ONLINE BOOK STORE

A Project Report Submitted

In Partial Fulfilment of the Requirements
For the Degree of

MASTER OF COMPUTER APPLICATIONS

By

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Submitted to

DEPARTMENT OF COMPUTER APPLICATION

Affiliated to

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LUCKNOW

JULY, 2021

DECLARATION

I hereby declare that the work presented in this report entitled **“Online Book Store"**, was carried out by US. I have not submitted the matter embodied in this report for the award of any other degree or diploma of any other University or Institute.

I have given due credit to the original authors/sources for all the words, ideas, diagrams, graphics , computer programs, experiments, results, that are not my original contribution.

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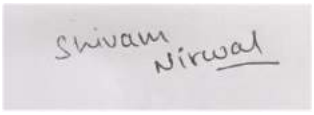

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CERTIFICATE

Certified that **SHIVAM NIRWAL(Univ. Roll No.-1900290149092)** have carried out the project work having **"Online Book Store"** for Master of Computer Application from Dr.A.P.J.Abdul Kalam Technical University (AKTU),Technical University, Lucknow under my supervision. The project report embodies original work, and studies are carried out by the student himself/herself and the contents of the project report do not form the basis for the award of any other degree to the candidate or to anybody else from this or any other University/Institution.

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This is to certify that the above statement made by the candidate is correct to the best of our knowledge.

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Dr. Ajay KumarShrivastava
Head, Department of Computer Application
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ABSTRACT

First of all I would like to say that project is very essential part of our educational quota. If we are going only for theory parts, it cannot give us perfect knowledge.

This project report of Online Book shopping Web Site is present against you for project as a subject in

This web site is developed for study purpose of the Computer's Student. It provides computer e-book. It also provider's educational software to students. In this web site it requires only registration of the Buyers which is also free. For that student must have valid email account like yahoo, relief, Hotmail etc. This Bookshopping.com web site is developed in PHP language.

This web site is quite easy in operating so that any student can able to use it easily.

Your co-operation in form of suggestions and comments are most welcome, to improve any knowledge and project.

ACKNOWLEDGEMENTS

Success in life is never attained single handedly. My deepest gratitude goes to my thesis supervisor **Mr. Ankit Verma**, for his guidance, help and encouragement throughout our project work. Their enlightening ideas, comments, and suggestions.

Words are not enough to express my gratitude to **Dr. Ajay Kumar Shrivastava**, Professor and Head, Department of Computer Application, for his insightful comments and administrative help at various occasions.
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Finally, my sincere thanks go to my family members and all those who have directly and indirectly provided me moral support and other kind of help. Without their support, completion of this work would not have been possible in time. They keep my life filled with enjoyment and happiness.

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PROBLEM STATEMENT

Shopping for books online helps you find the best possible price for just about any book you want. If customers in the market are for rare, collectible or autographed books, it's much cheaper and faster to search online than it would be to call up local used and independent bookstores that carry these types of items.

The features available on many online bookstores also allow customers to compare similar titles with the click of a mouse and read reviews from professionals and customers.

Customers can also resell their used books to get more cash in their pocket and to clear out their cluttered bookshelf.

Other important features are as follows:

1> Website:

An easy-to-use website is important for customers who want to get their shopping done quickly and efficiently. On the other hand, providing guests with an excess of options and features can only be a good thing -as long as the site remains easy to navigate.

2> Shipping:

Some sites offer free shipping when customer orders enough merchandise, which is always a nice touch. On the other hand, it is also important they offer fast shipping, international shipping and ground shipping. Some places will even wrap your gift books and send them with a gift receipt for and note a marginal fee.

3> Payment Options:

Because online bookstores cannot accept cash like physical bookstores, it is important that they offer a variety of payment options to suit all potential customers. Most stores Visa, MasterCard, Discover and American Express, but when it comes to other payment took options, customer's choices can vary greatly based on where they are shopping.

4> Customer Support:

As with any store, customer support can make or break a business. Additionally, most sites offer a helpful FAQ section to let users find the answers to their most common questions without having to call or email a support representative.

5> Return Policy:

It is nice when the company is willing to pay for the items return shipping or at least let them return the item in a physical store. Some stores choose to take full advantage of those who return their items by charging customers a small re-stocking fee.

Proposed solution

This project is followed the concept of the E-commerce thoroughly. This project is
developed to sell the products on line of various Book Collection Category mentioned
in the project.

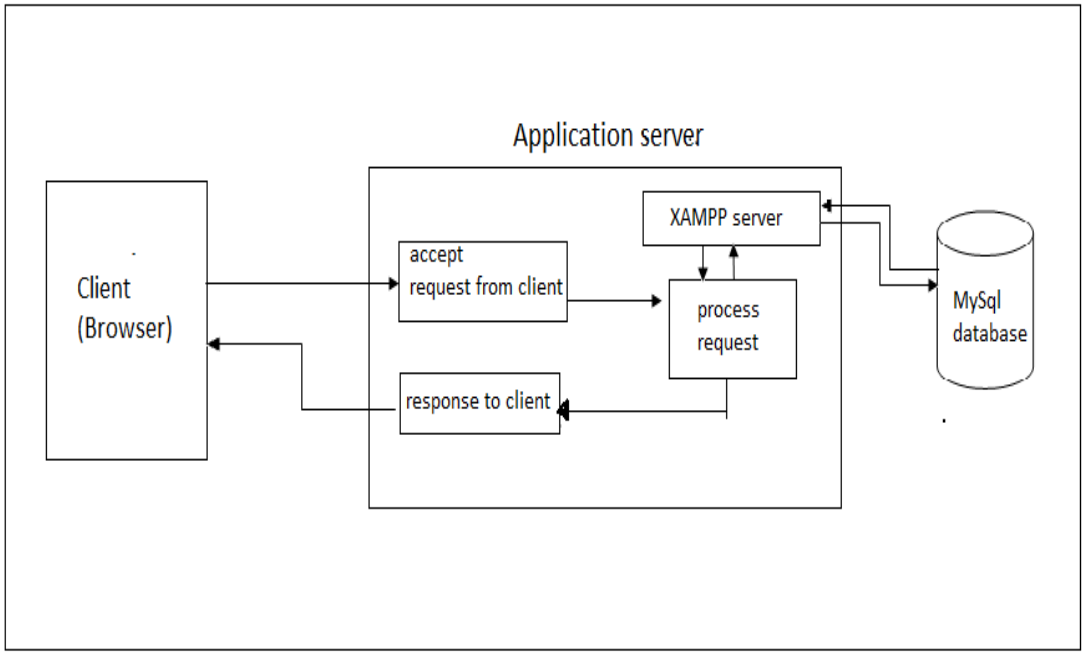
This project definitely helps the user to buy anything from the internet because in the
ONLINE BOOK SHOP you can purchase anything with clicking of the some button of the mouse and pressing some keys of the keyboard & entering your credit card no.
in that.

By using this project, the user can save his or her time by purchasing the product which time they are wasting by roaming in the market. From here, they can get most probably all the things they want besides fast moving Entertainment goods. They have
various choices in the one Collection.

PROJECT DESCRIPTION

System Specification

Product **Perspective**



Software Requirement

Client on Internet

Web Browser, Operating System (any)

Client on Intranet

Web Browser, Operating System (any)

Web Server

XAMPP, Operating System (any)

Data Base Server

My SQL, Operating System (any)

Development End

HTML, CSS , Javascript , My SQL, PHP,OS (Windows) , phpmyadmin [admin tool]

Hardware Requirement

Minimum Requirements

Client Side			
	Processor	**RAM**	**Disk Space**
Internet Explorer 6.0	Intel Pentium III or AMD - 800 MHz	128 MB	100MB
Server Side			
Xampp	Pentium iii	512 MB	1GB
MySQL	Pentium iii	512 MB	1GB (Excluding data size)

Methodology and Tools used

SDLC

SDLC is nothing but Software Development Life Cycle. It is a standard which is used by software industry to develop good software.

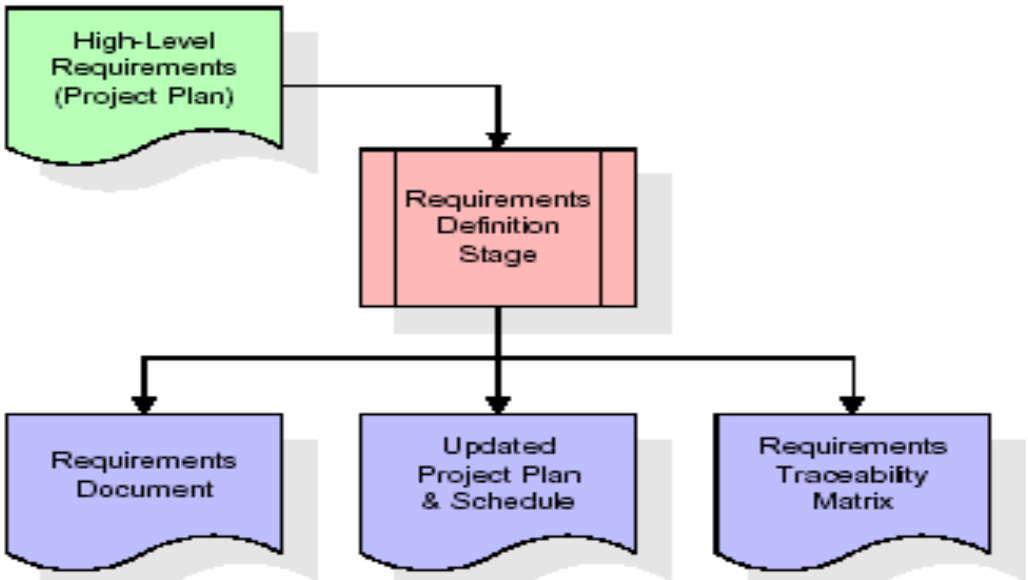
Stages in SDLC:

- Requirement phase
- Analysis phase
- Designing phase
- Coding and implementation phase
- Testing phase
- Maintenance phase

Requirements phase:

The requirements gathering process takes as its input the goals identified in the high-level section of the project plan. Each goal will be refined into a set of one or more requirements. These requirements define the major functions of the intended application, define operational data areas and reference data areas, and define the initial data entities. Major functions include critical processes to be managed, as well as mission critical inputs, outputs and reports. A user class hierarchy is developed and associated with these major functions, data areas, and data entities. Each of these definitions is termed a Requirement.

Requirements are identified by unique requirement identifiers and, at minimum, contain a requirement title and textual description.



These requirements are fully described in the primary deliverables for this stage: the Requirements Document and the Requirements Traceability Matrix (RTM). The requirements document contains complete descriptions of each requirement, including diagrams and references to external documents as necessary. Note that detailed listings of database tables and fields are *not* included in the requirements document. The title of each requirement is also placed into the first version of the RTM, along with the title of each goal from the project plan. The purpose of the RTM is to show that the product components developed during each stage of the software development lifecycle are formally connected to the components developed in prior stages.

In the requirements stage, the RTM consists of a list of high-level requirements, or goals, by title, with a listing of associated requirements for each goal, listed by requirement title. In this hierarchical listing, the RTM shows that each requirement developed during this stage is formally linked to a specific product goal. In this format, each requirement can be traced to a specific product goal, hence the term requirements traceability.

The outputs of the requirements definition stage include the requirements document, the RTM, and an updated project plan.

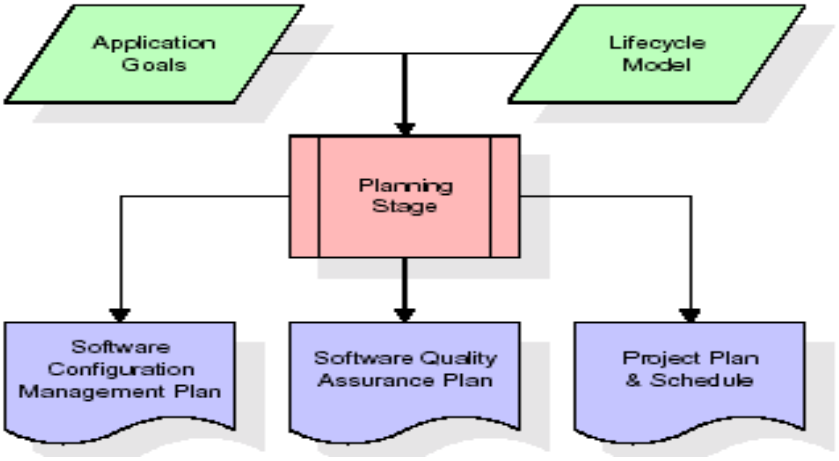
- Feasibility study is all about identification of problems in a project.

- No. of staff required to handle a project is represented as Team Formation, in this case only modules are individual tasks will be assigned to employees who are working for that project.

- Project Specifications are all about representing of various possible inputs submitting to the server and corresponding outputs along with reports maintained by administrator

Analysis phase:

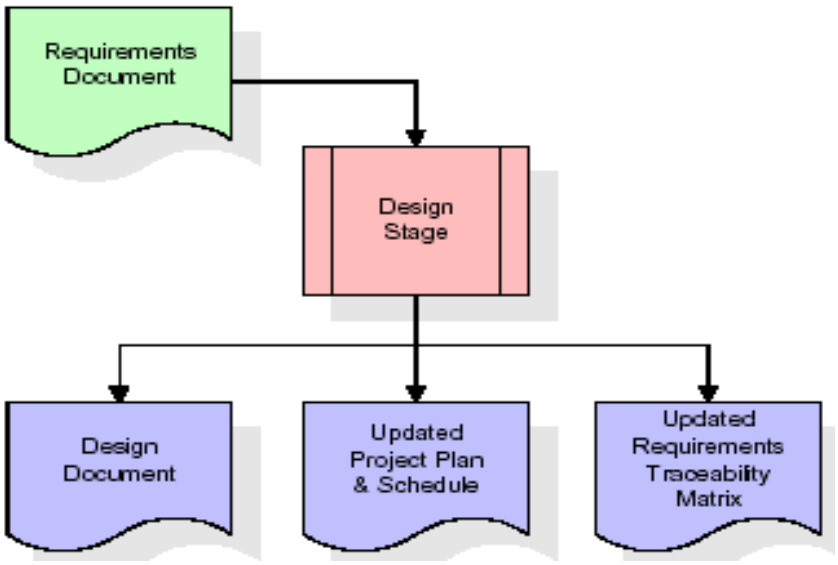
The planning stage establishes a bird's eye view of the intended software product, and uses this to establish the basic project structure, evaluate feasibility and risks associated with the project, and describe appropriate management and technical approaches.



