Online bookstore

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Synopsis

Aim/ Objective:

To sell the books online. The main objective of the project is to create an online book store that allows users to search and purchase a book online. The main objectives are:

- ➢ We can shop with comfort at your home, without going out.
- ➢ To be able to easily save money and can compare prices from one to another.
- ➢ Online retailers tend to sell at a lower price due to less overhead expenses.

Technologies used: Java programming, It is the graphical interference, Jframes using Netbeans IDE, Html.

Assumption taken:In the present world it is very difficult to maintain records manually. Now the job of maintaining daily records and transactions are easily done by software systems according to the customers requirement. The online shopping seems to be very easy as the user or customer needs only the basic knowledge of the computer for operations. The process of buying books from the small scale business requires that the customers must move with cash, Every time carrying cash is not safe so now, the online bookstore became important for computer software based automated clearance systems to eliminate the shortcoming of the manual system in a place. Person can easily login to an online site while sitting at home. So by this we save time. People can reach to varieties of books and can order them and would get them at their doorstep.

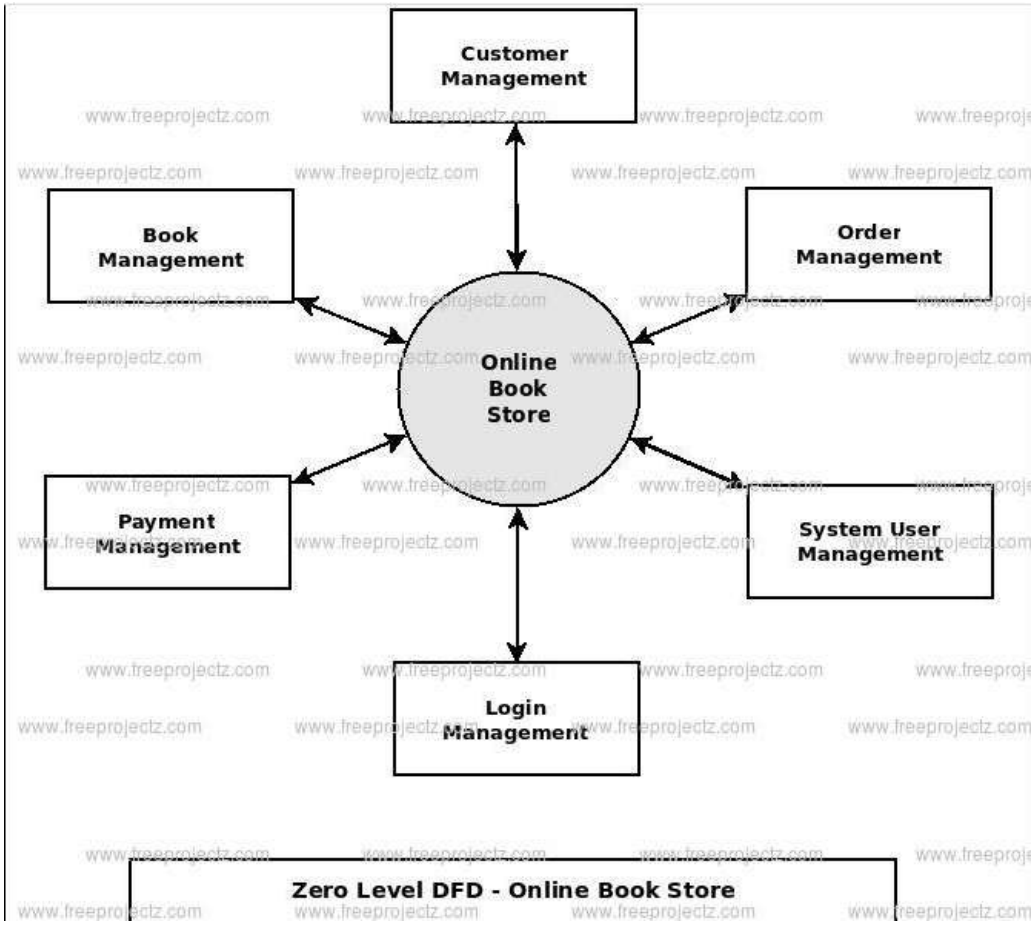
Details Handled:

- Details of different types of books.
- Customers,users location,payment.
- Delivery and bills.

