Project Proposal on eBook

Tribhuvan University

Faculty of Humanities and Social Sciences

Bachelors in Computer Application

Submitted to

Department of Computer Application

Patan Multiple Campus

Patan Dhoka, Lalitpur

Submitted by

Krisha Maharajan

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TRIBHUVAN UNIVERSITY

Patan Multiple Campus

Patan Dhoka, Lalitpur, Nepal

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Subject: Approval of Project Proposal.

The Project entitled "**eBook"**

Proposed by Krisha Maharjan for the Partial Fulfillment of the requirement for Bachelor in Computer Application (BCA), Sixth semester has been approved for further development.

Proposal Evaluation Committee

Dr. Laxman Singh Kunwar	Mr. Bhoj Raj Joshi	Mr.....
Campus Chief	Program Coordinator	Faculty Member
Patan Multiple Campus	Patan Multiple Campus	Patan Multiple Campus
Patan Dhoka, Lalitpur	Patan Dhoka, Lalitpur	Patan Dhoka, Lalitpur

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1. Introduction

An eBook will be the digital version of a printed book that will published or converted to digital format to be viewed on the computer or any portable device. As we live in the age of electronic everything as eCommerce, embanking, eTickets, eGifts Cards etc. we have fully depended upon digital. Anything that makes life easier for people is attractive and convenience. eBook are portable and convenient. With a supportive eBook device, we will have any kind of book at our fingertips. Carrying around book on iPad, smartphone or tablet sounds a lot easier than lugging around a thousand paper book novels.

The main focus of the eBook is to display any kind of book for readers. With the help of this system, readers can have any type of book by searching in the search box. We don't have to worry about spaces for books.

2. Problem statement

Nowadays, buying book virtually is troublesome as we have to drive to the store and wandering around for hours shuffling through the dozens of book shelves or waiting for order to arrive. Even though we find book after many weeks of searching, book costs so expensive and also need storage in our room to store for later. Hard copy book might not be affordable sometime where as eBook is available for free in some sites.

3. Objectives

The objective of this system is as follow:

- To simplify and enhance the overall learning experience.
- To provide learning process more interactive and engagement.
- To implement recommendation algorithm.

4. Methodology

Waterfall methodology will be used while developing this project. This project has specific documentation, ample time, fixed requirements, well-understood technology so in order to build this system, water fall methodology will be used.

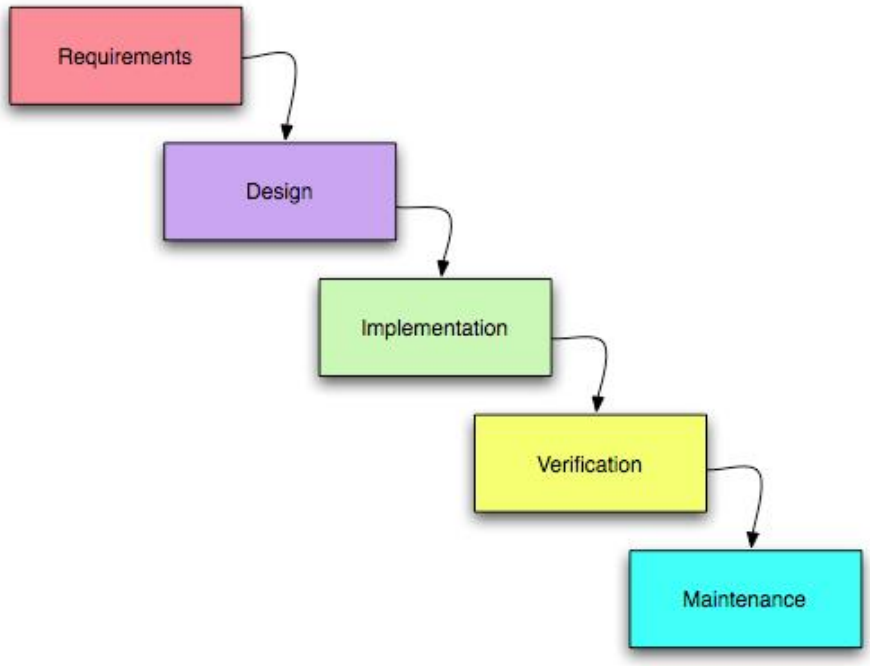

Fig: Waterfall Model

a. Requirement Identification

i. Study of Existing System

For development of eBook I have study various app like kindle, google book, apple book etc. where we can read the book and can find every type of book. A book is posted and whoever is interested he/she can read the book or can download the book. We can also buy the book from there. The eBook app is also quite similar to this apps. The existing system is used for finding books and novel where user can read with free of cost. eBook is a system where user can read the book as per their interest.

ii. Literature Review

Google Books is a one of the existing service from Google Inc. that searches the full text of books and magazines that Google has scanned, converted to text using optical character recognition (OCR), and stored in its digital database. Books are provided either by publishers and authors through the Google Books Partner Program, or by Google's library partners through the Library Project. Additionally, Google has partnered with a number of magazine publishers to digitize their archives. [1]