The most critical section of the project plan is a listing of high-level product requirements, also referred to as goals. All of the software product requirements to be developed during the requirements definition stage flow from one or more of these goals. The minimum information for each goal consists of a title and textual description, although additional information and references to external documents may be included. The outputs of the project planning stage are the configuration management plan, the quality assurance plan, and the project plan and schedule, with a detailed listing of scheduled activities for the upcoming.

Designing Phase:

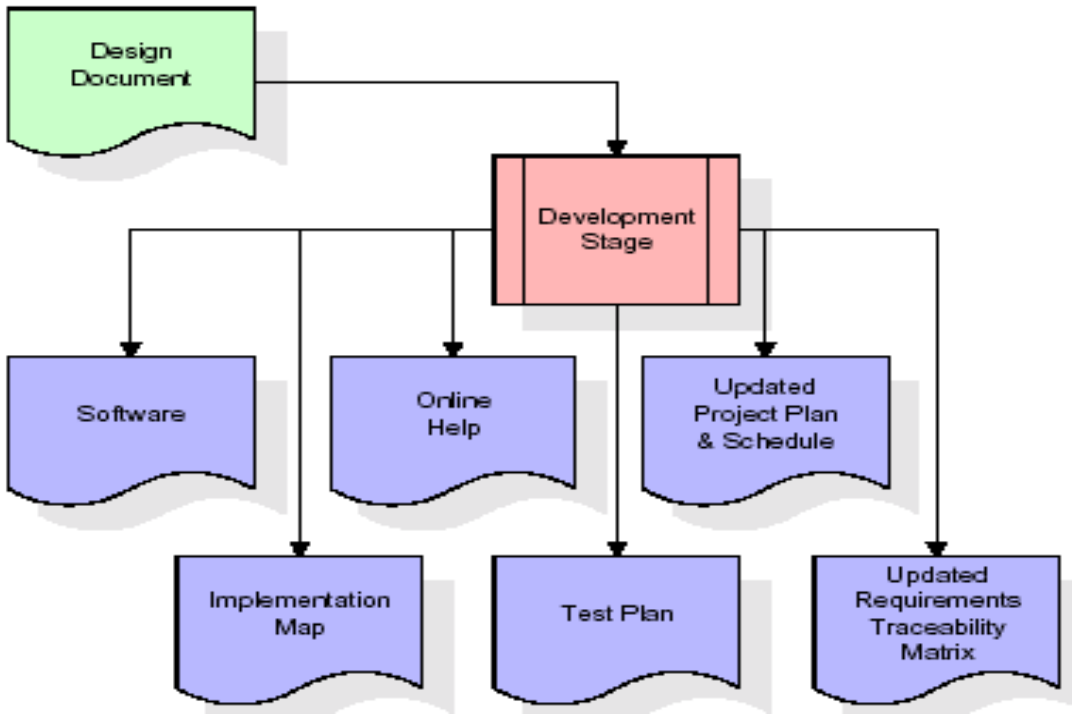
The design stage takes as its initial input the requirements identified in the approved requirements document. For each requirement, a set of one or more design elements will be produced as a result of interviews, workshops, and/or prototype efforts. Design elements describe the desired software features in detail, and generally include functional hierarchy diagrams, screen layout diagrams, tables of business rules, business process diagrams, pseudo code, and a complete entity-relationship diagram with a full data dictionary. These design elements are intended to describe the software in sufficient detail that skilled programmers may develop the software with minimal additional input.



When the design document is finalized and accepted, the RTM is updated to show that each design element is formally.

Development (Coding) Stage:

The development stage takes as its primary input the design elements described in the approved design document. For each design element, a set of one or more software artifacts will be produced. Software artifacts include but are not limited to menus, dialogs, data management forms, data reporting formats, and specialized procedures and functions. Appropriate test cases will be developed for each set of functionally related software artifacts, and an online help system will be developed to guide users in their interactions with the software.



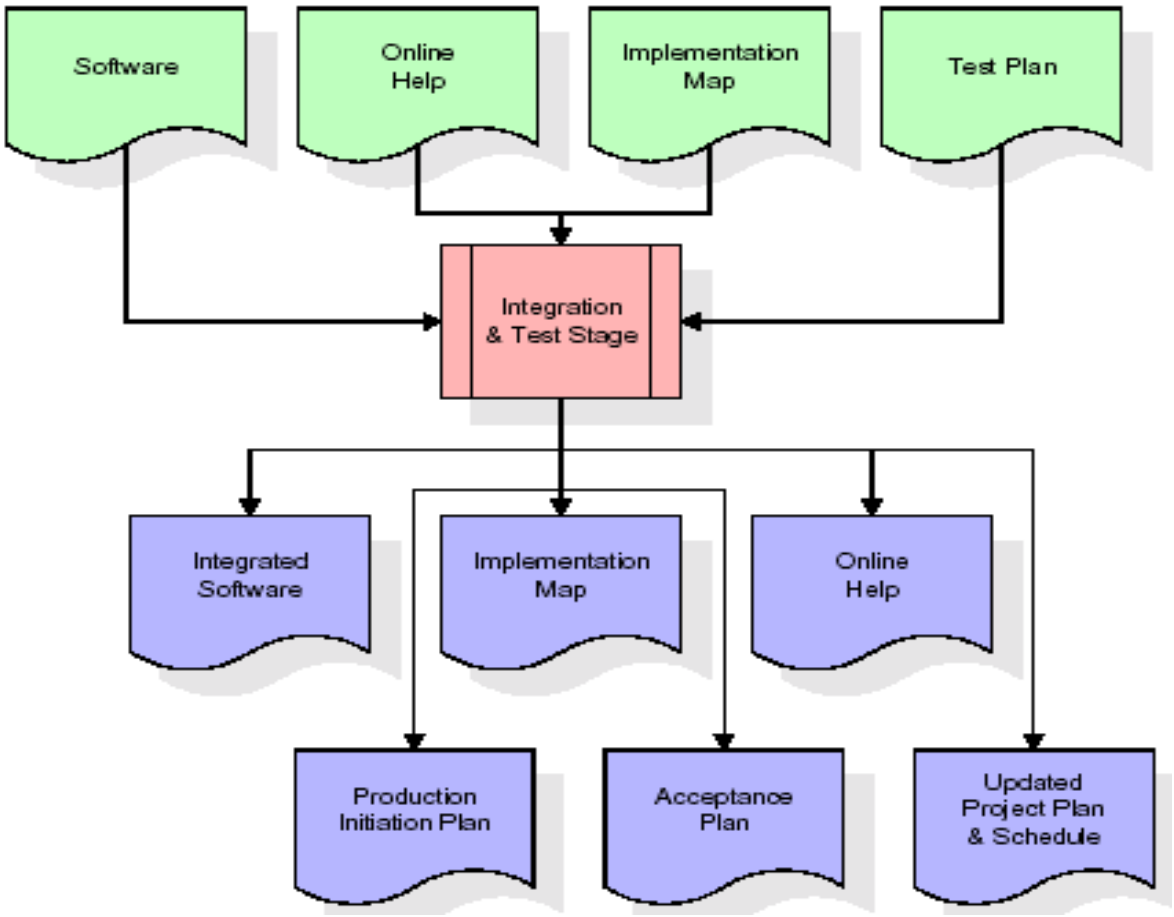
The RTM will be updated to show that each developed artifact is linked to a specific design element, and that each developed artifact has one or more corresponding test case items. At this point, the RTM is in its final configuration.

The outputs of the development stage include a fully functional set of software that satisfies the requirements and design elements previously documented, an online help system that describes the operation of the software, an implementation map that identifies the primary code entry points for all major system functions, a test plan that describes the test

cases to be used to validate the correctness and completeness of the software, an updated RTM, and an updated project plan.

Implementation & Test phase:

During the integration and test stage, the software artifacts, online help, and test data are migrated from the development environment to a separate test environment. At this point, all test cases are run to verify the correctness and completeness of the software. Successful execution of the test suite confirms a robust and complete migration capability. During this stage, reference data is finalized for production use and production users are identified and linked to their appropriate roles. The final reference data (or links to reference data source files) and production user list are compiled into the Production Initiation Plan.



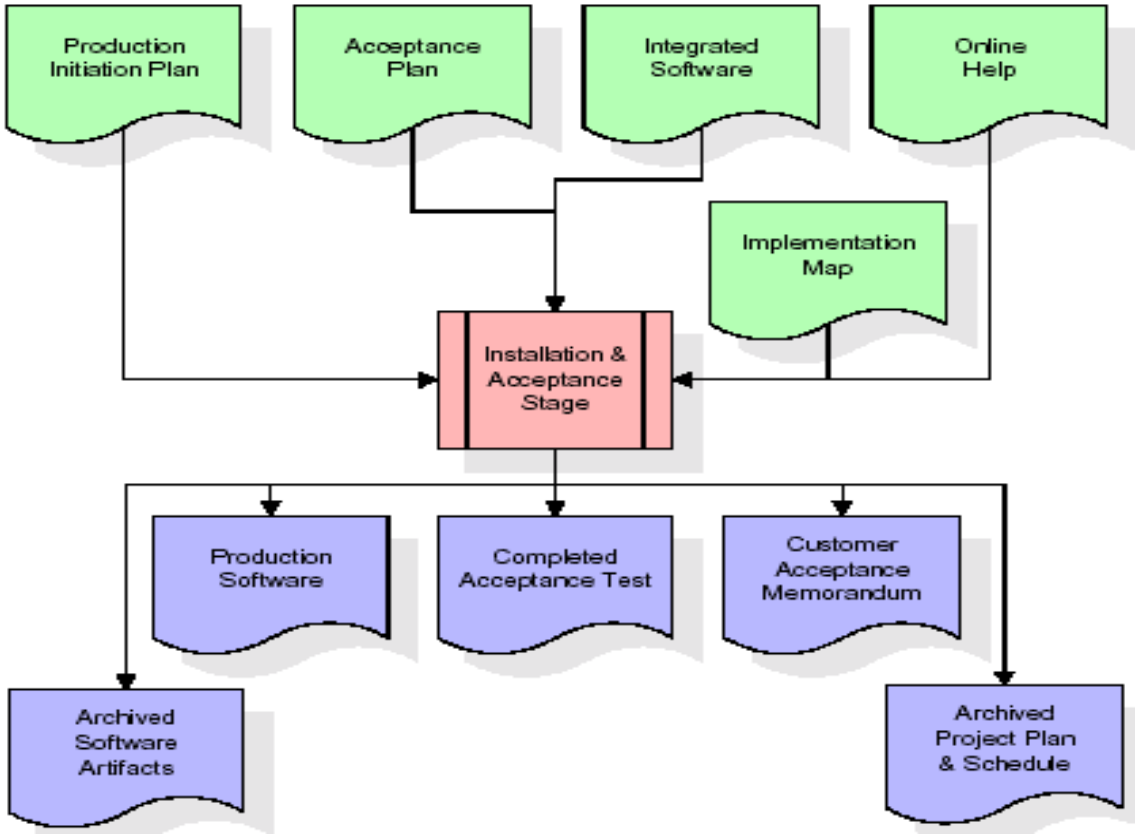
The outputs of the integration and test stage include an integrated set of software, an online help system, an implementation map, a production initiation plan that describes reference data and production users, an acceptance plan which contains the final suite of test cases, and an updated project plan.

Installation & Acceptance Test:

During the installation and acceptance stage, the software artifacts, online help, and initial production data are loaded onto the production server.

At this point, all test cases are run to verify the correctness and completeness of the software. Successful execution of the test suite is a prerequisite to acceptance of the software by the customer.

After customer personnel have verified that the initial production data load is correct and the test suite has been executed with satisfactory results, the customer formally accepts the delivery of the software.



The primary outputs of the installation and acceptance stage include a production application, a completed acceptance test suite, and a memorandum of customer acceptance of the software. Finally, the PDR enters the last of the actual labor data into the project schedule and locks the project as a permanent project record. At this point the PDR "locks" the project by archiving all software items, the implementation map, the source code, and the documentation for future reference.

Maintenance:

Outer rectangle represents maintenance of a project, Maintenance team will start with requirement study, understanding of documentation later employees will be assigned work and they will undergo training on that particular assigned category. For this life cycle there is no end, it will be continued so on like an umbrella (no ending point to umbrella sticks).

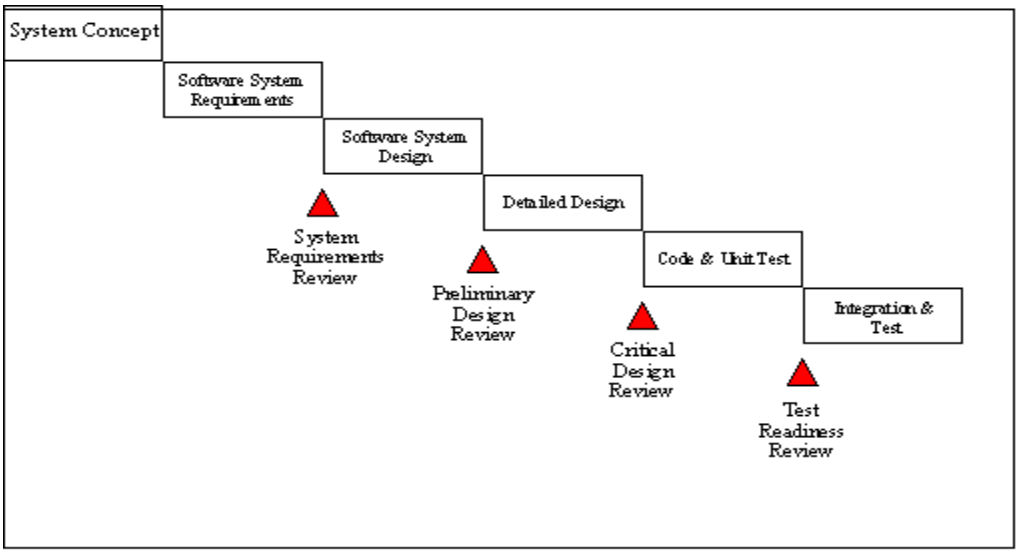
Models

- **Waterfall Model**

All projects can be managed better when segmented into a hierarchy of chunks such as phases, stages, activities, tasks and steps. In system development projects, the simplest rendition of this is called the "waterfall" methodology, as shown in the following figure: In looking at this graphic, which was for major defense systems developments, please note this presumes that the system requirement have already been defined and scrubbed exhaustively, which is probably the most important step towards project success. Nevertheless, the graphic illustrates a few critical principles of a good methodology:

- Work is done in stages,
- Content reviews are conducted between stages, and
- Reviews represent quality gates and decision points for continuing.

