maintenance activities begin where conversion leaves off. Maintenance is handled by the same planning and control used in a formal system project maintenance staff receives a request for service from an authorised user, followed by a definition of the required modifications.

CHAPTER SEVEN

CONCLUSION

While developing the system a conscious effort has been made to create and develop a website package, making use of available tools, techniques and resources – that would generate a proper system.

While making the system, an eye has been kept on making it as user friendly, as cost-effective and as flexible as possible. As such one may hope that the system will be acceptable to any user and will adequately meet his/her needs.

As in the case of any system development process where there are a number of shortcomings there have been some shortcomings in the development of this system also. The project is still under modification.

Moreover, it’s a wonderful experience and I learned a lot of things and now am willing to develop more websites. The knowledge learned from the work is valuable.

CHAPTER EIGHT

FUTURE ENHANCEMENT

BAM (Book Animation Music) is a website that offers users the ability to read books, listen to music , and watch anime content. The website currently features two types of books - audio books and traditional books. A unique feature of BAM is its ability to detect the emotion in a book and play music that matches the emotion detected. However, the website is limited to only seven emotions at present. In the future, Bam could expand this feature to include all possible emotions, providing users with a more diverse and personalised listening experience.

Another potential future enhancement for BAM is user-generated content. BAM could allow users to write and upload their own books, record and upload audiobooks and podcasts, creating a platform for aspiring writers and content creators to share their work with a wider audience.

Additionally, Bam could explore advanced music integration techniques, such as allowing users to choose music and read books for customizable listening experience.

Bam could also personalise the content recommendations for each user based on their preferences of reading,listening and watching habits, and feedback. This could be achieved through the use of machine learning and artificial intelligence algorithms.

To improve accessibility, BAM we decided to develop a mobile application for users to access content on their smartphones or tablets. Social features could also be added, such as allowing users to follow their favourite writers or content creators, creating communities around specific genres or themes, and sharing their favourite books or podcasts with friends on social media.

Finally, Bam could expand its reach by offering content in multiple languages, making it accessible to a wider global audience. These potential future enhancements could help Bam to become a more comprehensive and personalised platform for book,anime and music.