Amazon Kindle is another existing series of e-readers designed and marketed by Amazon. Amazon Kindle devices enable users to browse, buy, download, and read e-books, newspapers, magazines and other digital media via wireless networking to the Kindle Store. Currently, it comprises a range of devices, including e-readers with E Ink electronic paper displays and Kindle applications on all major computing platforms. [2]

The Apple Books Store (formerly iBook Store) is an ePub content sales and delivery system that delivers eBooks to any iOS device such as the iPad, iPhone, and iPod Touch. It does not currently support either the downloading or reading of Apple Books directly on Windows or Linux distributions, but it does support the downloading and reading of Apple Books on OS X Mavericks and later. [3]

iii. Requirement Analysis

To design and develop system, functional as well as non-functional requirement of the system has been studied as given below:

i. Functional Requirement:

These are the requirements that the system fulfills. It will show outlines of workflows performed by the system.

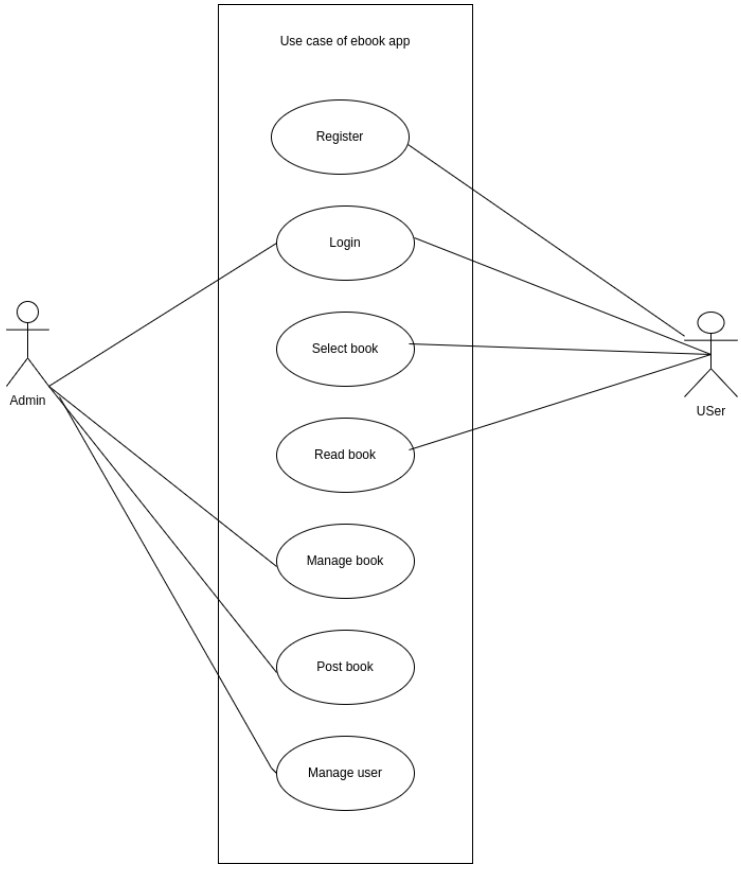

Fig: Use Case Diagram

For admin

- Admin will be able to login.
- Admin will be able to manage the user.
- Admin will be able to manage the books.
- Admin will be able to post the book.

For User

- User will be able to login.
- User will be able to register.
- User will be able to search for book.
- User will be able to read book.

ii. Non-Functional Requirement

The system should be user-friendly which means users must not feel difficulty while using it. In addition to these requirements, the system has embraced the following requirements:

1. Performance:

   This system will be designed for smooth performance with optimization and good response.

2. Security:

   In terms of security, only basic data security measures are followed. Only admin will have access to backend so it is safe from unauthorized user access.

3. Maintenance:

   The system will develop by keeping both technical and non-technical users in mind so maintaining the system will not be complicated.

4. Availability:

   This system will available in online only.

b. Feasibility Study

i. Technical

To design this system, it will use off-self and existing technologies, software, and hardware so there is no technological hurdle to build this system.

ii. Operational

This system will be easily operated as well as implemented so it will be operational feasible. Also, users with little knowledge of app can operate easily which makes the app operable.

iii. Economic

The system will not require extra software and hardware i.e., it uses open-source technologies. So, there will be no recurring cost than just the internet connection. Also, because it will work on any mobile devices with internet connection, no additional cost is to be made for devices.