Sample Scenarios: We can take our daily life scenario nowadays our daily needs like dresses, food and some household materials are also ordered in online mode. So, the same we can use for books purposes. There are many online bookstores like amazon which were designed using HTML.Here the application is done by JAVA programming language. It is designed using java, database, MySQL and Xampp. Through a web browser the customer can search for a book and add to the selected cart and finally order through online payment. The data processing time is very fast.

Who can use this application in real life: The Online Book store application enables vendors to set up online bookstores, customers to browse through the books, and a system administrator to approve and reject requests for new books and maintain lists of book categories. Everyone can use this application which reduces the time.

Data Flow Diagram(DFD)



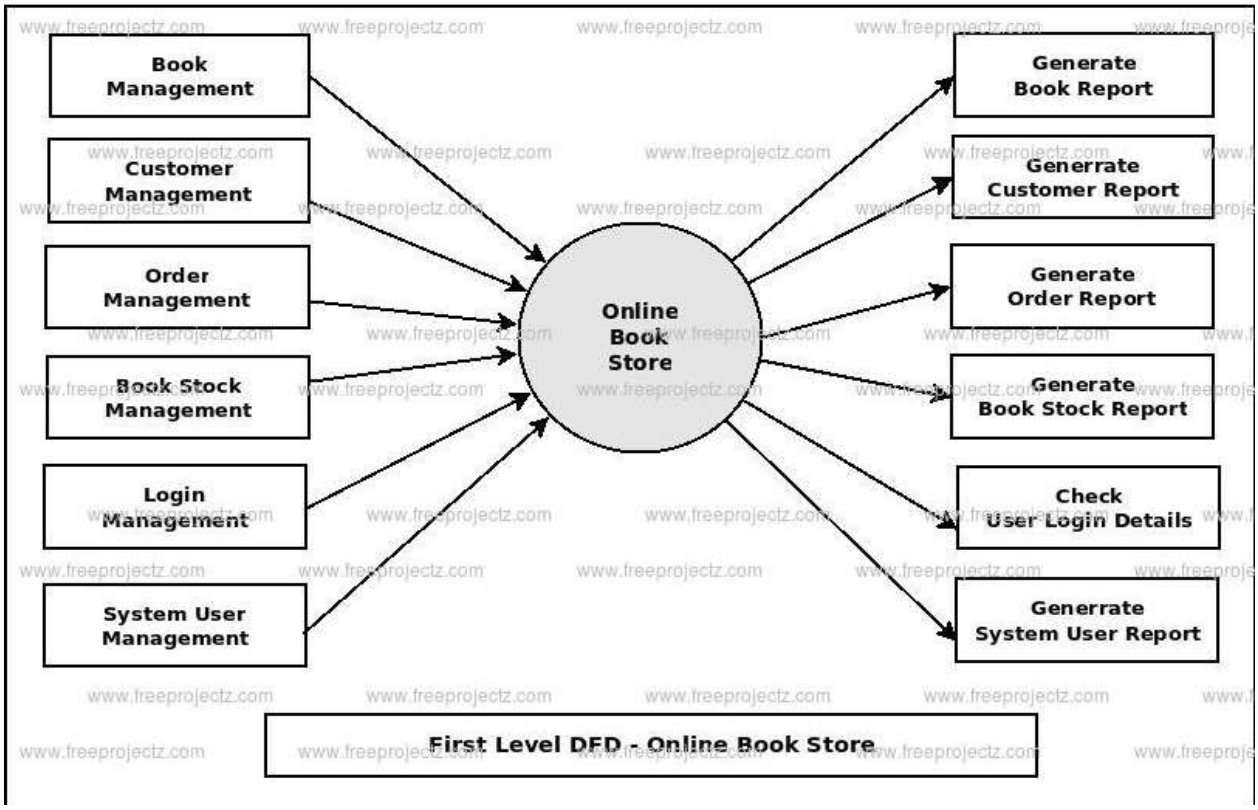
Actually the Bookshop page contains