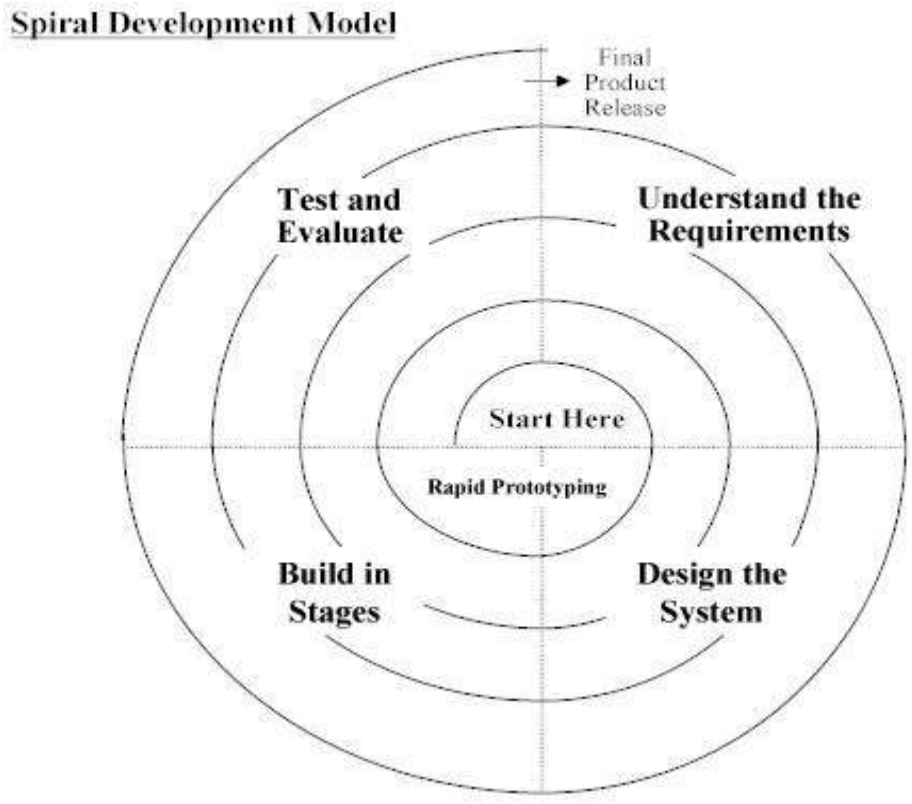
The waterfall provides an orderly sequence of development steps and helps ensure the adequacy of documentation and design reviews to ensure the quality, reliability, and maintainability of the developed software. While almost everyone these days disparages the "waterfall methodology" as being needlessly slow and cumbersome, it does illustrate a few sound principles of life cycle development.


System Concept
Software System Requirements
Software System Design
Detailed Design
Code & Unit Test
Integration & Test
System Requirements Review
Preliminary Design Review
Critical Design Review
Test Readiness Review

- Spiral Model:

While the waterfall methodology offers an orderly structure for software development, demands for reduced time-to-market make its series steps inappropriate. The next evolutionary step from the waterfall is where the various steps are staged for multiple deliveries or handoffs. The ultimate evolution from the water fall is the spiral, taking advantage of the fact that development projects work best when they are both incremental and iterative, where the team is able to start small and benefit from enlightened trial and error along the way.

The spiral methodology reflects the relationship of tasks with rapid prototyping, increased parallelism, and concurrency in design and builds activities. The spiral method should still be planned methodically, with tasks and deliverables identified for each step in the spiral.



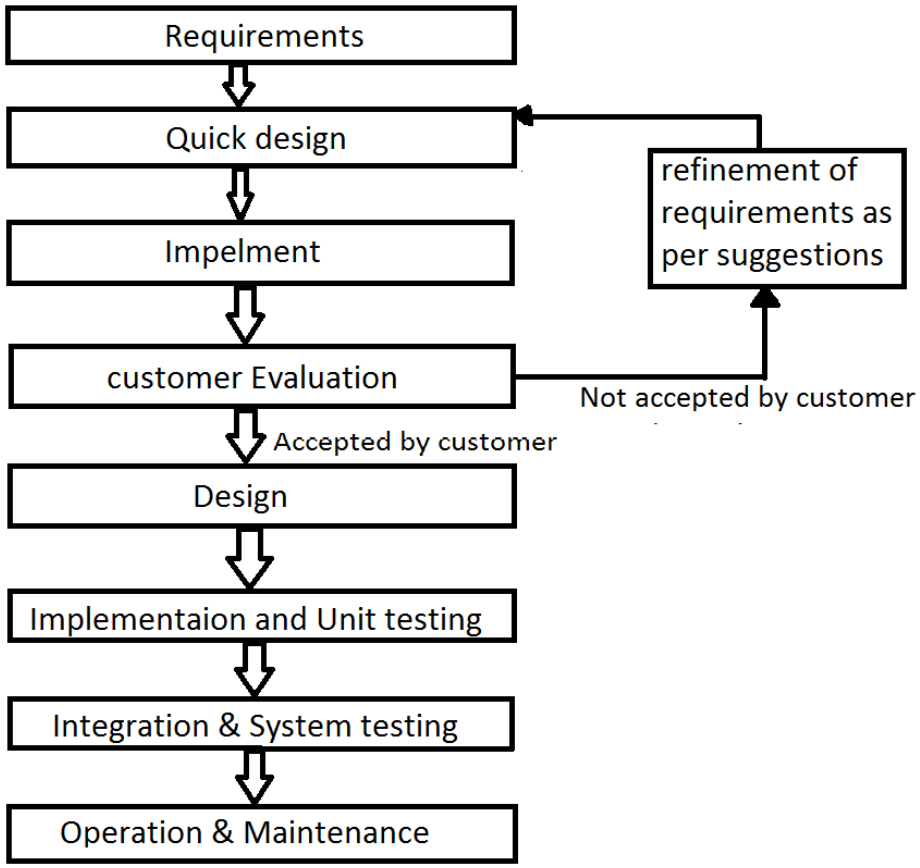
The spiral methodology extends the waterfall model by introducing prototyping. It is generally chosen over the waterfall approach for large, expensive, and complicated projects.

At a high-level, the steps in the spiral model are as follows:

1. The new system requirements are defined in as much detail as possible. This usually involves interviewing a number of users representing all the external or internal users and other aspects of the existing system.
2. A preliminary design is created for the new system.
3. A first prototype of the new system is constructed from the preliminary design. This is usually a scaled-down system, and represents an approximation of the characteristics of the final product.
4. A second prototype is evolved using four steps:
    1. Evaluate the first prototype and identify its strengths, weaknesses, and risks.
    2. Define the requirements of the second prototype.
    3. Plan and design the second prototype.
    4. Construct and test the second prototype.
5. At the project sponsor's option, the entire project can be aborted if the risk is deemed too great. Risk factors might involve development cost overruns, operating-cost miscalculation, or any other factor that could result in a less-than-satisfactory final product.
6. The existing prototype is evaluated in the same manner as was the previous prototype, and, if necessary, another prototype is developed from it according to the fourfold procedure outlined above.
7. The preceding steps are iterated until the customer is satisfied that the refined prototype represents the final product desired.

The final system is constructed, based on the refined prototype.

Prototyping Model



Prototyping Model

In Prototyping Model, Prototype is used to refine the requirement and prepare the final specification document.

Because the working prototype has been evaluated by the customer, it is reasonable to expect that the resulting specification document will be correct.

When the prototype is created, it is reviewed by the customer. Typically this review gives feedback to the developers that helps to remove uncertainties in the requirements of the software, and starts an iteration of refinement in order to further clarify requirements as shown in Fig.

The code for the prototype is thrown away; however the experience gathered from developing the prototype helps in developing the actual system. The development of a prototype might involve extra cost, but overall cost might turn out to be lower than that of an equivalent system developed using the waterfall model.

After the finalization of software requirement and specification (SRS) document, the prototype is discarded and actual system is then developed using the waterfall approach.

Tools Used

XAMPP

XAMPP is a free and open source cross platform web server solution stack package, consisting mainly of the Apache HTTP Server, MySQL Database and interpreters for scripts written in the PHP and Perl programming languages.

Officially, XAMPP's designers intended it for use only as a development tool, to allow website designers and programmers to test their work on their own computers without any access to the Internet.

XAMPP 1.8.3-4 for Windows, including:

- Apache 2.4.9
- MySQL 5.6.16
- PHP 5.5.11
- phpMyAdmin 4.1.12
- XAMPP Control Panel 3.2.1

Technology Description

Introduction to PHP

- PHP is a recursive acronym for "PHP: Hypertext Preprocessor".
- PHP is a server side scripting language that is embedded in HTML. It is used to manage dynamic content, databases, session tracking, even build entire e-commerce sites.
- It is integrated with a number of popular databases, including MySQL, PostgreSQL, Oracle, Sybase, Informix, and Microsoft SQL Server.
- PHP is pleasingly zippy in its execution, especially when compiled as an Apache module on the UNIX side. The MySQL server, once started, executes even very complex queries with huge result sets in record-setting time.
- PHP supports a large number of major protocols such as POP3, IMAP, and LDAP. PHP4 added support for Java and distributed object architectures (COM and CORBA), making n-tier development a possibility for the first time.
- PHP is forgiving: PHP language tries to be as forgiving as possible.

Introduction to HTML

HTML is a language for describing web pages.

- HTML stands for Hyper Text Markup Language
- HTML is a markup language
- A markup language is a set of markup tags
- The tags describe document content
- HTML documents contain HTML tags and plain text
- HTML documents are also called web pages
- The purpose of a web browser is to read HTML documents and compose them into visible or audible web pages.
- The browser does not display the HTML tags, but uses the tags to interpret the content of the page.
- HTML describes the structure of a website semantically along with cues for presentation, making it a markup language rather than programming language.

Introduction to CSS

- CSS stands for Cascading Style Sheets
- Styles define how to display HTML elements
- Styles were added to HTML 4.0 to solve a problem
- External Style Sheets can save a lot of work
- External Style Sheets are stored in CSS files
- CSS defines how HTML elements are to be displayed.
- Styles are normally saved in external .css files. External style sheets enable you to change the appearance and layout of all the pages in a Web site, just by editing one single file

Introduction to JavaScript

- JavaScript is a dynamic computer programming language.
- JavaScript can be used to validate user input in an HTML form before sending the data to a server;
- build forms that respond to user input without accessing a server;
- change the appearance of HTML documents and dynamically write HTML into separate Windows;
- open and close new Netscape windows or frames;

- manipulate HTML "layers" including hiding, moving, and allowing the user to drag them around a browser windows
- Build small but complete client side programs.

Introduction to Database (MySQL)

- MySQL is the most popular database system used with PHP.
- MySQL is a database system used on the web
- MySQL is a database system that runs on a server
- MySQL is ideal for both small and large applications
- MySQL is very fast, reliable, and easy to use
- MySQL supports standard SQL
- MySQL compiles on a number of platforms
- MySQL is free to download and use
- MySQL is developed, distributed, and supported by Oracle Corporation
- MySQL is named after co-founder Monty Widenius's daughter: My

The data in MySQL is stored in tables. A table is a collection of related data, and it consists of columns and rows.

Feasibility Study

System Analysis

To provide flexibility to the users, the interfaces have been developed that are accessible through a browser. The GUI'S at the top level have been categorized as

1. Administrative user interface
2. The operational or generic user interface

The 'administrative user interface' concentrates on the consistent information that is practically, part of the organizational activities and which needs proper authentication for the data collection. These interfaces help the administrators with all the transactional states like Data insertion, Data deletion and Date updation along with the extensive data search capabilities.

The 'operational or generic user interface' helps the end users of the system in transactions through the existing data and required services. The operational user interface also helps the ordinary users in managing their own information in a customized manner as per the included flexibilities

2.2 INPUT & OUTPOUT REPRESENTETION

Input design is a part of overall system design. The main objective during the input design is as given below:

- To produce a cost-effective method of input.
- To achieve the highest possible level of accuracy.

- To ensure that the input is acceptable and understood by the user.

INPUT STAGES:

The main input stages can be listed as below:

- Data recording
- Data transcription
- Data conversion
- Data verification
- Data control
- Data transmission
- Data validation
- Data correction

INPUT TYPES:

It is necessary to determine the various types of inputs. Inputs can be categorized as follows:

- External inputs, which are prime inputs for the system.
- Internal inputs, which are user communications with the system.
- Operational, which are computer department's communications to the system?
- Interactive, which are inputs entered during a dialogue.

INPUT MEDIA:

At this stage choice has to be made about the input media. To conclude about the input media consideration has to be given to;

- Type of input
- Flexibility of format
- Speed
- Accuracy
- Verification methods
- Rejection rates
- Ease of correction
- Storage and handling requirements
- Security
- Easy to use

- Portability

Keeping in view the above description of the input types and input media, it can be said that most of the inputs are of the form of internal and interactive. As Input data is to be the directly keyed in by the user, the keyboard can be considered to be the most suitable input device.

OUTPUT DESIGN:

In general are:

- External Outputs whose destination is outside the organization.
- Internal Outputs whose destination is within organization and they are the User's main interface with the computer. Outputs from computer systems are required primarily to communicate the results of processing to users. They are also used to provide a permanent copy of the results for later consultation. The various types of outputs
- Operational outputs whose use is purely with in the computer department.
- Interface outputs, which involve the user in communicating directly with the system.

OUTPUT DEFINITION

The outputs should be defined in terms of the following points:

- Type of the output
- Content of the output
- Format of the output
- Location of the output

- Frequency of the output
- Volume of the output
- Sequence of the output

It is not always desirable to print or display data as it is held on a computer. It should be decided as which form of the output is the most suitable.

For Example

- Will decimal points need to be inserted
- Should leading zeros be suppressed.

OUTPUT MEDIA:

In the next stage it is to be decided that which medium is the most appropriate for the output. The main considerations when deciding about the output media are:

- The suitability for the device to the particular application.
- The need for a hard copy.
- The response time required.
- The location of the users
- The software and hardware available.

Keeping in view the above description the project is to have outputs mainly coming under the category of internal outputs. The main outputs desired according to the requirement specification are:

The outputs were needed to be generated as a hard copy and as well as queries to be viewed on the screen. Keeping in view these outputs, the format for the output is taken from the outputs, which are currently being obtained.

E-COMMERCE STUDY

E-commerce means the purchasing and selling of the products through the Internet.

Now days the internet is used very widely so that the some businessmen always think in the advance who have the vision of the future from the evolution of the internet some are think to implement the internet for the business and that comes true with the evolution of the E-commerce.

In our project, we have tried to implement the concept of the E-commerce thoroughly but as we know that, we have to do the project while learning the E-commerce it means that studying & implementing that concept we have to do simultaneously. We tried to make it perfect but humans are doing mistakes only so that we have put suggestion part also for the customer so that they can help us to improving our site by giving their suggestion to us.

Literature Review

Electronic Commerce (e-commerce) applications support the interaction between different parties participating in a commerce transaction via the network, as well as the management of the data involved in the process [2].