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Website

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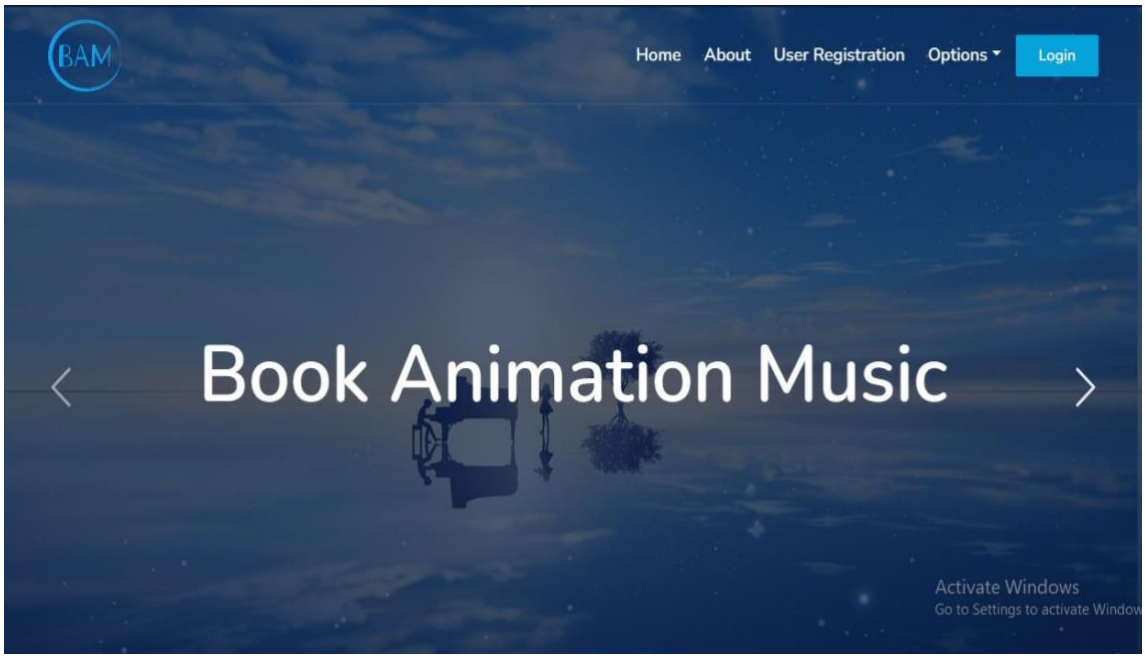
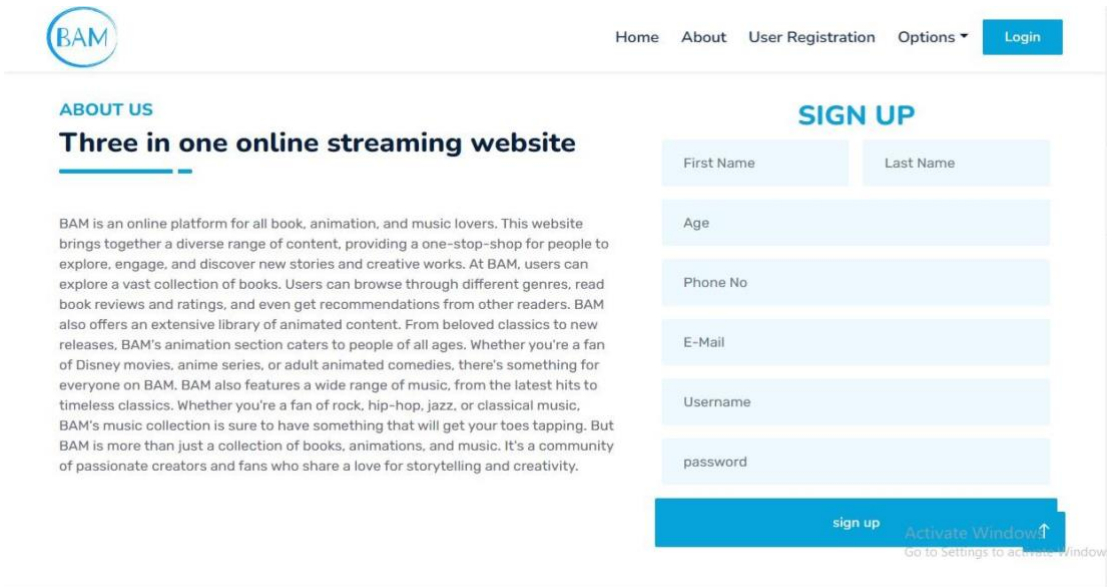
ANNEXURE