Login page

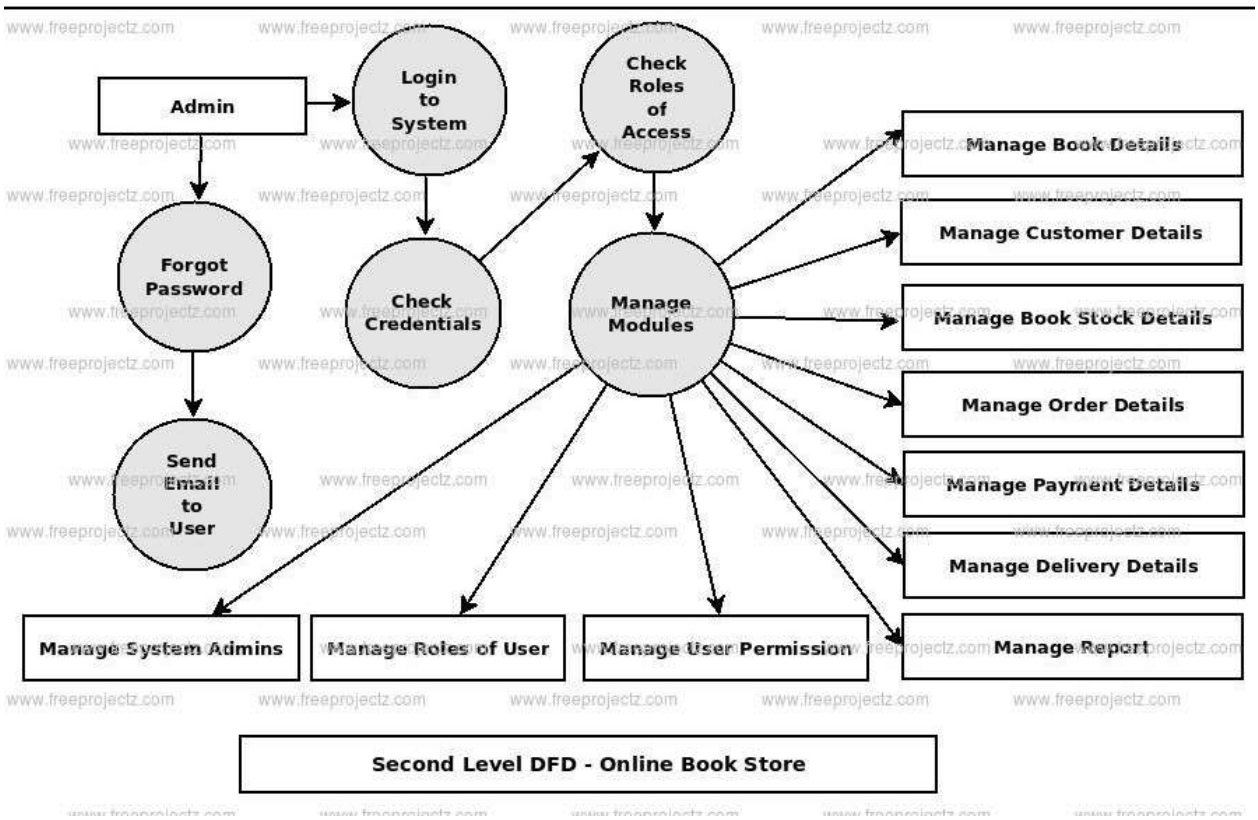
Book searching and ordering page

Payment page

The Login page is personalised for the user, the search and order page contains the database of the books and the payment is done through the payment page.



:.com/dfd/online-book-store-dataflow-diagram



RELATED WORKS/LITERATURE SURVEY

- Vamsi Krishna Mummane designed an online book store webpage. He designed the online book store based on three-tiered architecture. The three logical tiers are
  - ★ Presentation tier-ASP.NET,Master page
  - ★ Middle tier-C# classes
  - ★ Data tier-Database

He just first designed a login page. In case of new member he needs to create an account - the registration page where the users all address will be stored. After registration the user can login through the login page. After logging the user can search the book and it to the cart which the user can checkout by payment in the payment page. The application of his project is using C language.