The increasing importance of e-commerce is apparent in the study conducted by researchers at the GVU (Graphics, Visualization, and Usability) Center at the Georgia Institute of Technology.

In their summary of the findings from the eighth survey, the researchers report that "e-commerce is taking off both in terms of the number of users shopping as well as the total amount people are spending via Internet based transactions".

Over three quarters of the 10,000 respondents report having purchased items online. The most cited reason for using the web for personal shopping was convenience (65%), followed by availability of vendor information (60%), no pressure from sales person (55%) and saving time (53%).

Although the issue of security remains the primary reasons why more people do not purchase terms online, the GVA survey also indicates that faith in the security of ecommerce is increasing. As more people gain confidence in current encryption technologies, more and more users can be expected to frequently purchase items online [11].

technologies, more and more users can be expected to frequently purchase items online [11].

- Knowing when an item was saved or not saved in the shopping cart.
- Returning to different parts of the site after adding an item to the shopping cart.
- Easy scanning A good e-commerce site should present the following factors to the customers for better and selecting items in a list.
- Effective categorical organization of products.
- Simple navigation from home page to information and order links for specific products.

- Obvious shopping links or buttons.
- Minimal and effective security notifications or messages.
- Consistent layout of product information.

Another important factor in the design of an e-commerce site is feedback [4]. The interactive cycle between a user and a web site is not complete until the web site responds to a command entered by the user.

According to Norman [5], "feedback-sending back to the user information about what action has actually been done, what result has been accomplished--is a well known concept in the science of control and information theory.

Imagine trying to talk to someone when you cannot even hear your own voice, or trying to draw a picture with a pencil that leaves no mark: there would be no feedback".

Web site feedback often consists of a change in the visual or verbal information presented to the user. Simple examples include highlighting a selection made by the user or filling a field on a form based on a user's selection from a pull down

list. Another example is using the sound of a cash register to confirm that a product has been added to an electronic shopping cart.

Completed orders should be acknowledged quickly. This may be done with an acknowledgment or full fillment page. The amount of time it takes to generate and download this page, however, is a source of irritation for many e-commerce users. Users are quick to attribute meaning to events.

A blank page, or what a user perceives to be "a long time" to receive an acknowledgment, may be interpreted as "there must be something wrong with the order."

If generating an acknowledgment may take longer than what may be reasonably expected by the user, then the design should include intermediate feedback to the user indicating the progress being made toward acknowledgment or fulfillment.

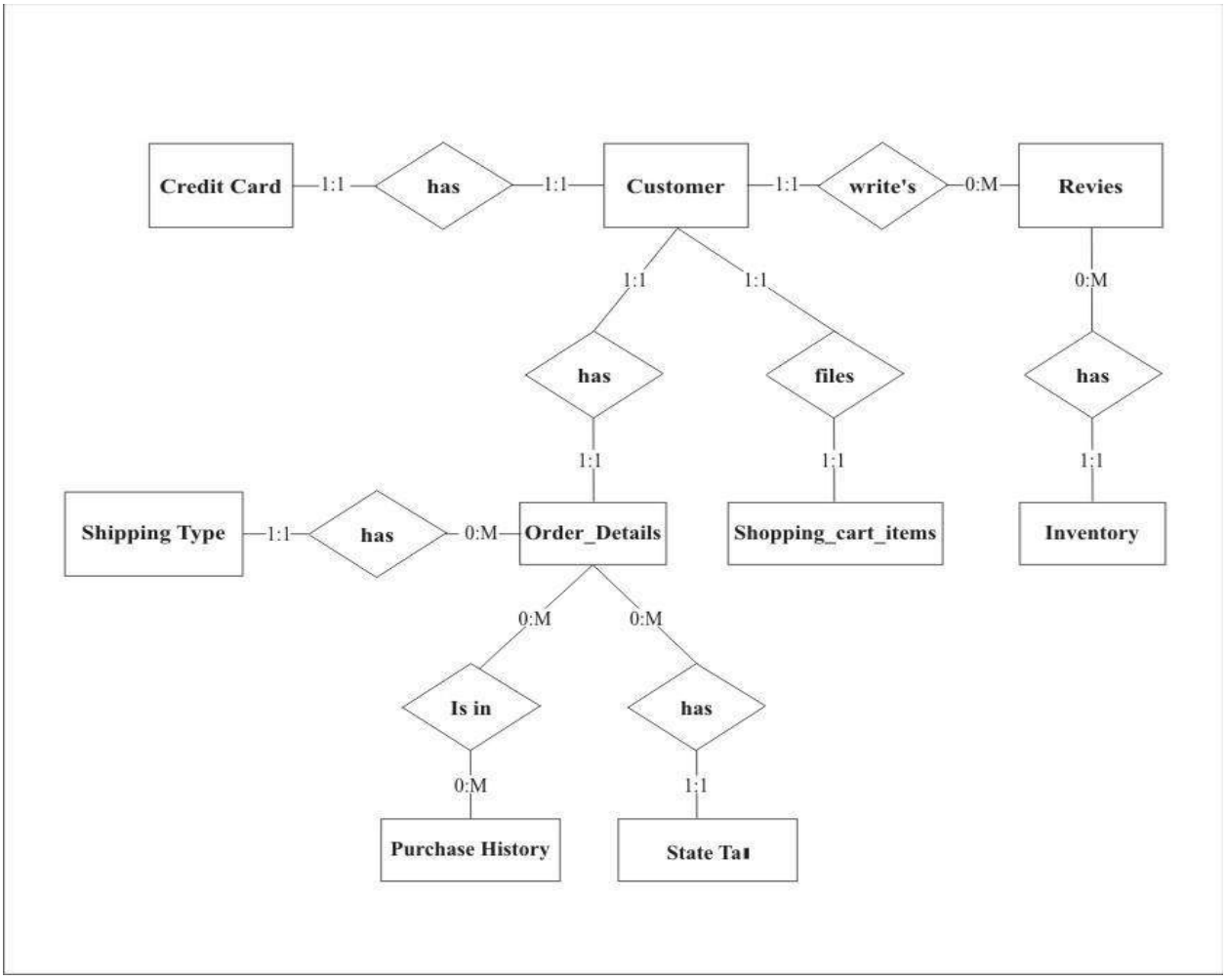
Finally, feedback should not distract the user. Actions and reactions made by the web site should be meaningful. Feedback should not draw the user's attention

away from the important tasks of gathering information, selecting products, and placing orders.

PROJECT DESIGN

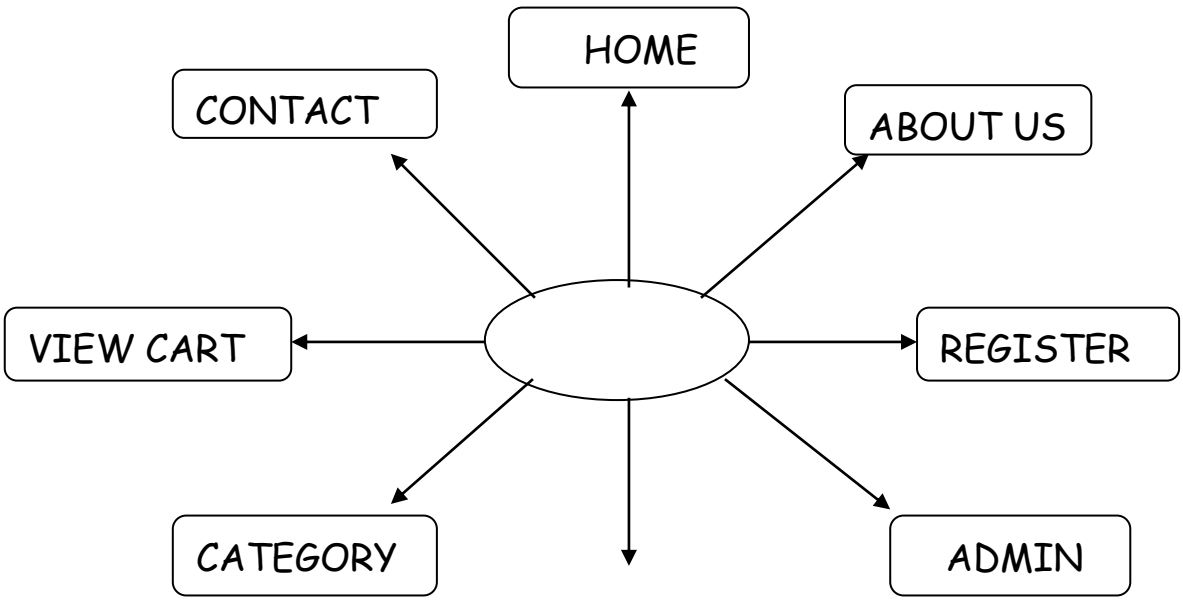
Data Model(ER-diagram)

A data model is a conceptual representation of the data structures that are required by a database. The first step in designing a database is to develop an Entity-Relation Diagram (ERD). The ERD serves as a blue print from which a relational database maybe deduced. The Figure shows the ERD for the project and later we will show the transformation from ERD to the Relational model.

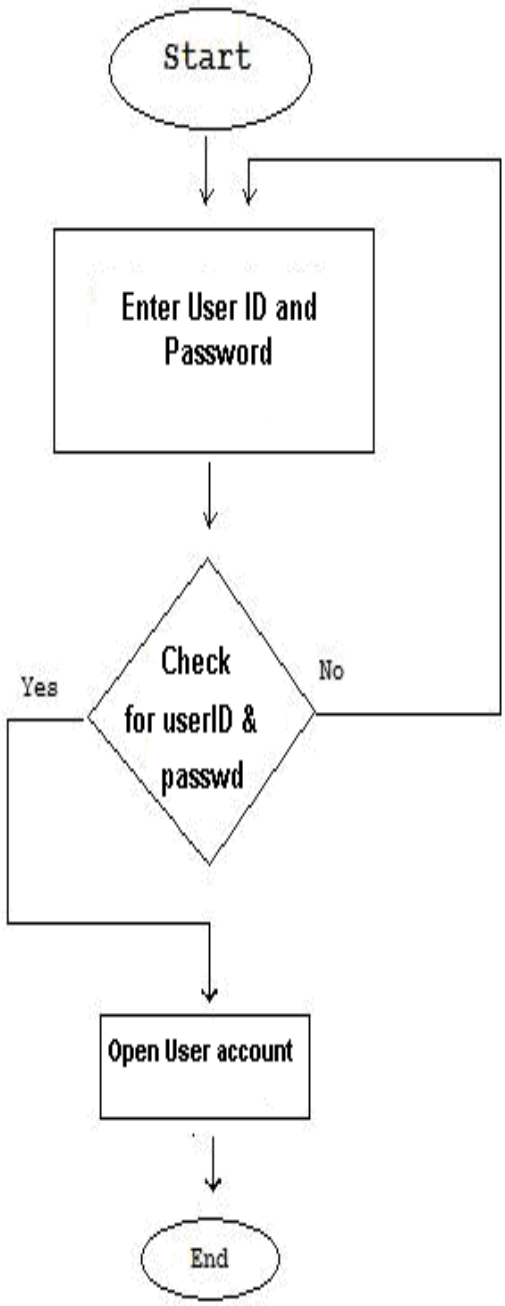


Flow chart

1. Home Page



Flowchart for User Login procedure

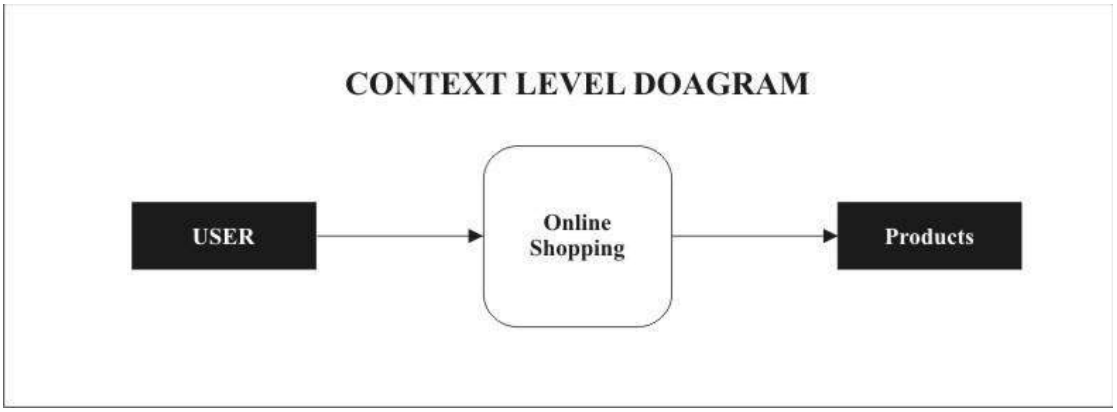


Process Model (Data Flow Diagram)

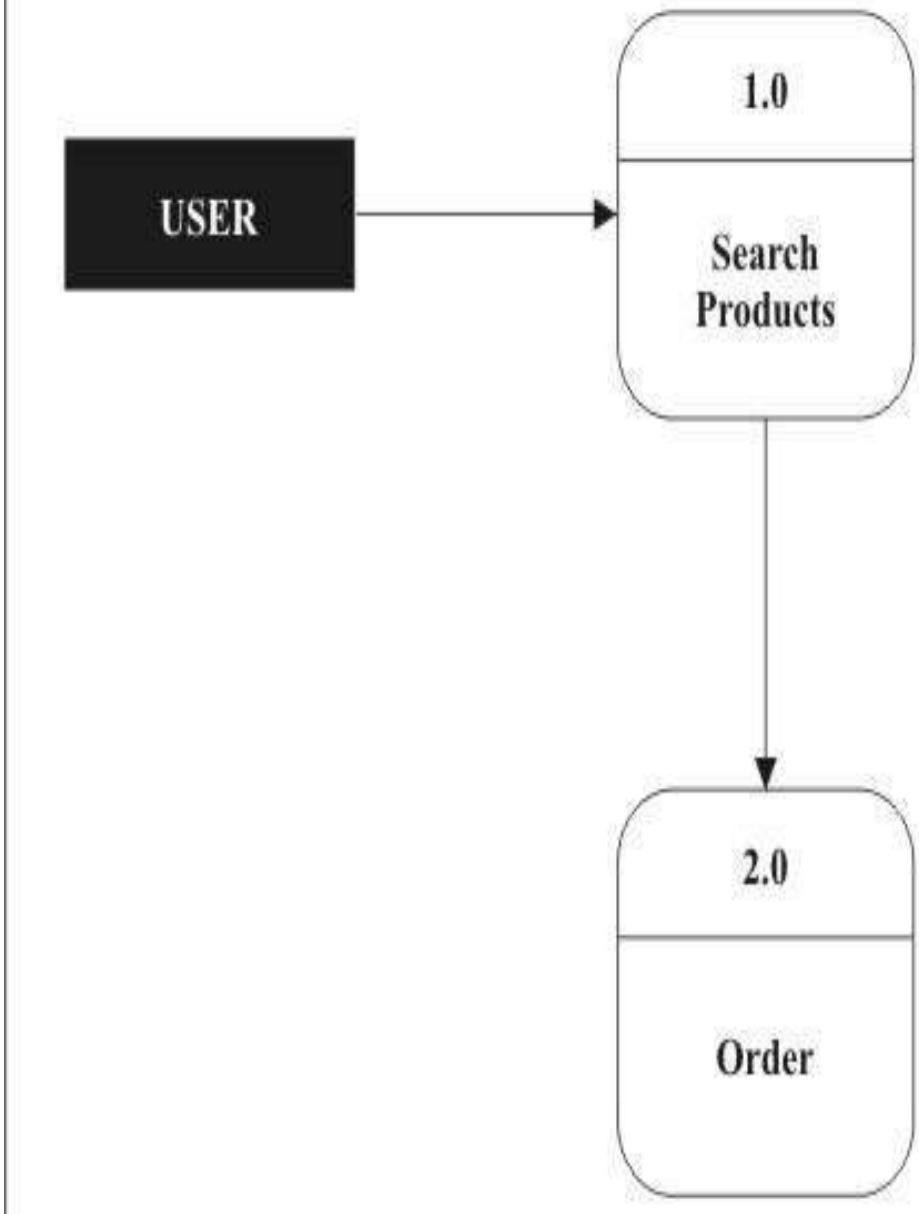
Data Flow Diagrams show the flow of data from external entities into the system, and from one process to another within the system. There are four symbols for drawing a DFD:

1. Rectangles representing external entities, which are sources or destinations of data.
2. Ellipses representing processes, which take data as input, validate and process it and output it.
3. Arrows representing the data flows, which can either, be electronic data or physical items.
4. Open-ended rectangles or a Disk symbol representing data stores, including electronic stores such as databases or XML files and physical stores such as filing cabinets or stacks of paper.

