CHAPTER-1

INTRODUCTION

Online Book Store Project is a Web-Based Online e-book Shopping Project. It has a form for user to input query information to search the books from database. The control function is designed to process the input from the user's interface, generate the searching query and then gets data from the database and returns to the user's interface. Books are Categorized in different Category and each Category have Some Sub Category

An online bookstore software projects that acts as a central database containing various books in stock along with their title, author and cost. This project is a web application that acts as a central book store. This web project is developed using php as the front end and sql as a backend. The sql database stores various book related details. A user visiting the website can see a wide range of books arranged in respective categories. The user may select desired book and view its price. The user may even search for specific books on the website.

NEED:

- Efficiently maintains the details about book
- Simultaneously updates change made to any data, item in entire database.
- That is faster than manual system.

CHAPTER-2

SYSTEM ANALYSIS

2.1 MODULES INFORMATION:

This project involves two actors:

a) Admin
b) User

ADMIN:

The modules involved in the Admin are:

a) Home page
b) Add/update/Delete Categories
c) Add/update/Delete Sub Categories
d) Add/update/Delete Books Records

USER:

The modules involved in the User are:

a) User Registration
b) User Login
c) Check the details about us
d) Contact to Admin
e) Search Book
f) Add to Cart book
g) Payment at delivery.

CHAPTER-3

REQUIREMENT SPECIFICATION

3.1 HARDWARE REQUIREMENTS:

Processor	Intel Dual core CPU @ 2.90GHz
Ram	1.00GB
System type	Windows XP / Linux.
Hard disk	40GB

3.2 SOFTWARE REQUIREMENTS:

User on Internet	Web Browser, Operating System (any)
Application	Web browser [Chrome, Firefox and Internet Explorer 8.0]
Data Base Server	Mysql
Applications server	XAMPP
Front End Tool	PHP, HTML and JavaScript

CHAPTER-4

SYSTEM DESIGN

4.1 ARCHITECTURAL DESIGN:

Architecture focuses on looking at a system as a combination of many different components, and how they interact with each other to produce the desired result. The focus is on identifying components or subsystems and how they connect. In other words, the focus is on what major components are needed.

USE CASE DIAGRAM:

A use case diagram in the Unified Modeling Language (UML) is a type of behavioral diagram defined by and created from a Use-case analysis. Its purpose is to present a graphical overview of the functionality provided by a system in terms of actors, their goals (represented as use cases), and any dependencies between those use cases. The main purpose of a use case diagram is to show what system functions are performed for which actor. Roles of the actors in the system can be depicted.

Terms used in Use case diagram:

Use cases: A use case describes a sequence of actions that provide something of measurable value to an actor and is drawn as a horizontal ellipse.

Actors: An actor is a person, organization, or external system that plays a role in one or more interactions with the system.

System boundary boxes: A rectangle is drawn around the use cases, called the system boundary box, to indicate the scope of system. Anything within the box represents functionality that is in scope and anything outside the box is no

USECASE DIAGRAM:

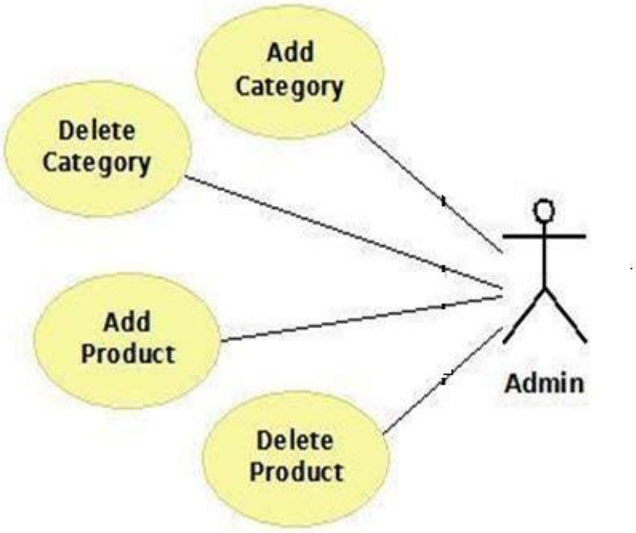

Fig 4.1.1 Use case diagram of admin

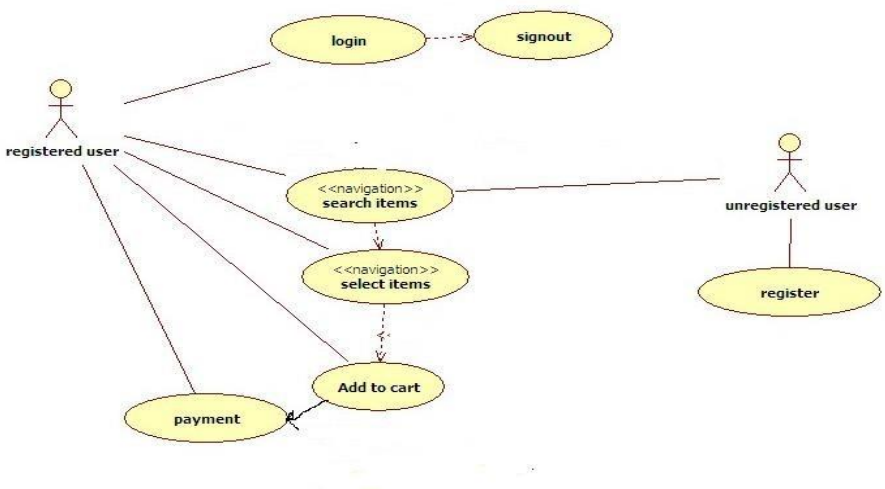

Fig 4.1.2 Use case diagram of user

4.2 ER DIAGRAM:

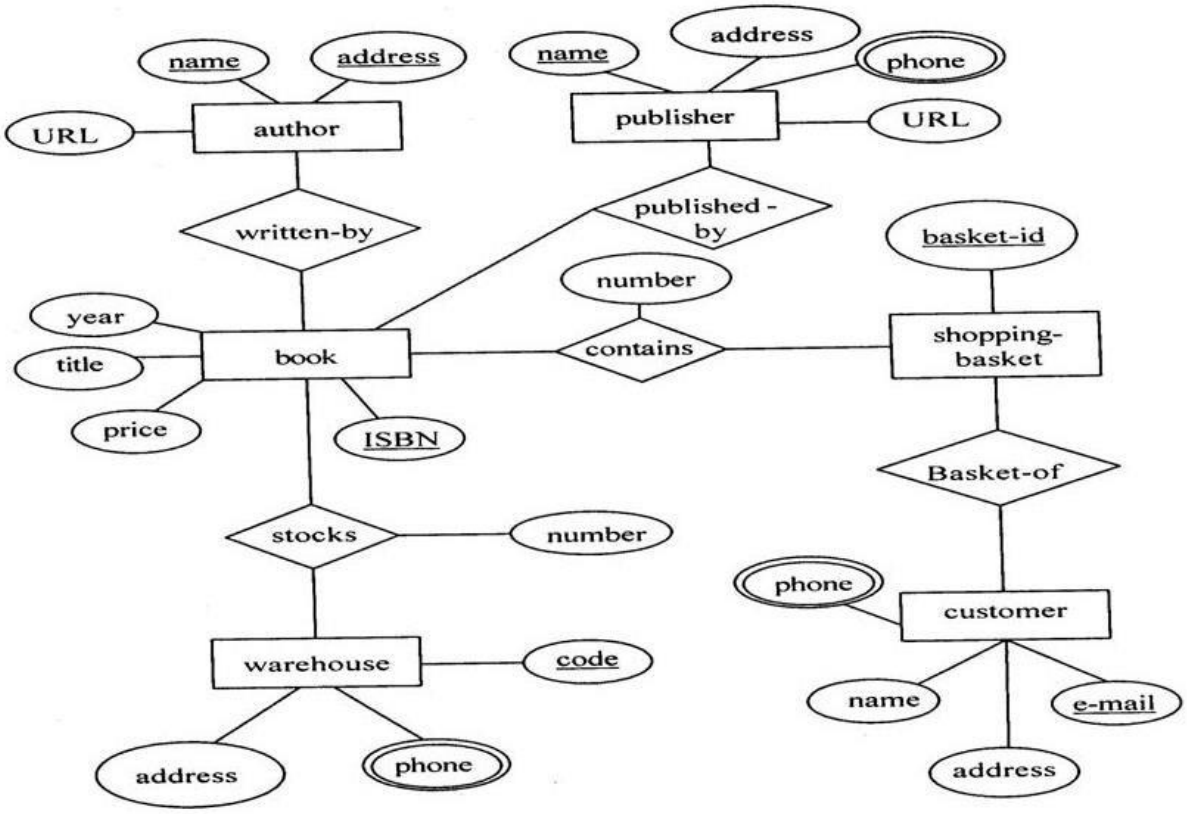

Fig 4. 3: ER- Diagram of Bookstore

CHAPTER-5

SNAPSHOT

Home page:

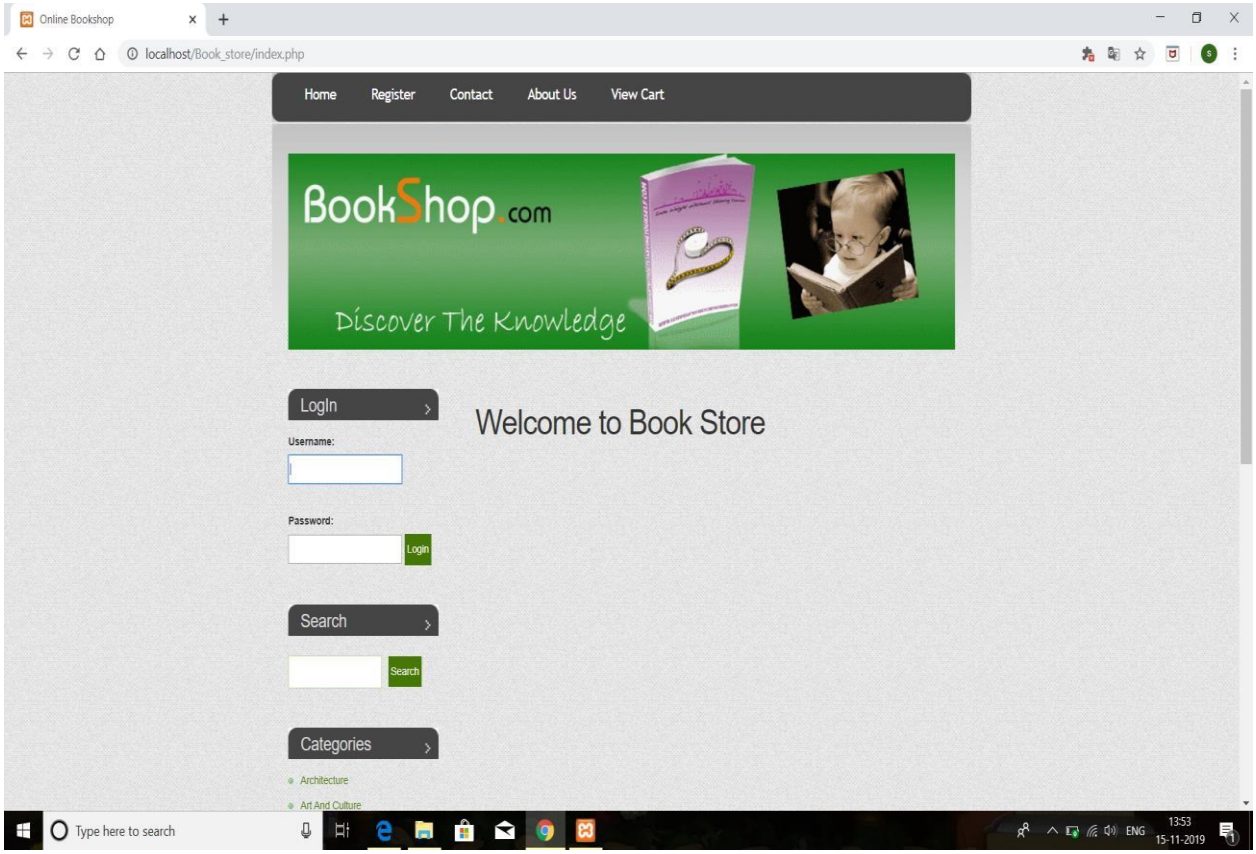

Fig 5.1 Home page

Admin login page:

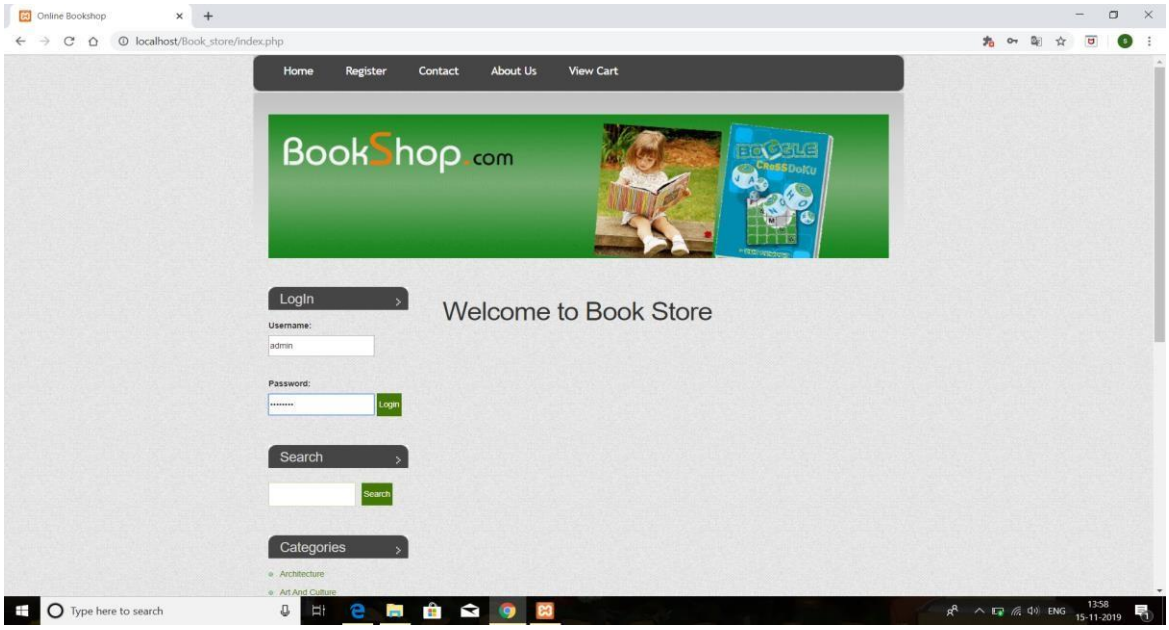

Fig 5.2 admin login page

Add/Delete Category:

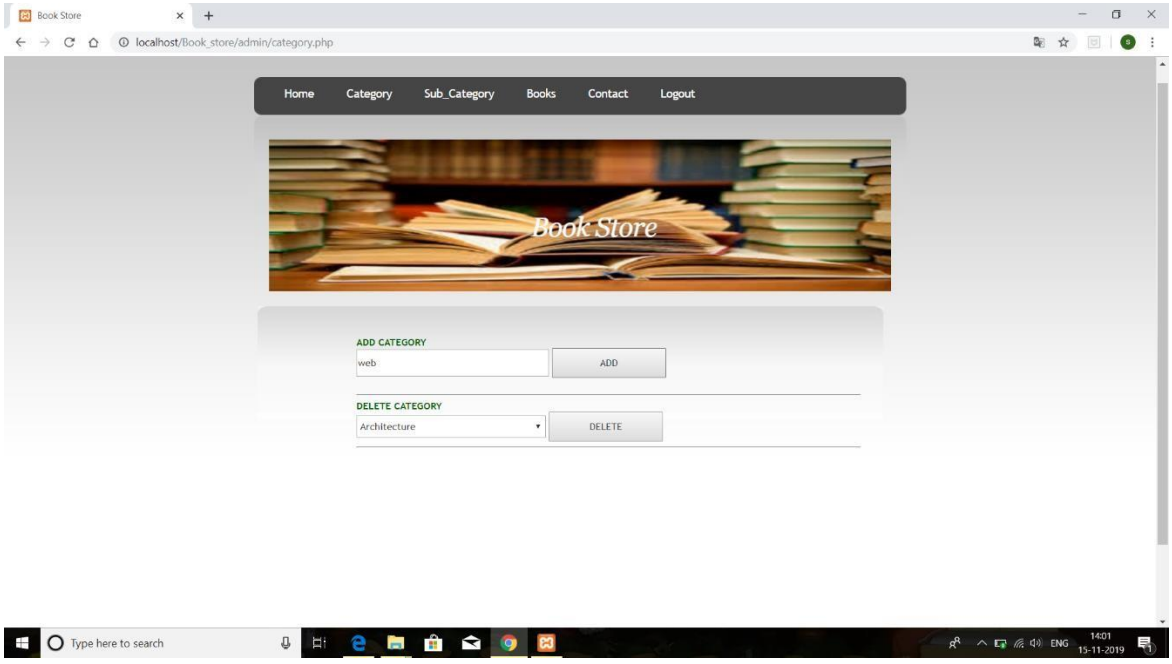

Fig 5.3 Adding/Deleting category

Add/Delete Subcategory:

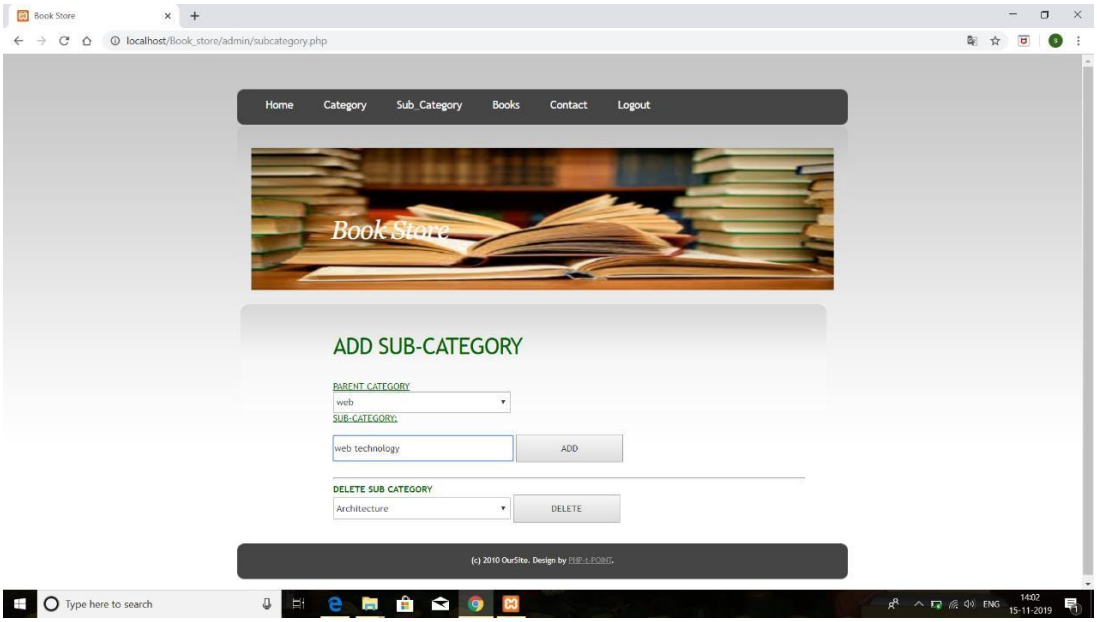

Fig 5.4 Adding/Deleting Subcategory

List of Books:

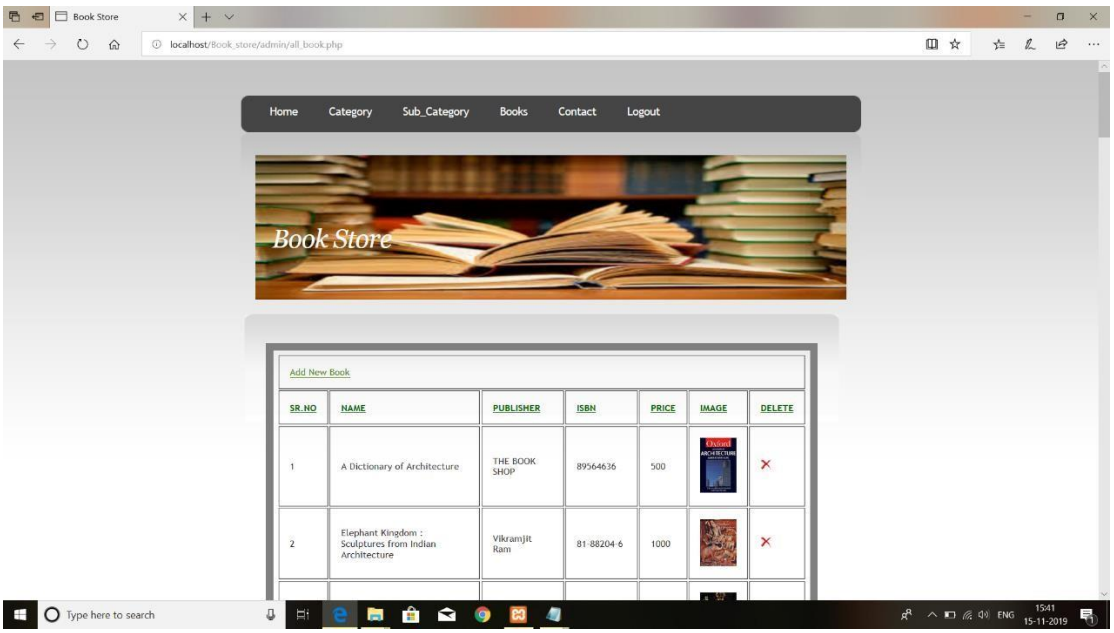

Fig 5.5 List of Books

User Registration:

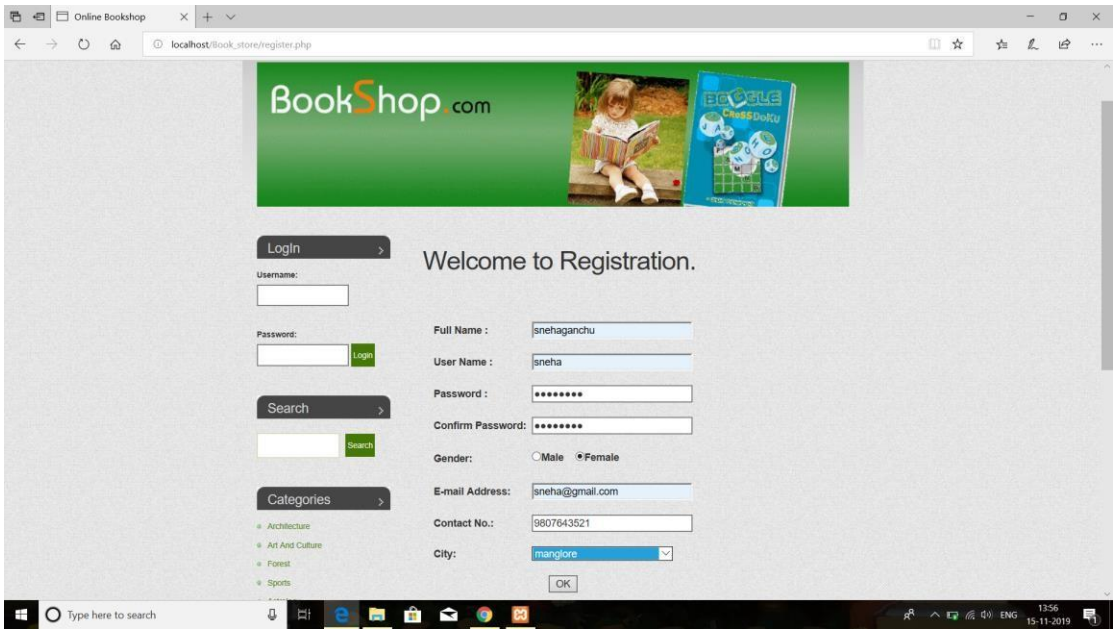

Fig 5.6 User Registration

Book Description:

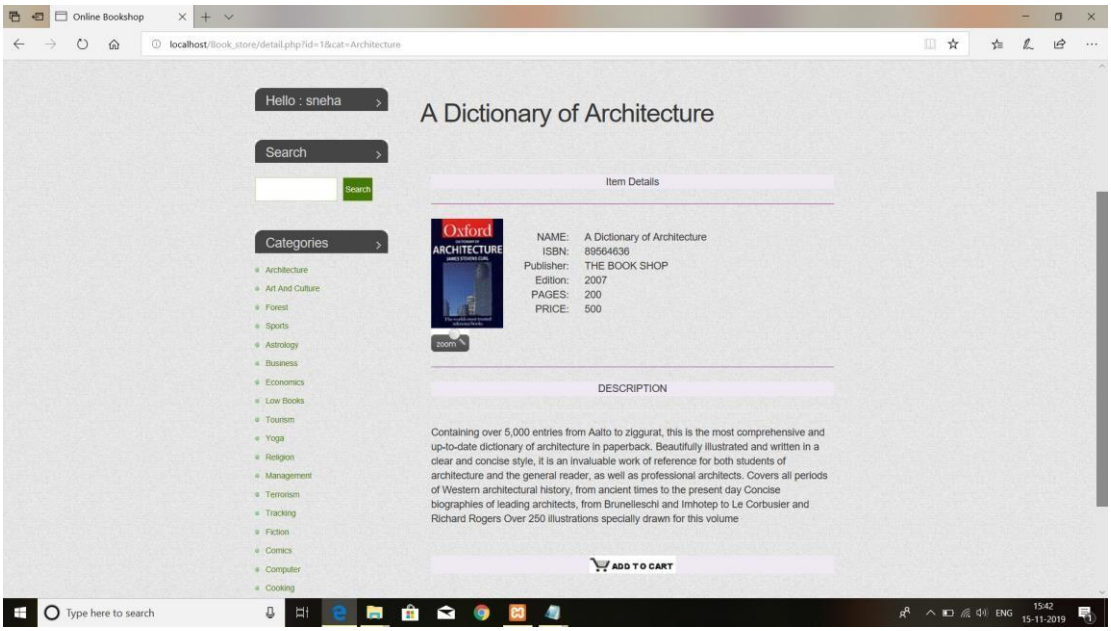

Fig 5.7 Book Description

View Cart:

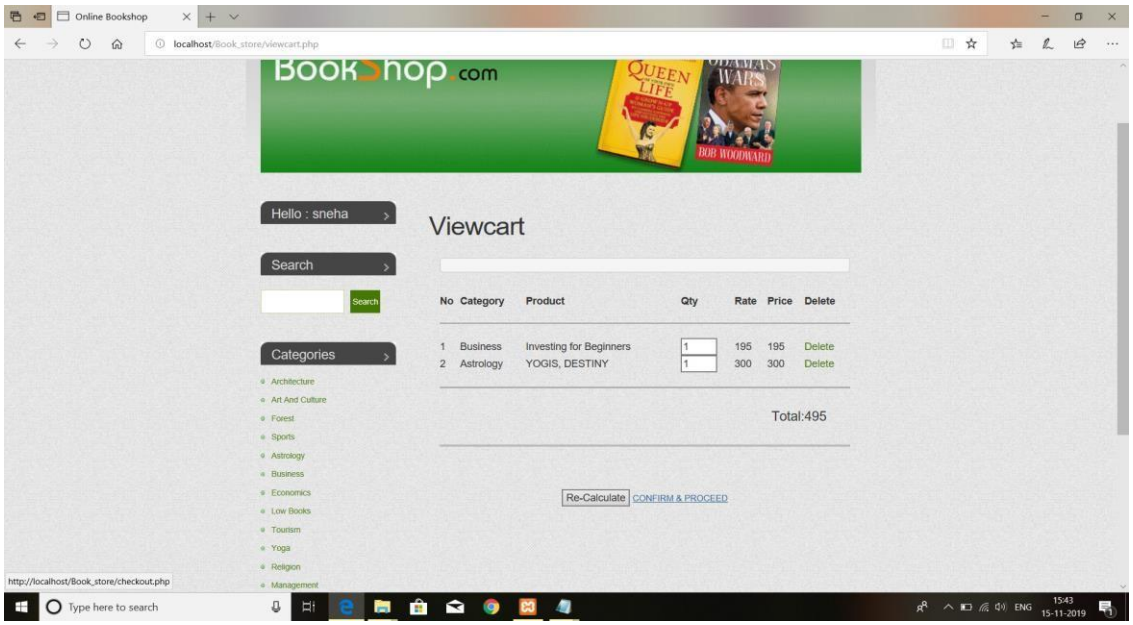

Fig 5.8 View Cart

Shipping Details:

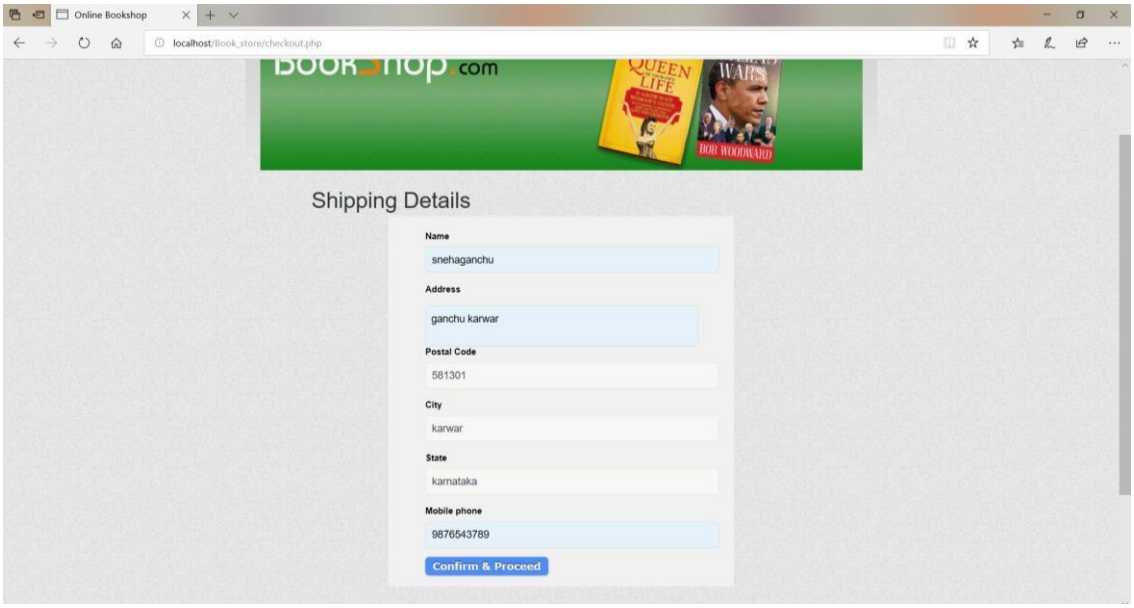

Fig 5.9 Shipping Details

Payment Options:

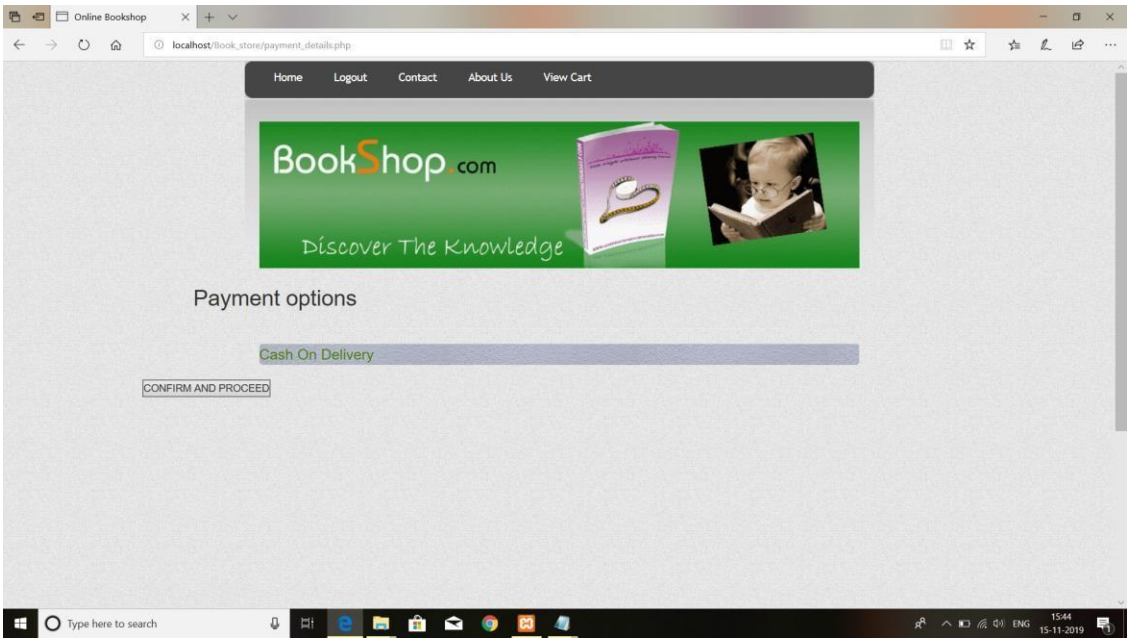

Fig 5.10 Payment Options

Order Successful:

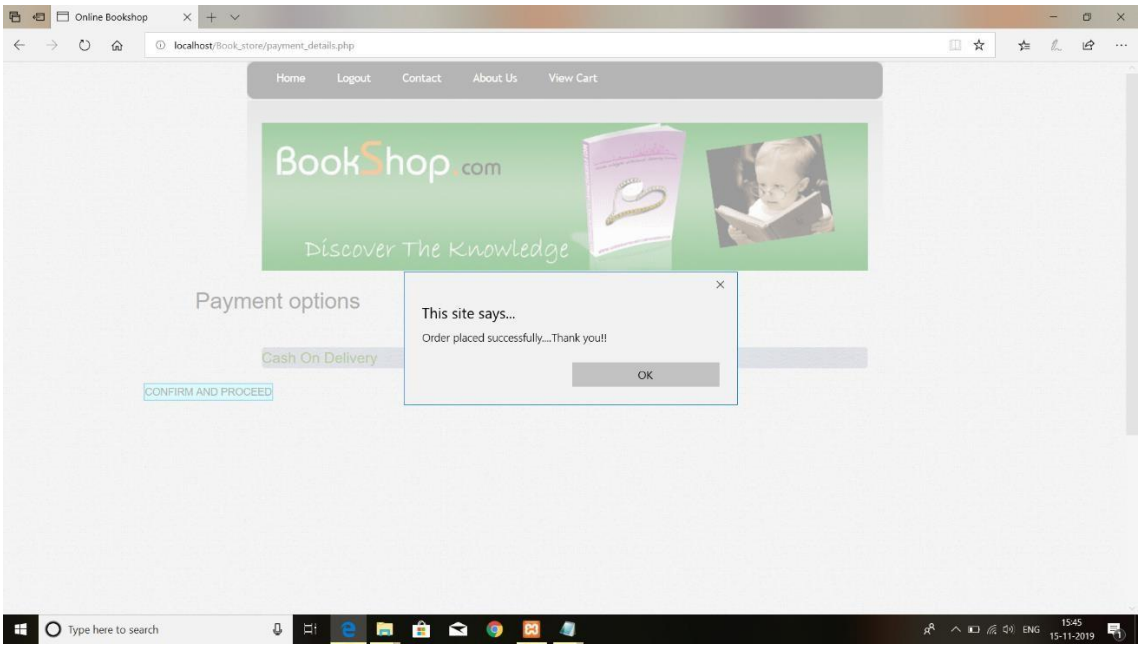

Fig 5.11 Order Successful

Logout:

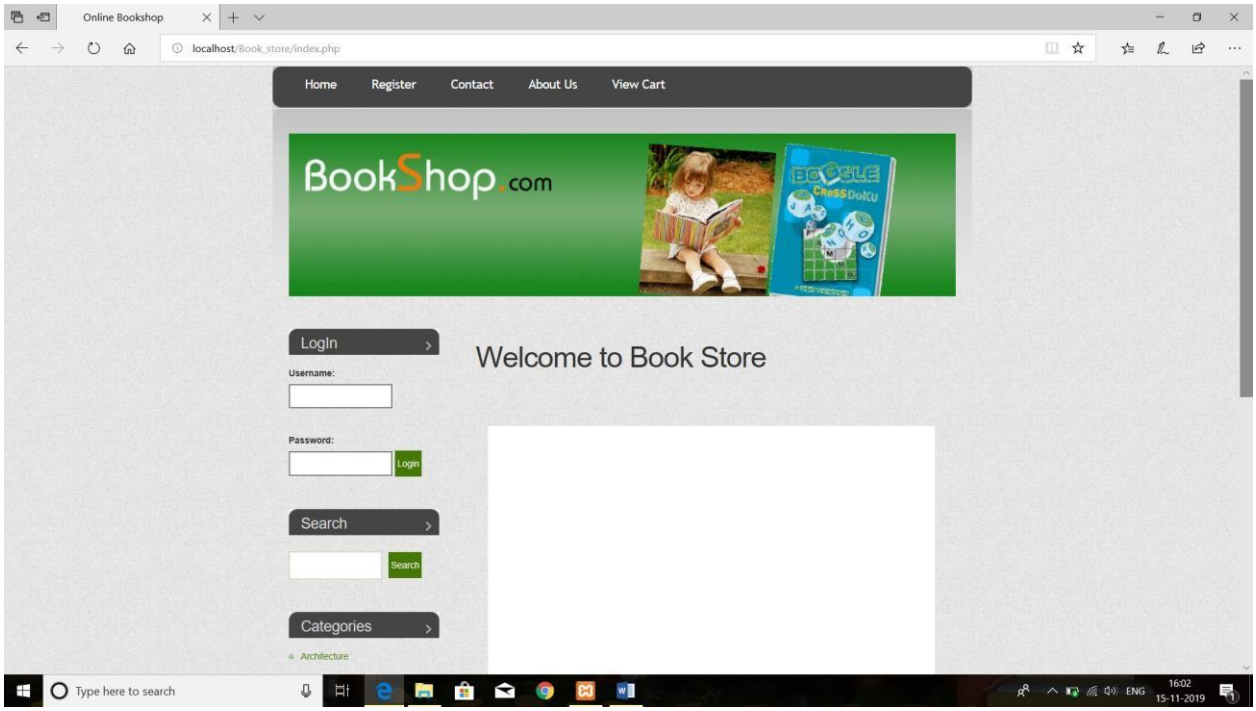

Fig 5.12 Logout

CONCLUSION

The Online book store has been computed successfully and was also tested successfully by taking “test case”. It is user friendly and has required options, which can be utilized by the user to perform the desired operations.

Online bookstores offer great convenience to the consumer. Not only do they cut out travel time, but with the help of the store’s search engine, finding exactly what you’re looking for has never been easier. Physical bookstores are typically limited on what they’re able to stock in terms of space and budget.Online bookstores tend to work with multiple suppliers, which allows them to offer a wider variety of books than a traditional retail store without accruing a large, costly inventory.

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