- Prathamesh Muzumdar designed two models, in which both try to interpret occurring with respect to a particular medium. Model 1 for online retail medium, which shows multiple and direct transactions taking place between consumer (student) and seller for both new and used textbooks. Model 2 showcases pros and cons related to on and off campus retail sales medium. He mainly designed the

medium to incorporate the transactions, which helps in explaining growth of the online medium as a sales channel.

- Ms.Pragati Bagmare, Ms.Shraddha Girhepunje and M.Priya Bisen – they all did research on online book stores. The project is efficient and time consuming. Through automated book store solutions, provide an easy way of the searching, reserving and purchasing of books. It provides required data quickly to the user and also in specified manner to the user. The only drawback they found is feedback form also should be attached in the webpage.

- Punithkotharivb uploaded an Online book store project. The main objective of the Online Book Store is to manage the details of Books,Customer,Payment,Delivery,Bills. It manages all the information about Books, Stock, Bills, Books. The project is totally built at administrative end and thus only the administrator is guaranteed the access. The purpose of the project is to build an application program to reduce the manual work for managing the Books, Customer, Stock, Payment. It tracks all the details about the Payment,Delivery,Bills.

- Emelia P.A, Sharifah Nadiah S.A has done UTP case study regarding online Book store facility to Manual process. Basic functionality of this website are login page, registration page, book search page, shopping cart and bookstore personnel administration area which includes book category,books administration,members administration and personal page.
  (similar to our first literature survey).

PROPOSED SYSTEM

In this Online Bookstore project we are using limited books available for sales.

ALGORITHM

Step1: Creating a Jframe using Netbeans IDE.
Step2: Formatting a design using Swing such as panel, label, text field, button and tree.
Step3: Make sure it workouts properly
Step4: Write down the action performed by all the components.
Step5: Remove errors
Step6: Execute the program.

Pseudo code

1. CONNECTING THE DATABASE WITH THE CODE

```
public class BookShop extends javax.swing.JFrame {

    public BookShop() {

        initComponents();

        Connect();

    }

    Connection con;

    PreparedStatement pst;

    PreparedStatement pst1;

    ResultSet rs;

    DefaultTableModel df;

   public void Connect()

    {

        try {

            Class.forName("com.mysql.jdbc.Driver");

            con =
DriverManager.getConnection("jdbc:mysql://localhost/bookshop", "root", "");



        } catch (ClassNotFoundException ex) {

            Logger.getLogger(BookShop.class.getName()).log(Level.SEVERE,
null, ex);

        } catch (SQLException ex) {

            Logger.getLogger(BookShop.class.getName()).log(Level.SEVERE,
null, ex);

        }

    }
```

2. TABLE THAT SHOWS THE CHOSEN BOOKS

```
    public void sales()
    {
        String total cost = txttcost.getText();
        String pay = txtpay.getText();
        String bal = txtbal.getText();
        int lastid = 0;
        try {
            String query = "insert into
sales(subtotal,pay,bal)values(?,?,?)";
            pst =
con.prepareStatement(query,Statement.RETURN_GENERATED_KEYS);
            pst.setString(1, total cost);
            pst.setString(2, pay);
            pst.setString(3, bal);
            pst.executeUpdate();
            rs = pst.getGeneratedKeys();
            if(rs.next())
            {
                lastid = rs.getInt(1);
            }
                int rows = jTable1.getRowCount();
                String query1 = "insert into
sales_product(sales_id,bname,price,qty,total)values(?,?,?,?,?)";
                pst1 = con.prepareStatement(query1);
                String bname = "";
                String price;
```

```
                String qty;
                int total = 0;
                for(int i=0;i<jTable1.getRowCount(); i++)
                {
                    bname = (String)jTable1.getValueAt(1, 0);
                    price = (String)jTable1.getValueAt(1, 1);
                    qty = (String)jTable1.getValueAt(1, 2);
                    total = (int)jTable1.getValueAt(1, 3);
                    pst1.setInt(1, lastid);
                    pst1.setString(2, bname);
                    pst1.setString(3, price);
                    pst1.setString(4, qty);
                    pst1.setInt(5, total);
                    pst1.executeUpdate();
                }
                JOptionPane.showMessageDialog(this, "sales completed");
        } catch (SQLException ex) {
            Logger.getLogger(BookShop.class.getName()).log(Level.SEVERE,
null, ex);
  }
}
```