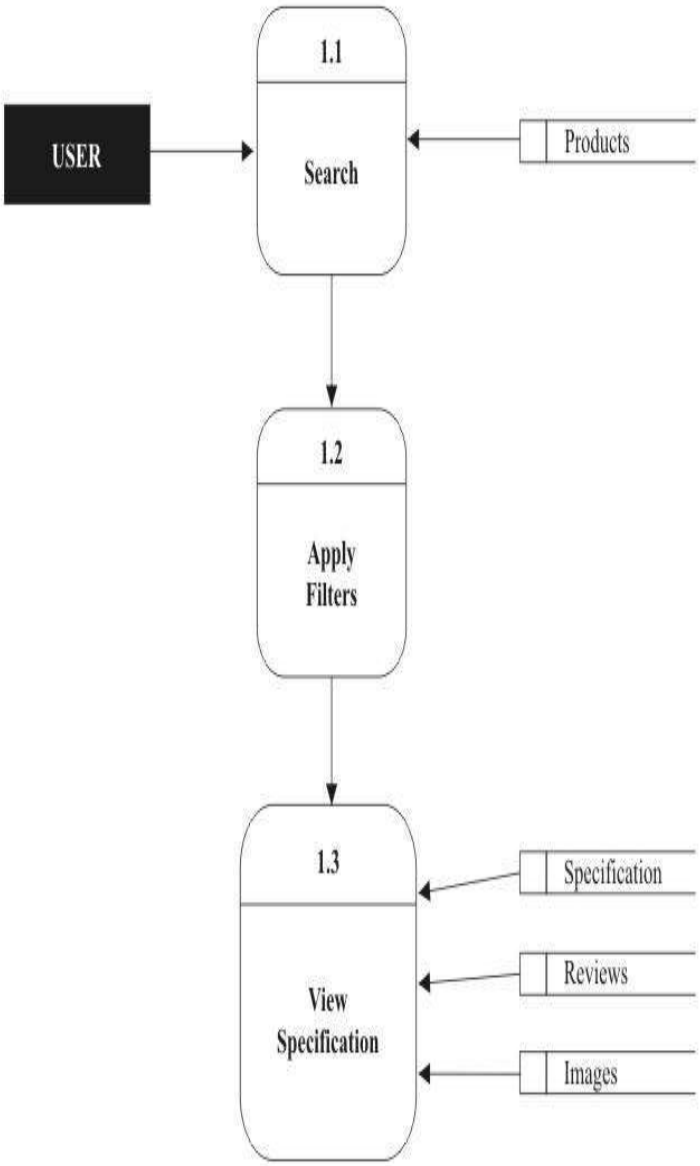
Each process within the system is first shown as a Context Level DFD and later as a Detailed DFD. The Context Level DFD provides a conceptual view of the process and its surrounding input, output and data stores. The Detailed DFD provides a more detailed and comprehensive view of the interaction among the sub-processes within the system.