c. High Level Design of System

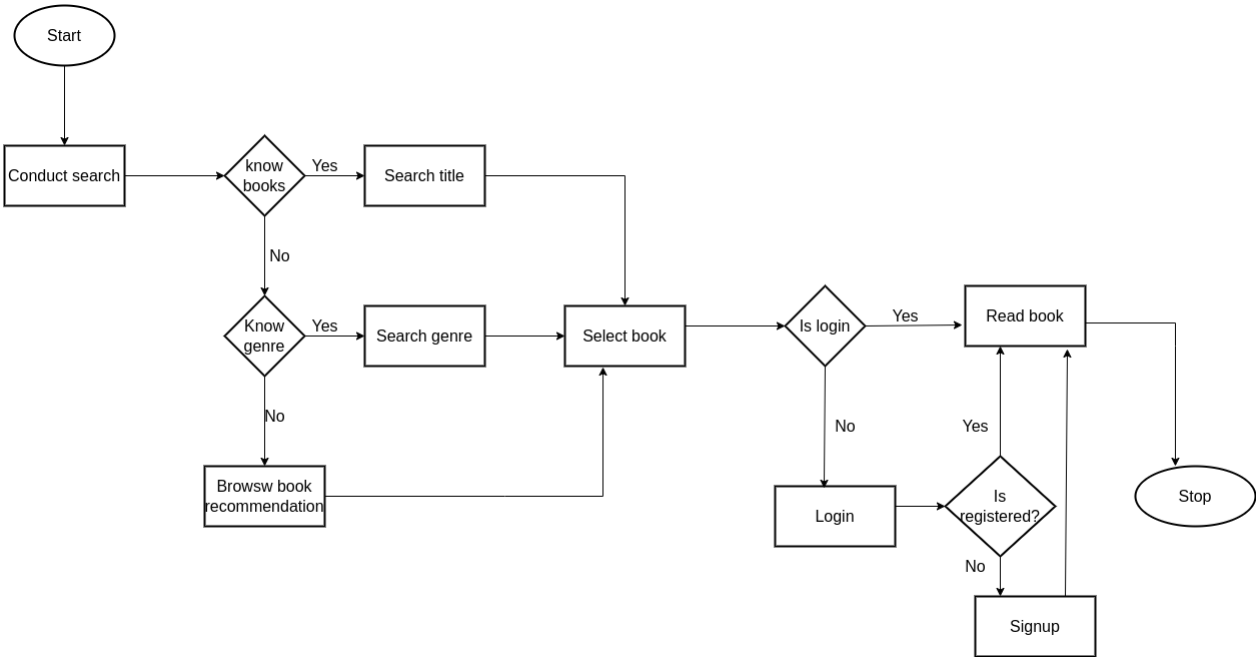

Fig: System Flowchart

Description of algorithm

For making this system recommendation algorithm will be used. In recommendation algorithm we will use content-based filtering.

Content-based filtering uses item features to recommend other items similar to what the user likes, based on their previous actions or explicit feedback. By using content-based filtering we can recommend the similar books as the user has select to read. [4]

Advantage of content-based filtering are as follow:

- The model doesn't need any data about other users, since the recommendations are specific to this user. This makes it easier to scale to a large number of users.
- The model can capture the specific interests of a user, and can recommend niche items that very few other users are interested in.

5. Gantt Chart

The time frame to develop the system will be adequate. Around three months' time will take to create a system

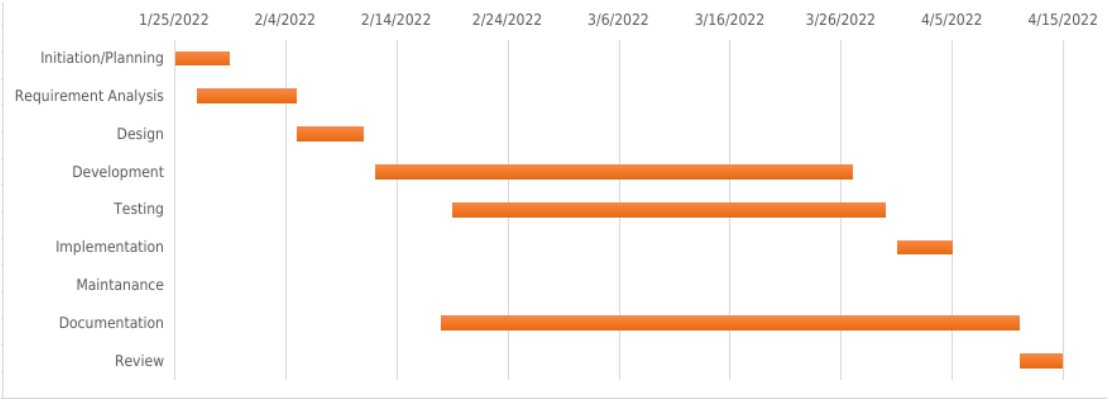

Fig: Gantt Chart

6. Expected outcome

When the project will be completed:

- User will be able to list books in favorite category.
- User will be able to find any kind of books.
- User will be able to read any kind of books.

7. References

[1] Wikipedia. [Online]. Available: https://en.wikipedia.org/wiki/Google_Books.

[2] "Wikipedia," [Online]. Available: https://en.wikipedia.org/wiki/Amazon_Kindle.

[3] "Wikipedia," [Online]. Available: https://en.wikipedia.org/wiki/Apple_Books.

[4] "Upwork," [Online]. Available: https://www.upwork.com/resources/what-is-content-based-filtering#:~:text=Content%2Dbased%20filtering%20is%20a,them%20to%20a%20user%20profile..