3.SEARCHING BOOK

```
private void txtbcodeKeyPressed(java.awt.event.KeyEvent evt) {
        // TODO add your handling code here:
        if(evt.getKeyCode() == KeyEvent.VK_ENTER){
```

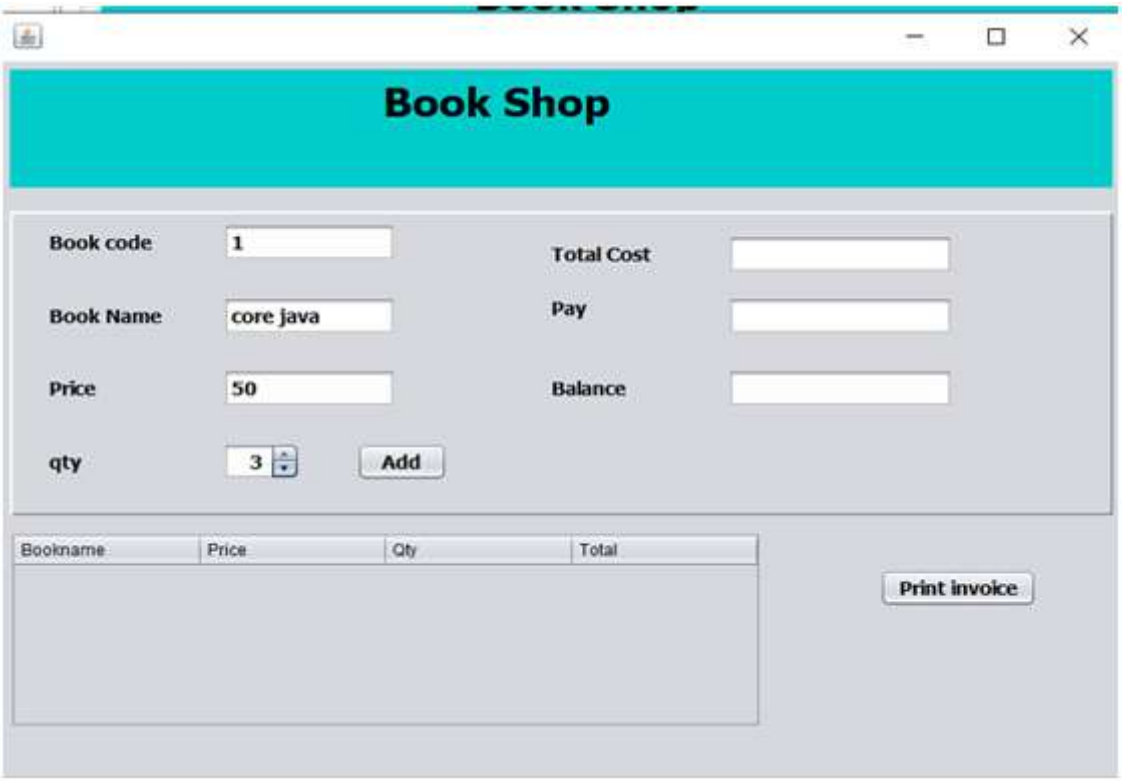
```
            try {
                String bcode = txtbcode.getText();
                pst = con.prepareStatement("select * from book where id =
?");
                pst.setString(1, bcode);
                rs = pst.executeQuery();
                if(rs.next() == false)
                {
                    JOptionPane.showMessageDialog(this, "Book Code Not
Found");
                }
                else
                {
                    String bname = rs.getString("bname");
                    txtbname.setText(bname.trim());

                    String price = rs.getString("price");
                    txtprice.setText(price.trim());
                    txtqty.requestFocus();
                }
            } catch (SQLException ex) {
                Logger.getLogger(BookShop.class.getName()).log(Level.SEVERE,
null, ex);
            }
      }
}
```