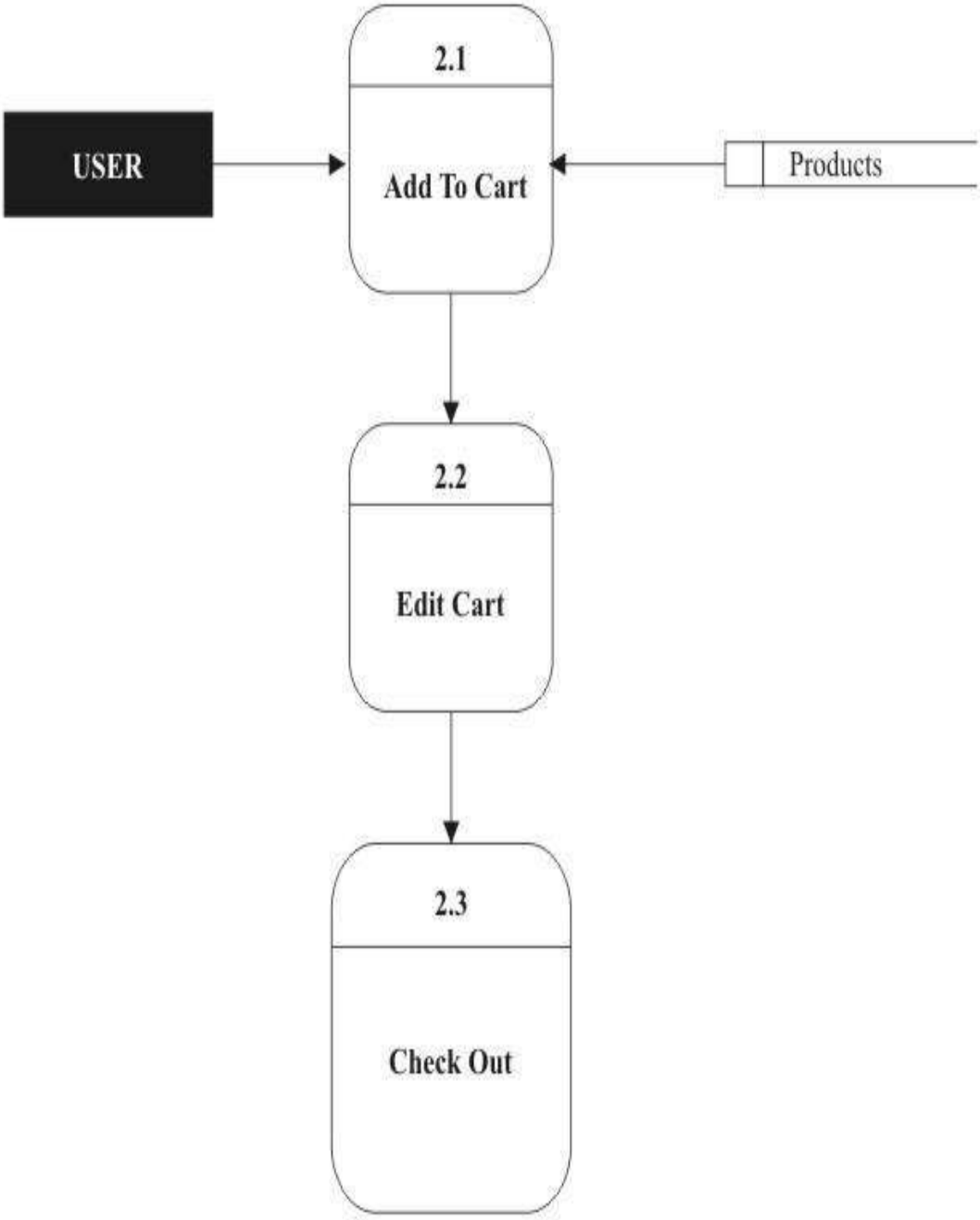
First Level DFD



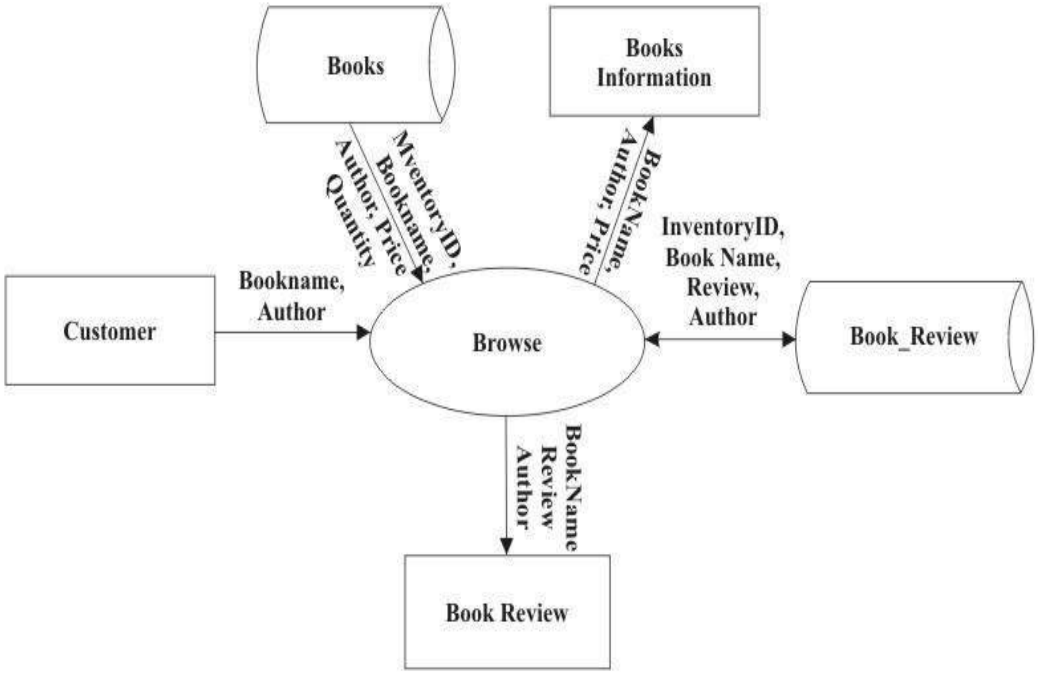
SECOND LEVEL DFD



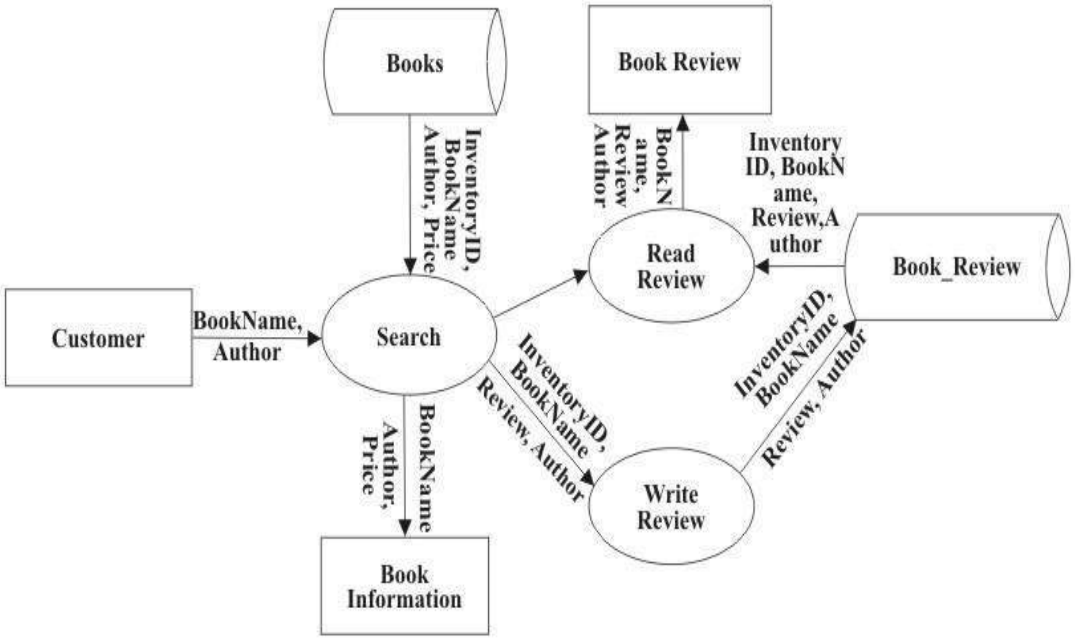
SECOND LAVEL DFD



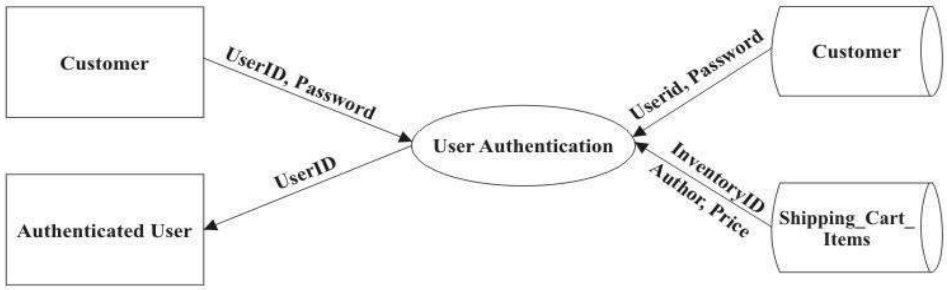
Customer-Browse Context DFD



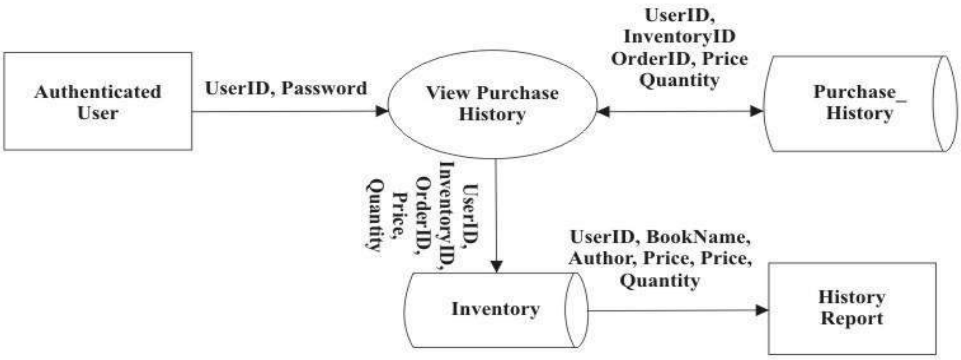
Customer-Browse Detailed DFD



Customer-Authentication Context DFD

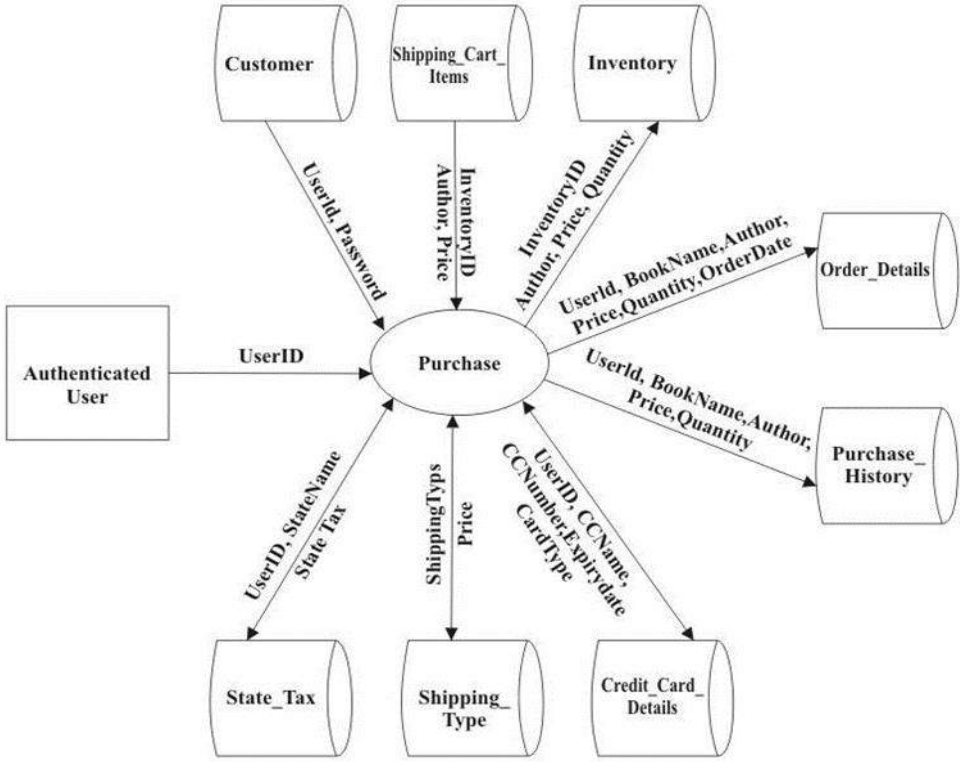


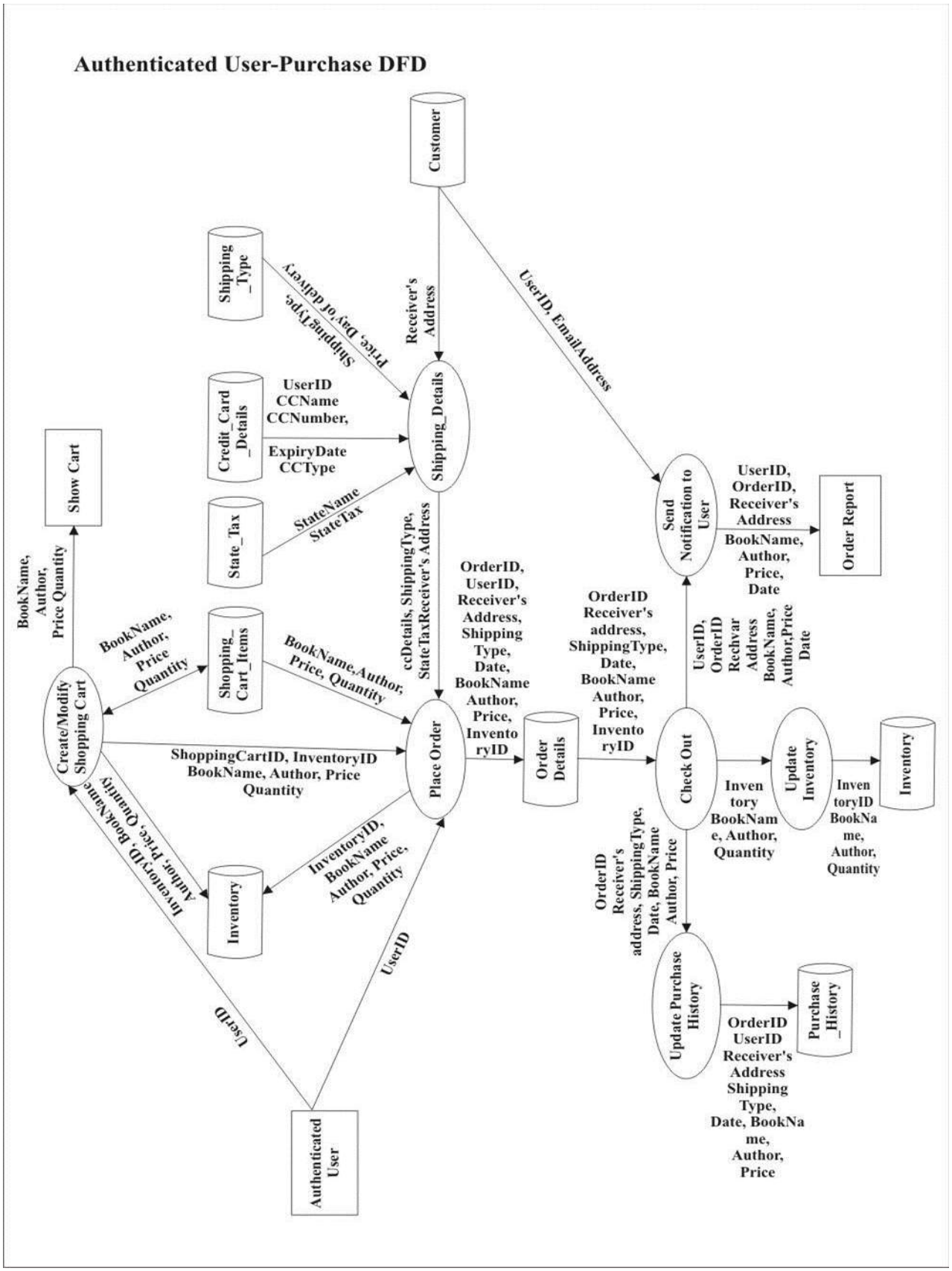
Customer-Authentication-PurchaseHistory DFD



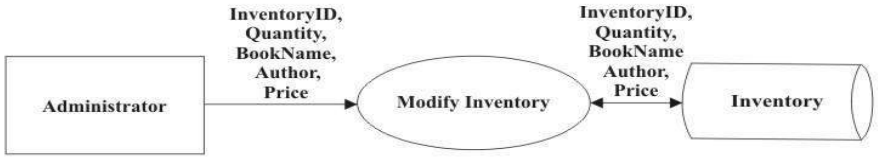
Customer-Authentication-UserProfile DFD

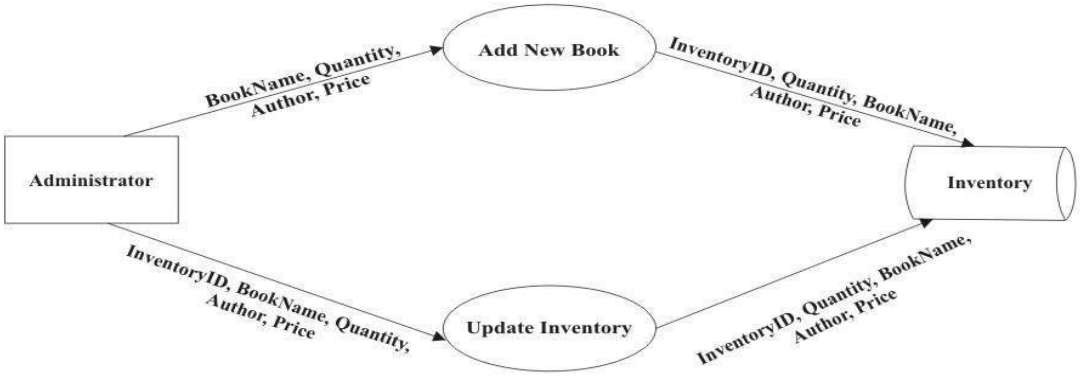
Authenticated User-Purchase Context DFD




Authenticated User-Purchase DFD
Customer
Shipping_Type
ShippingType, Price, Day of delivery
Receiver's Address
UserID, EmailAddress
Credit_Card_Details
UserID CCName CCNumber,
ExpiryDate CCType
Shipping_Details
State_Tax
StateName StateTax
Show Cart
BookName, Author, Price Quantity
Send Notification to User
UserID, OrderID, Receiver's Address
BookName, Author, Price, Date
Order Report
Shopping_Cart_Items
BookName, Author, Price Quantity
BookName,Author, Price, Quantity
ccDetails, ShippingType, StateTaxReceiver's Address
OrderID, UserID, Receiver's Address, Shipping Type, Date, BookName Author, Price, InventoryID
OrderID Receiver's address, ShippingType, Date, BookName Author, Price, InventoryID
UserID, OrderID Rechvar Address BookName, Author,Price Date
Create/Modify Shopping Cart
Place Order
Order Details
Check Out
Update Inventory
Inventory
ShoppingCartID, InventoryID BookName, Author, Price Quantity
Inventory
InventoryID, BookName Author, Price, Quantity
Inventory BookName, Author, Price, Quantity
Inventory BookName Author, Quantity
InventoryID Receiver's address, ShippingType, Date, BookName Author, Price
UserID
UserID
Update Purchase History
Purchase_History
OrderID UserID Receiver's Address Shipping Type, Date, BookName, Author, Price
Authenticated User