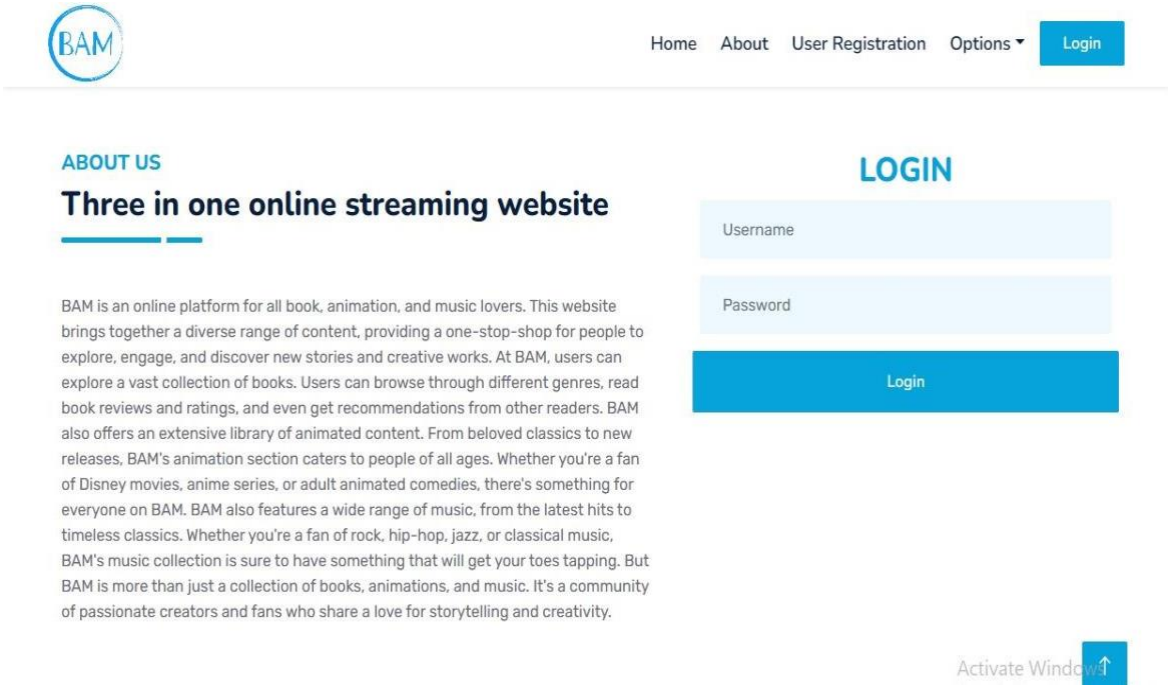
1. Home Page



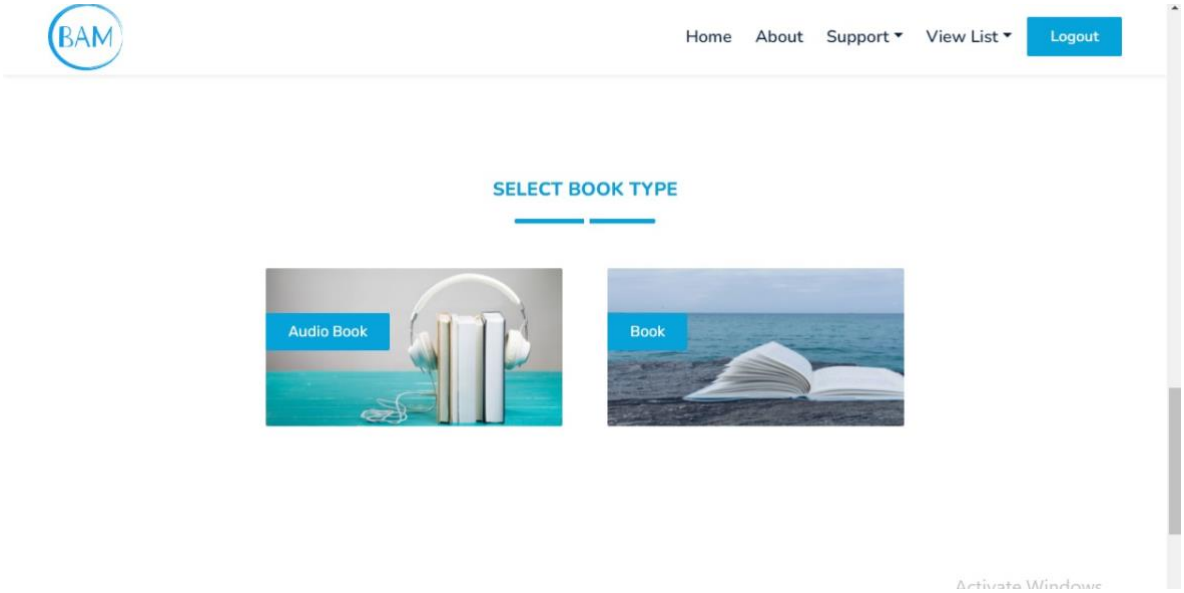
2. User Registration