4. JBUTTON

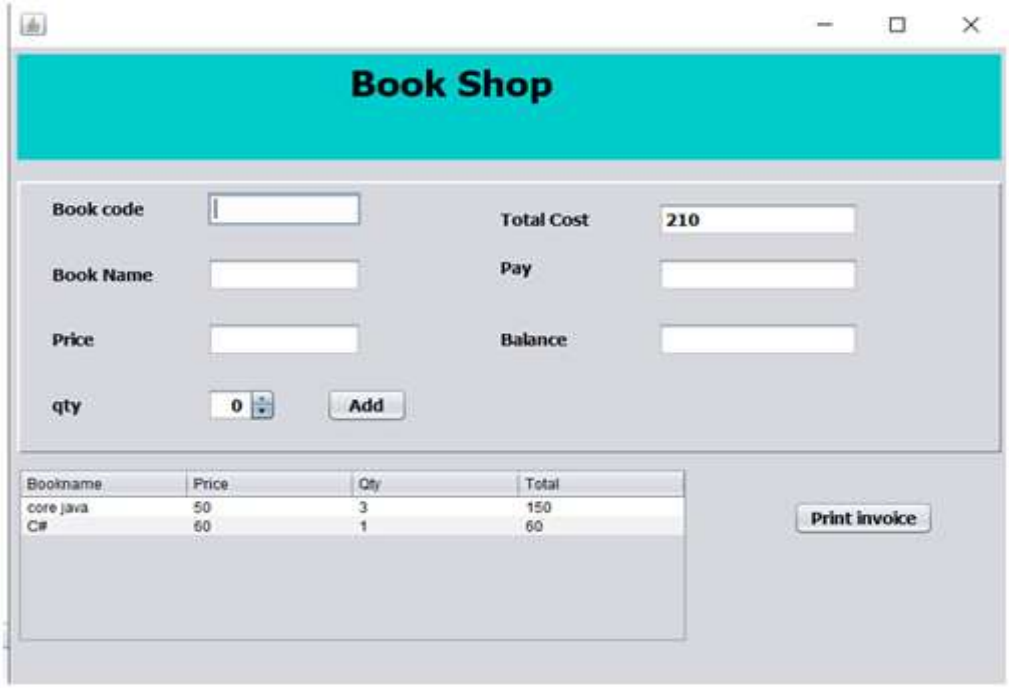
```
jButton2ActionPerformed(java.awt.event.ActionEvent evt) {
        // TODO add your handling code here:
        int pay = Integer.parseInt(txtpay.getText());
        int totalcost = Integer.parseInt(txttcost.getText());
        int bal = pay - total cost;
        txtbal.setText(String.valueOf(bal));
        sales();
}
```

RESULTS/PERFORMANCE ANALYSIS

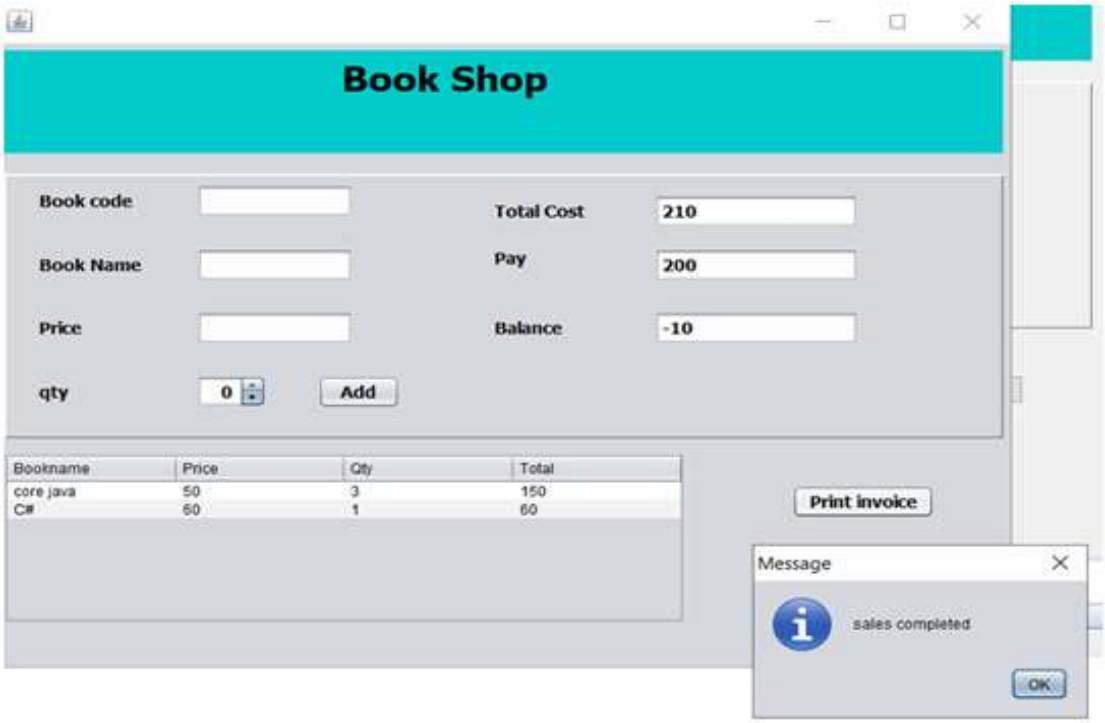
- ➢ Fill the book code you need and press enter, the following book name, price will be automatically filled.