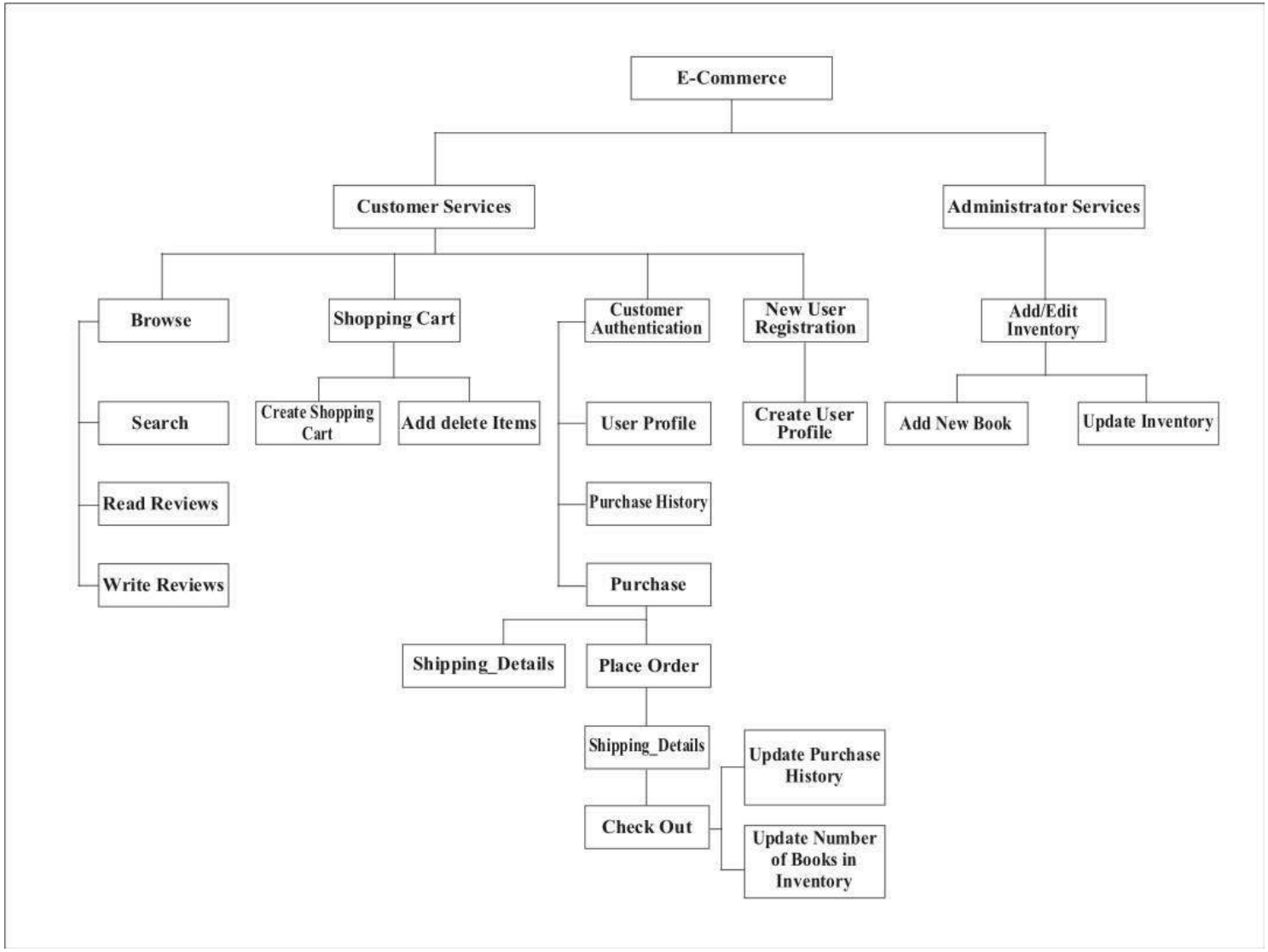
Customer-NewUserRegistration DFD





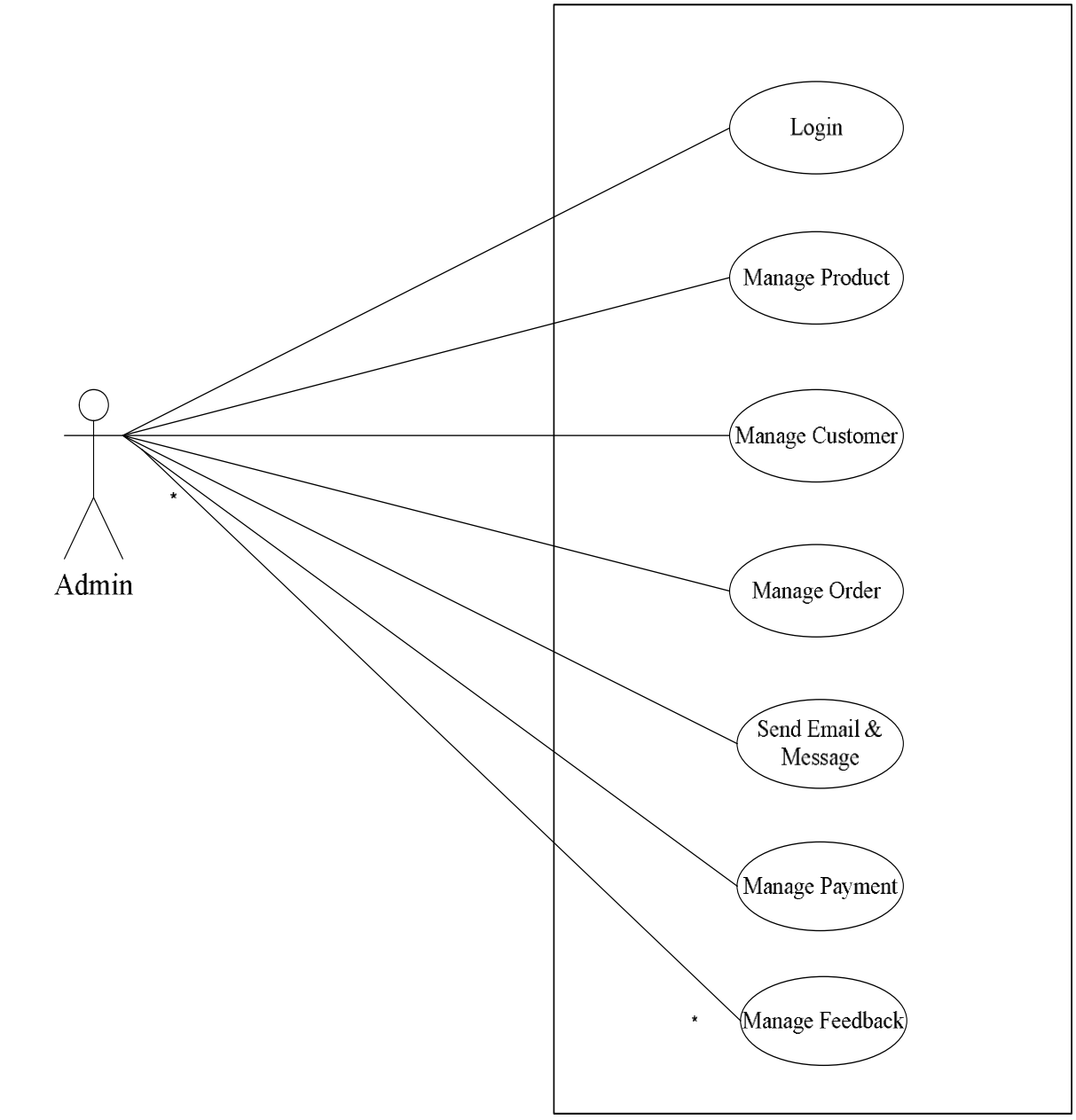
Functional Decomposition Diagram

A decomposition diagram shows a top-down functional decomposition of a system and exposes the system's structure.

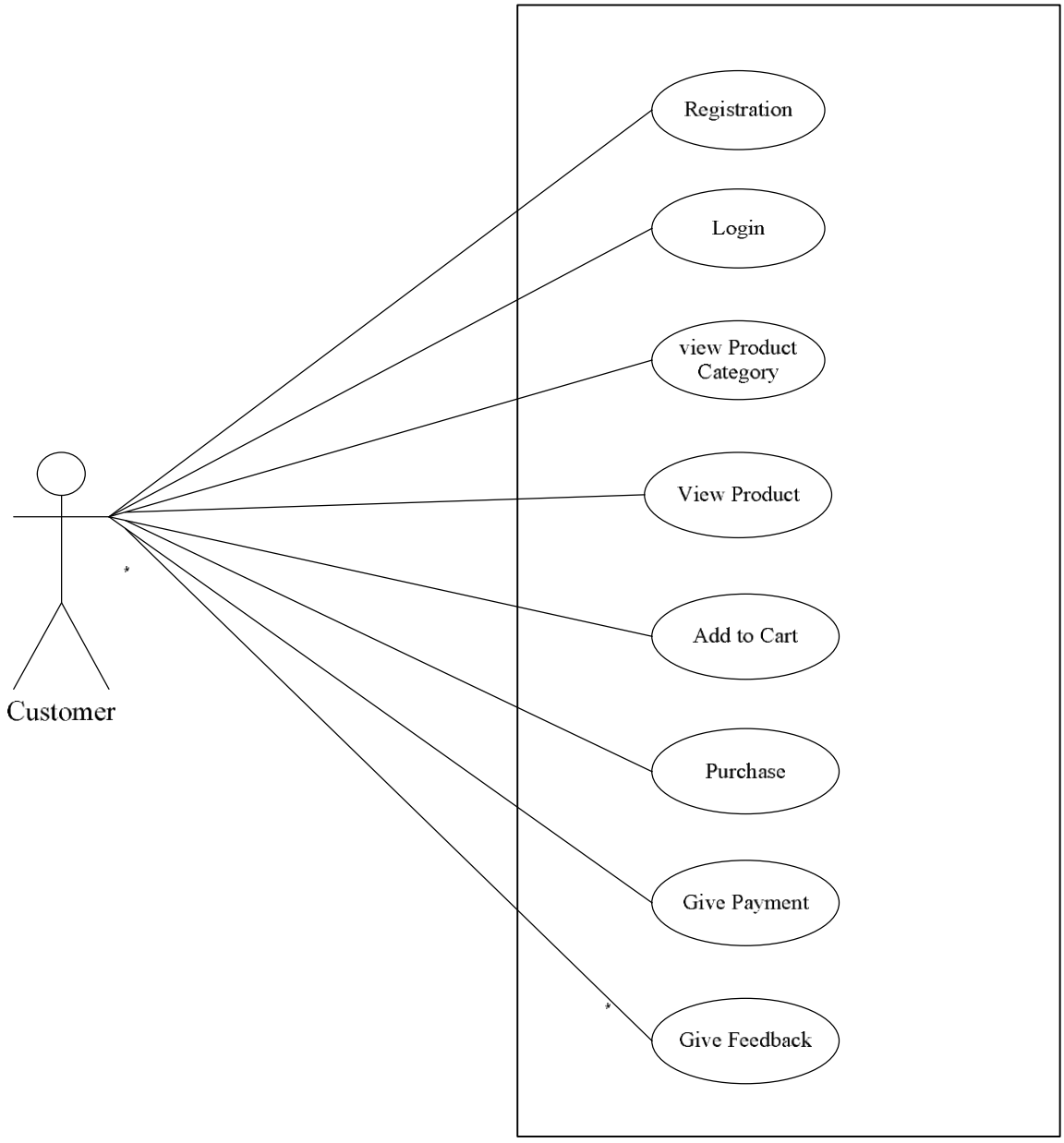

E-Commerce
Customer Services
Administrator Services
Browse
Shopping Cart
Customer Authentication
New User Registration
Add/Edit Inventory
Search
Create Shopping Cart
Add delete Items
User Profile
Create User Profile
Add New Book
Update Inventory
Read Reviews
Purchase History
Write Reviews
Purchase
Shipping_Details
Place Order
Shipping_Details
Update Purchase History
Check Out
Update Number of Books in Inventory

