ONLINE BOOK STORE

MINOR PROJECT SYNOPSIS

BACHELOR OF TECHNOLOGY

Information Technology

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Contents

1 Introduction

The "Online Book Store" has been developed to override the problems prevailing in the practicing manual system. This software is supported to eliminate and in some cases reduce the hardships faced by this existing system. Moreover this system is designed for the particular need of the company to carry out operations in a smooth and effective manner. The application is reduced as much as possible to avoid errors while entering the data. It also provides error message while entering invalid data. No formal knowledge is needed for the user to use this system. Thus by this all it proves it is user-friendly. Online Book Store, as described above, can lead to error free, secure, reliable and fast management system. It can assist the user to concentrate on their other activities rather to concentrate on the record keeping. Thus it will help organisation in better utilisation of resources. Every organisation, whether big or small, has challenges to overcome and managing the informations of Stock, Books, Order, Bill, Payment. Every Online Book Store has different Books needs, therefore we design exclusive employee management systems that are adapted to your managerial requirements. This is designed to assist in strategic planning, and will help you ensure that your organisation is equipped with the right level of information and details for your future goals. Also, for those busy executive who are always on the go, our systems come with remote access features, which will allow you to manage your workforce anytime, at all times. These systems will ultimately allow you to better manage resources.

2 Objectives

1. Increase sales volume : The primary objective of a book-selling website is to generate revenue by selling books. To achieve this objective, the website must attract potential customers and persuade them to make purchases. To increase sales volume, the website should offer a variety of books, competitive pricing, and a seamless user experience.

2. Enhance customer experience : The success of a book-selling website is largely dependent on the satisfaction of its customers. A great customer experience can create loyal customers who will return to the website to make more purchases. To enhance the customer experience, the website should have a user-friendly interface, clear and concise product descriptions, and easy navigation. The website should also offer various payment options and provide quick and reliable shipping.

3. Build a strong online presence : To be successful in today's digital age, it's crucial for a book-selling website to have a strong online presence. This can be achieved through effective marketing strategies such as search engine optimization (SEO), social media marketing, email marketing, and content marketing. By building a strong online presence, the website can increase its visibility, attract more potential customers, and establish itself as a reputable source for books.

4. Expand the customer base : One of the key objectives of a book-selling website is to expand its customer base. This can be achieved by reaching out to new customers through targeted marketing campaigns, expanding the product offerings to cater to diverse audiences, and partnering with other businesses to reach a wider audience. By expanding the customer base, the website can increase its sales and revenue, and establish itself as a go-to destination for book lovers.

3 Feasibility Study

After doing the project Online Book Store, study and analysing all the existing or required functionalities of the system, the next task is to do the feasibility study for the project. All projects are feasible - given unlimited resources and infinite time. Feasibility study includes consideration of all the possible ways to provide a solution to the given problem. The proposed solution should satisfy all the user requirements and should be flexible enough so that future changes can be easily done based on the future upcoming requirements.

A. Economical Feasibility

This is a very important aspect to be considered while developing a project. We decided the technology based on minimum possible cost factor. All hardware and software cost has to be borne by the organisation. Overall we have estimated that the benefits the organisation is going to receive from the proposed system will surely overcome the initial costs and the later onrunning cost for system.

B. Technical Feasibility

This included the study of function, performance and constraints that may affect the ability to achieve an acceptable system. For this feasibility study, we studied complete functionality to be provided in the system, as described in the System Requirement Specification (SRS), and checked if everything was possible using different type of frontend and backend plaforms.

C. Operational Feasibility

No doubt the proposed system is fully GUI based that is very user friendly and all inputs to be taken all self-explanatory even to a layman. Besides, a proper training has been conducted to let know the essence of the system to the users so that they feel comfortable with new system. As far our study is concerned the clients are comfortable and happy as the system has cut down their loads and doing.

4 Methodology/*Planning* of work

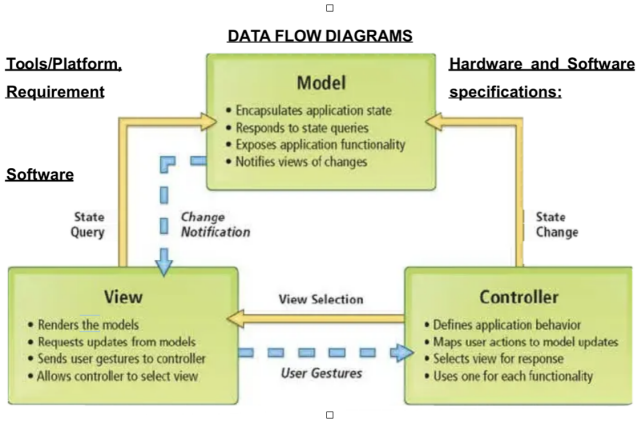
This is an Non-Relational DBMS based project which is currently using MongoDB for all the transaction statements. MongoDB is an open-source Non-Relational DBMS System which uses NoSQL.

Implementation:-

Model View Controller or MVC as it is popularly called, is a software design pattern for developing web applications. A Model View Controller pattern is made up of the following three parts:

- Model - The lowest level of the pattern which is responsible for maintaining data.
- View - This is responsible for displaying all or a portion of the data to the user.
- Controller - Software Code that controls the interactions between the Model and View.

MVC is popular as it isolates the application logic from the user interface layer and supports separation of concerns. Here the Controller receives all requests for the application and then works with the Model to prepare any data needed by the View. The View then uses the data prepared by the Controller to generate a final presentable response. The MVC abstraction can be graphically represented as follows:



5 Facilities required for proposed work

Software Requirements

Name of components	**Specifications**
Operating System	macOS, linux, Windows 8 and above
Stacks used	MERN
Language	Javascript
Database	MongoDB
Browser	Chrome, Mozilla, Opera, Safari, etc.
Web Server	Apache

Hardware Requirements

Name of components	**Specifications**
Processor	Pentium III 630MHz, Ventura 13.2.1
RAM	128 MB
Hard disk	20 GB
Monitor	14” color monitor
Keyboard	122 keys

6 Conclusion

Our project is only a humble venture to satisfy the needs to manage their proiect work. Several user friendly coding have also adopted. This package shall prove to be a powerful package in satisfying all the requirements of the school. The objective of software planning is to provide a frame work that enables the manger to make reasonable estimates made within a limited time frame at the beginning of the software project and should be updated regularly as the project progresses.

6.1 Future Scope

In a nutshell, it can be summarized that the future scope of the project circles around maintaining information regarding:-

- We can add printer in future.
- We can give more advance software for Online Book Store including more facilities.
- We will host the platform on online servers to make it accessible world-wide.
- Integrate multiple load balancers to distribute the loads of the system.
- Create the master and slave database structure to reduce the overload of the database queries.
- Implement the backup mechanism for taking backup of codebase and database on regular basis on different servers.

7 References

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