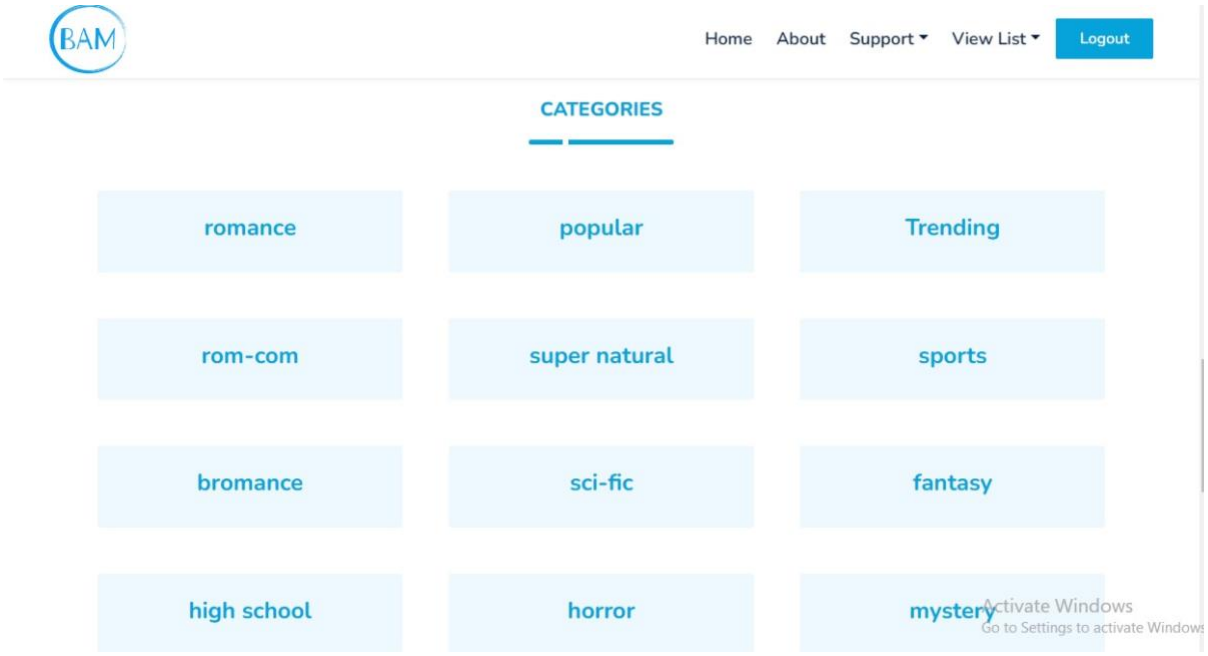
2. Login



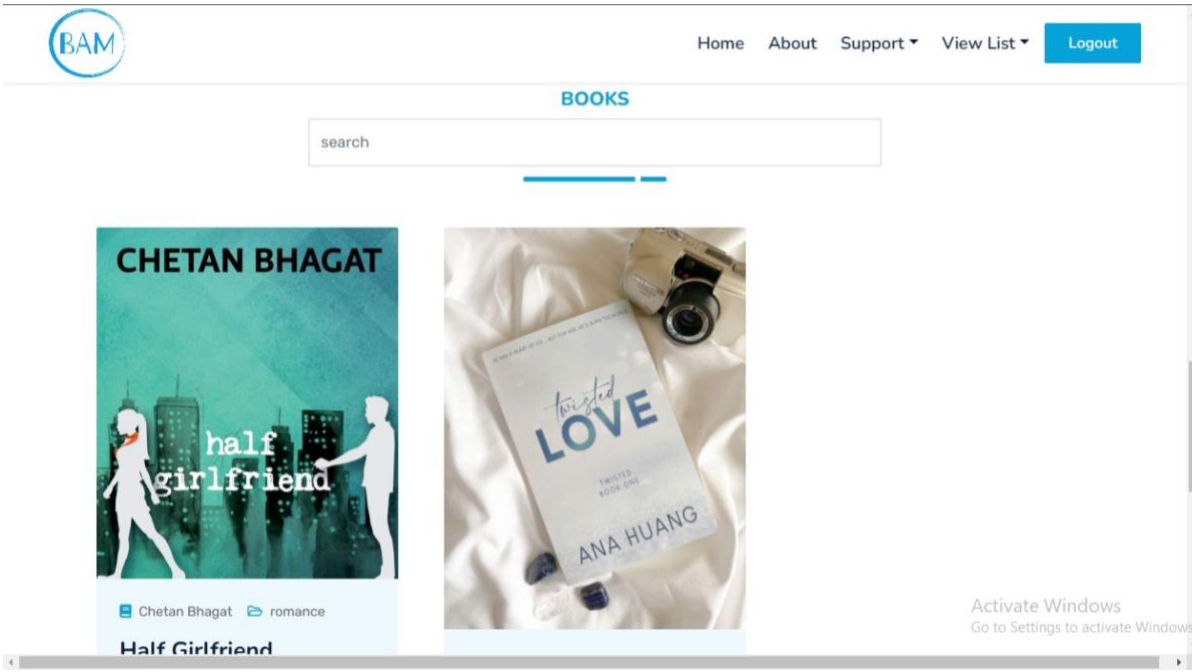
4. Book Type