Use Case

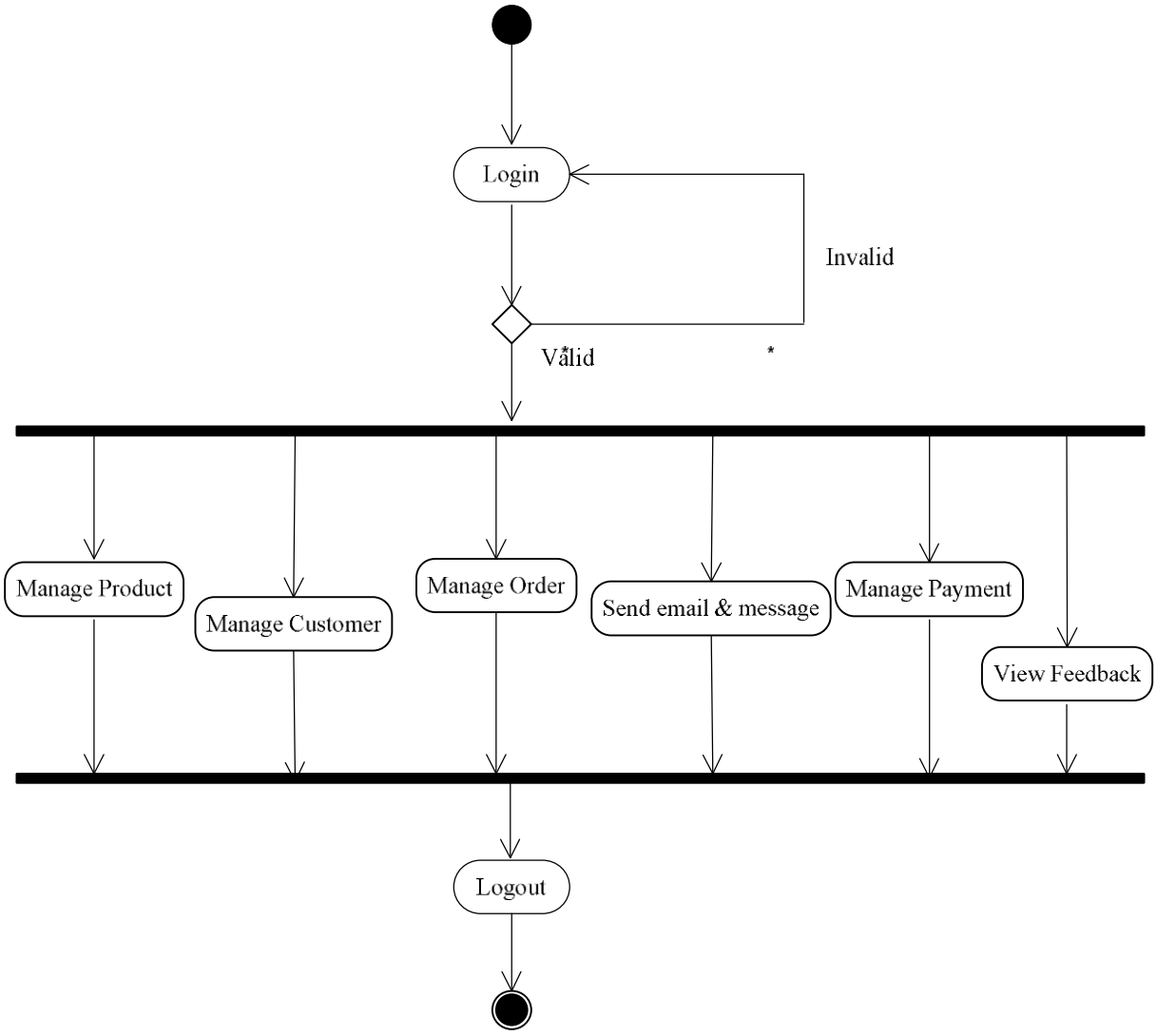
Usecase Diagram-Admin



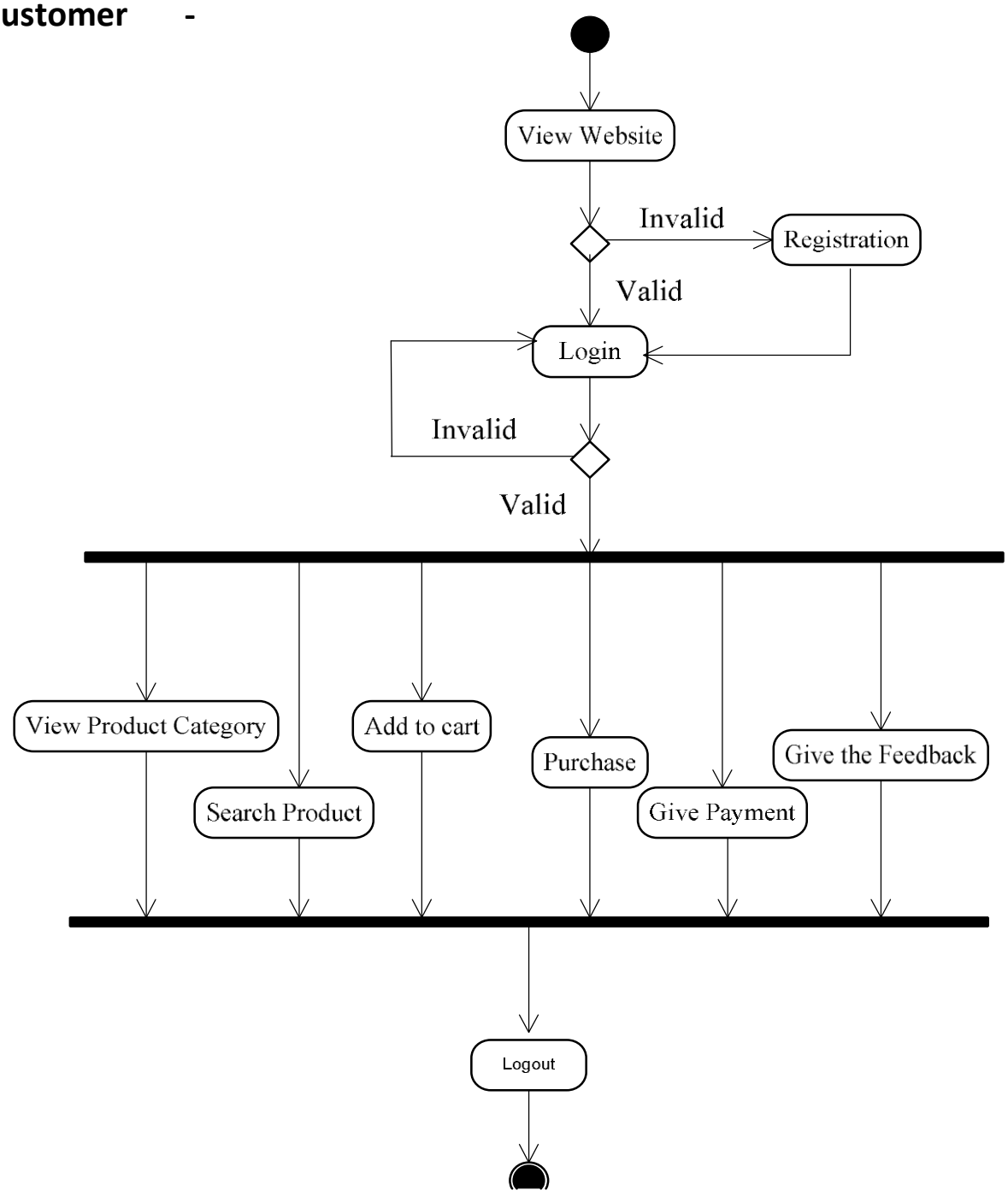
usecase **-Customer**



Admin - Admin

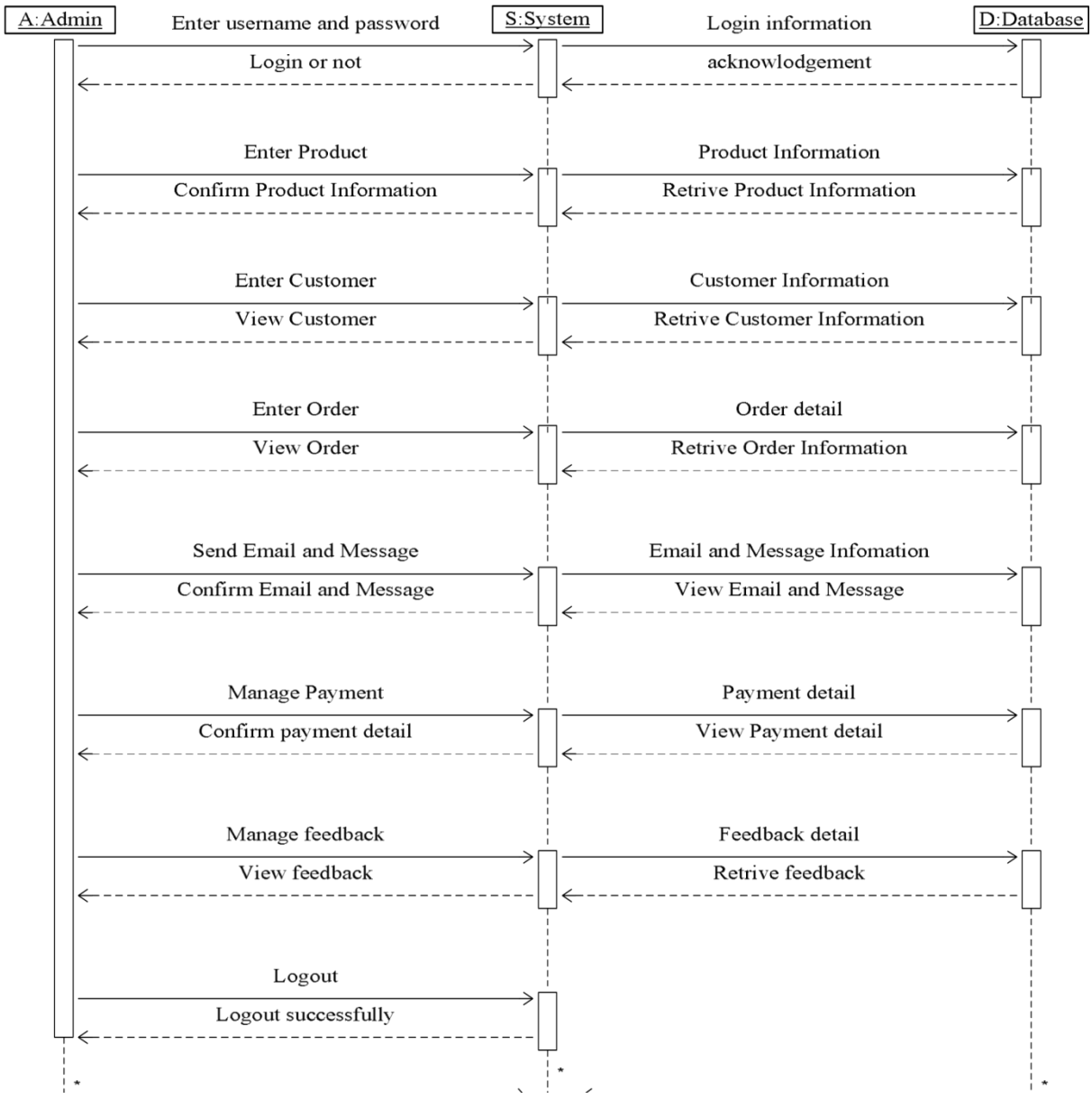

Login
Invalid
Vålid
*
Manage Product
Manage Customer
Manage Order
Send email & message
Manage Payment
View Feedback
Logout

Customer -

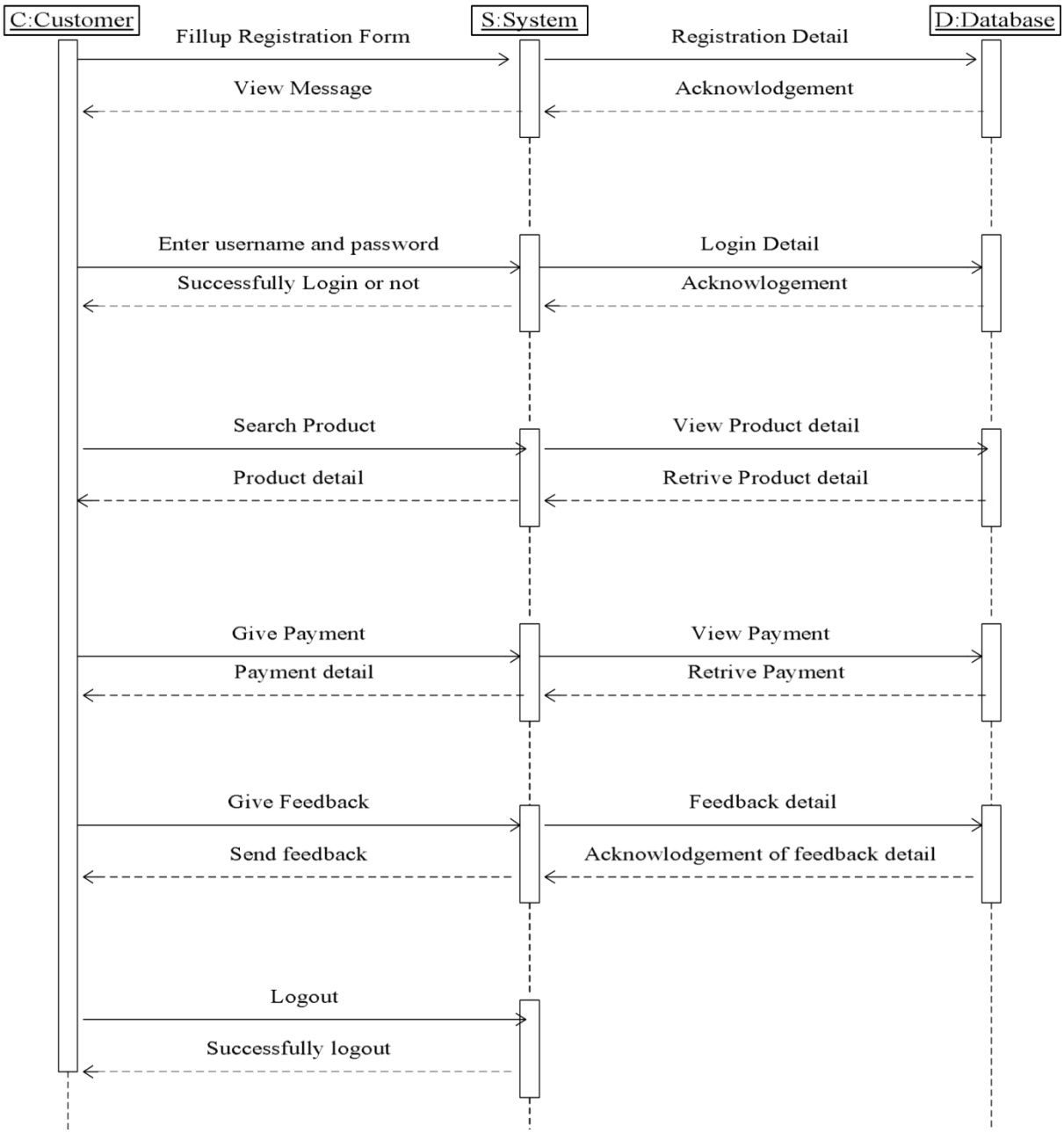

View Website
Invalid
Registration
Valid
Login
Invalid
Valid
View Product Category
Add to cart
Purchase
Give the Feedback
Search Product
Give Payment
Logout

SEQUENCE DIAGRAM

Sequence Diagram-Admin



Sequence Diagram-Customer



Data Dictionary

The Data Dictionary is very important part of the project through which we can know that where data are stored in the project. The Data Dictionary in this project is as below.

DATABASE NAME: Bookstore

1. Book Table

	Field	Type	Collation	Attributes	Null	Default	Extra
	b_id	int(4)			No		auto_increment
	b_nm	varchar(30)	latin1_swedish_ci		No		
	b_subcat	varchar(25)	latin1_swedish_ci		No		
	b_desc	longtext	latin1_swedish_ci		No		
	b_publisher	varchar(40)	latin1_swedish_ci		No		
	b_edition	varchar(20)	latin1_swedish_ci		No		
	b_isbn	varchar(10)	latin1_swedish_ci		No		
	b_page	int(5)			No		
	b_price	int(5)			No		
	b_img	longtext	latin1_swedish_ci		No		
	b_pdf	longtext	latin1_swedish_ci		No		

2. Category Table

	Field	Type	Collation	Attributes	Null	Default	Extra
☐	cat_id	int(4)			No		auto_increment
☐	cat_nm	varchar(30)	latin1_swedish_ci		No		

3. Contact Table

	Field	Type	Collation	Attributes	Null	Default	Extra
☐	con_id	int(4)			No		auto_increment
☐	con_nm	varchar(25)	latin1_swedish_ci		No		
☐	con_email	varchar(35)	latin1_swedish_ci		No		
☐	con_query	longtext	latin1_swedish_ci		No		

4. Subcat Table

	Field	Type	Collation	Attributes	Null	Default	Extra
☐	subcat_id	int(4)			No		auto_increment
☐	parent_id	int(4)			No		
☐	subcat_nm	varchar(35)	latin1_swedish_ci		No		

	Field	Type	Collation	Attributes	Null	Default	Extra
☐	u_id	int(4)			No		auto_increment
☐	u_fnm	varchar(35)	latin1_swedish_ci		No		
☐	u_unm	varchar(25)	latin1_swedish_ci		No		
☐	u_pwd	varchar(20)	latin1_swedish_ci		No		
☐	u_gender	varchar(7)	latin1_swedish_ci		No		
☐	u_email	varchar(35)	latin1_swedish_ci		No		
☐	u_contact	varchar(12)	latin1_swedish_ci		No		
☐	u_city	varchar(20)	latin1_swedish_ci		No		

5.User Table

Testing & Implementation

Testing is critical element of software quality assurance and represents the ultimate review of specification, design and coding. It is unusual for the organization to spent 30 or 40 percent of total project effort on testing.

Testing presents the software an interesting anomaly for the software engineer. The engineer creates the series of test cases that are intended to demolish the software that has been built. In fact, testing us one-step in the software engineering process that could be viewed as destructive rather than constructive.

CONCLUSION AND REFRENCES

SCOPE OF THE PROJECT

- Most generic consumer to consumer e-commerce website, which covers almost all possible categories, with 2 level listing.
- Maximize benefits and minimize the disadvantages of a common e-commerce website.

- User friendly, Vendor friendly environment

- By using this project, the user can save his or her time by purchasing the product which time they are wasting by roaming in the market. From here, they can get most probably all the things they want besides fast moving Entertainment goods. They have various choices in the one Collection.

LIMITATIONS OF PROJECT

There are some limitations for the current system to which solutions can be provided as a future development:

1. The system is not configured for multi- users at this time. The concept of transaction can be used to achieve this.

2. Payment Gateway is not enable only cash on delivery option is available.

Definitions, Acronyms and Abbreviations

FTP

File Transfer Protocol

Admin

Administrator. He has the authority to manage Music data i.e. add/ delete /edit Songs, manage order process

MySQL

MySQL is an open source relational database management system based on Structured Query Language

DB

A database management system that provides a flexible and efficient database Platform to maintain records of customers, admin, books, order and feedback details

HTTP

Hypertext Transfer Protocol. It’s a service protocol.

UI

User Interface

THE BOOKStORE.COM INFORMATION

General

What is TheBookStore.com?

TheBookStore.com a true marketplace for publishers, which means that you can find all the publishers selling their items under one platform.
There can also be independent sellers and distributors selling their items.
This gamut of choices allows customers to choose to buy a book they want at the price they want to pay.

What can I get here?

You can find books, books and more books. TheBookstore is a one-stop shop for you to look at, read about,
compare and finally buy all books published in India by Indian publishers and also a wide selection of titles from USA and UK.

Are these books only in English?

No. TheBookStore.com has books in all languages from publishers of all sizes throughout the country.
We have books of all regional languages such as Punjabi, Hindi, Marathi, Gujarati, Bengali, Malayalam, and Urdu.
You can specifically search for these books.

TheBookStore.com Account and Registration

How do I purchase an item on TheBookStore.com?

Purchasing an item is a simple 3-step process.

- Create TheBookStore.com account on TheBookStore.com
- Search and add items to your shopping cart
- Enter your credit card details and submit the order

That is it. The item you purchase will be delivered to your doorstep

Can I order without creating TheBookStore.com account?

No, you cannot order without creating TheBookStore.com account.

Do I need a credit card to create TheBookStore.com account?

You do not need a credit card to create TheBookStore.com account.
Credit card information is required only at the time of ordering.

How do I create TheBookStore.com account?

You can create TheBookStore.com account using your email address and relevant information through My Account tab on our website.

Do you charge for creating TheBookStore.com account?

No, TheBookStore.com account creation is free of any charge whatsoever.

What if I forget my password?

You can use our Forgot Password services to send/reset your password.

Order Processing

How can I find an item to order?

If you remember the category of the item, you can browse for the item by category.
For example you can Browse for Computing books under our categories.

If you remember the exact item or some details about it, you can search for the item by Title, ISBN,
Publisher or Author in our powerful Search function. You can also filter this search by Language.

Can I order multiple items in one order?

Yes you can add multiple items to your shopping cart at one time and place it under one order.
However there will be a separate shipping charge for each item on the order.

Can I pre-order?

We do not have the pre-order feature at this time.