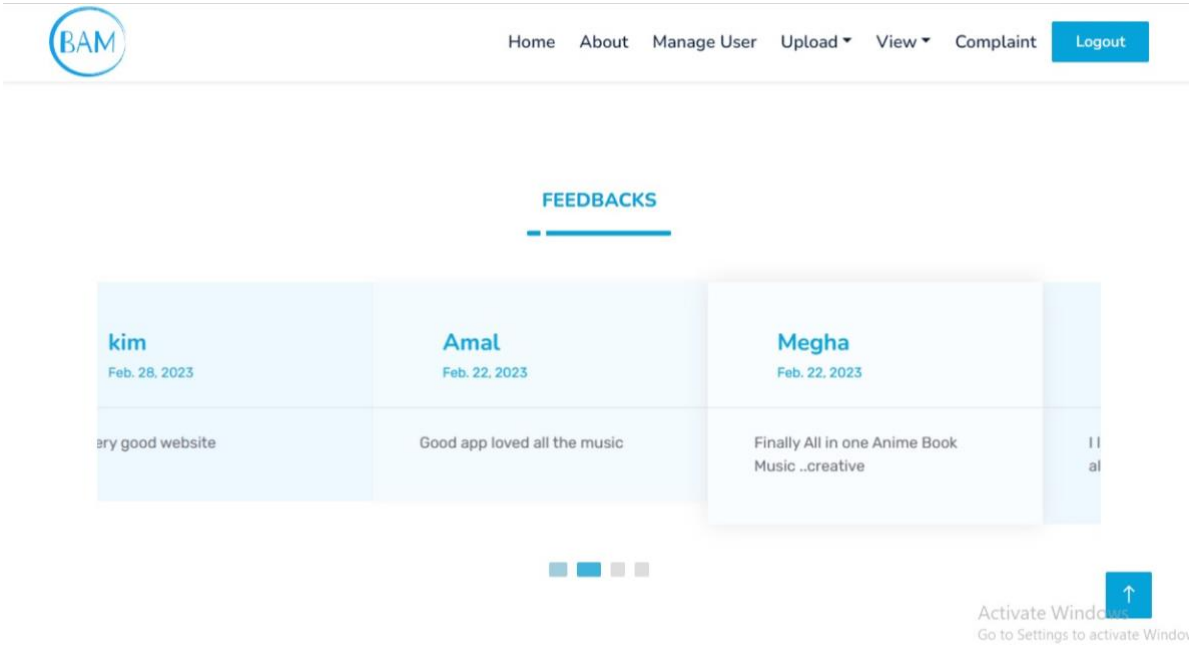
4.1.1 Category



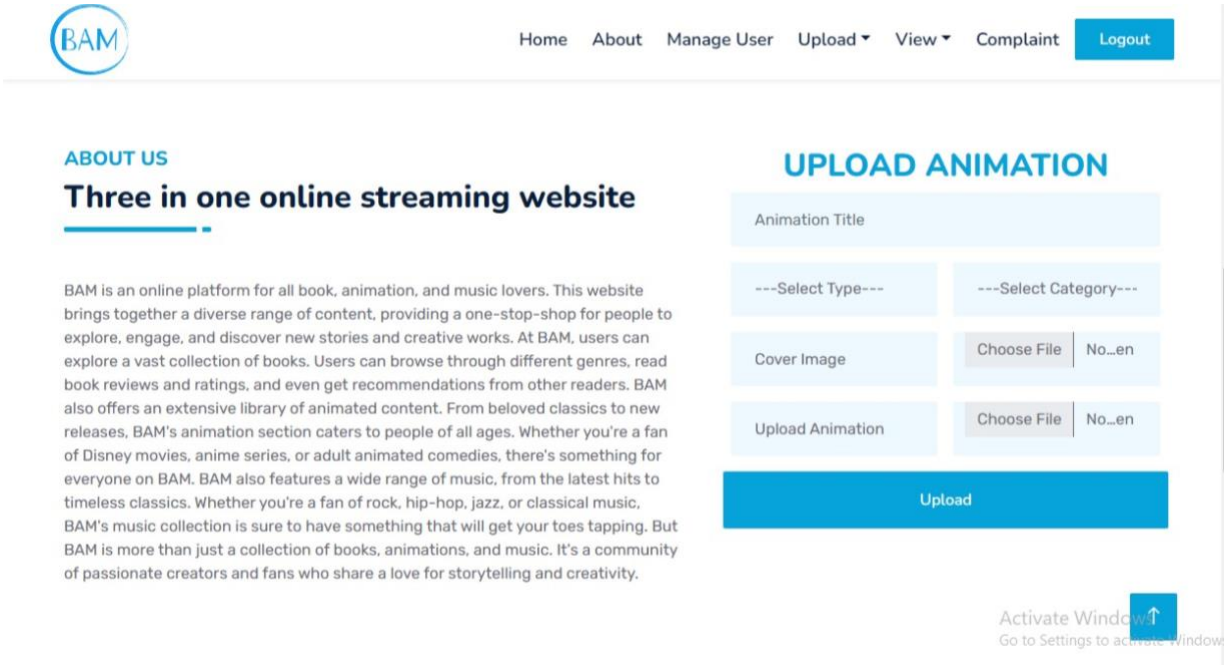
4.1.2 Book



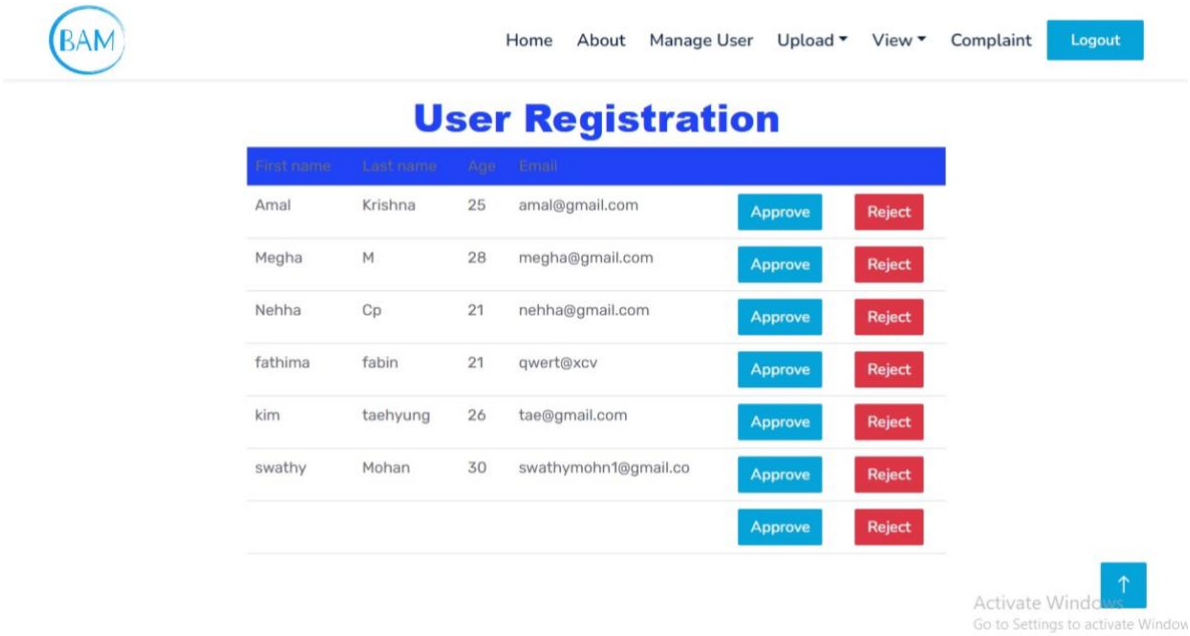
5. Feedback



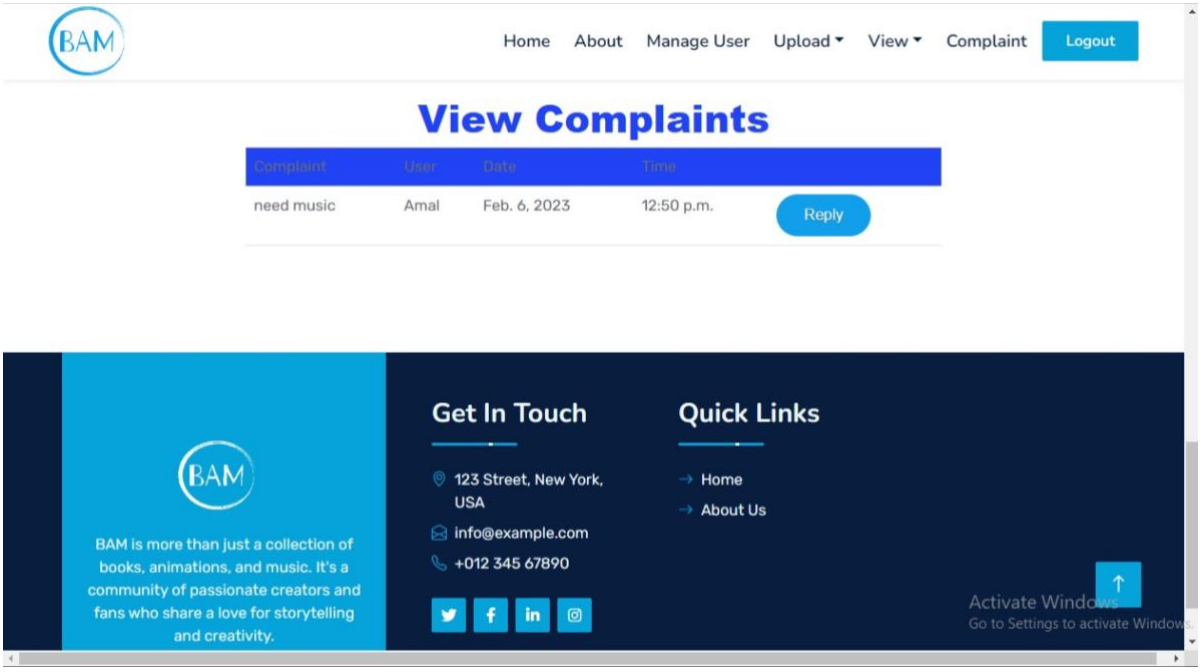
6. Upload Anime



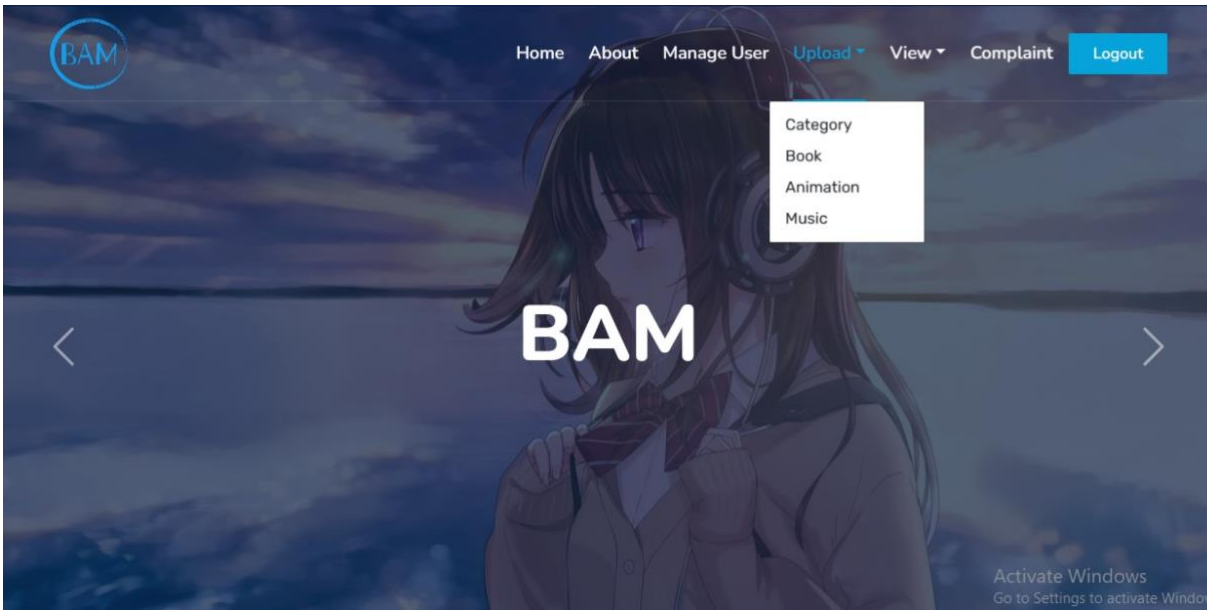
7. Manage User



8. View Complaints



9. Upload



10. Book List