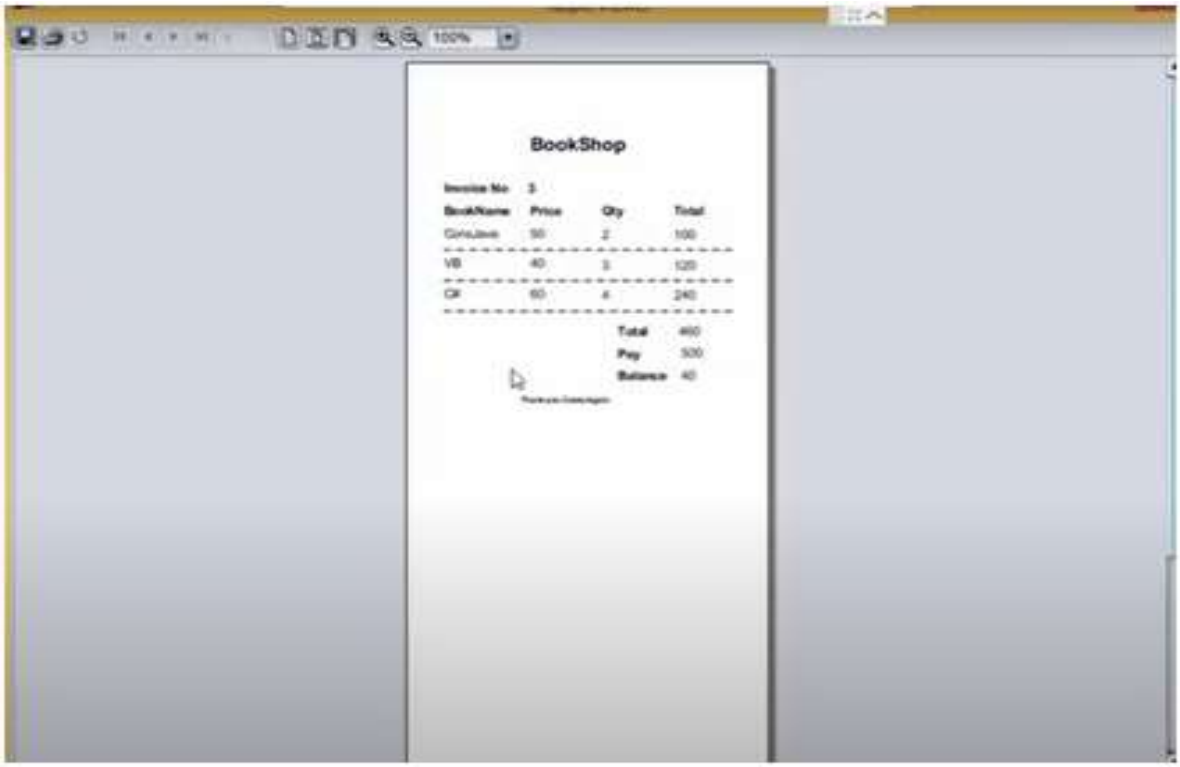
➢ After selecting the quantity, press the add button. The selected book will be added in the table, and total cost will be displayed.



➢ Next, enter the amount you want to pay. The remaining balance will be shown.



➢ Then press Print invoice, your bill will be shown.



CONCLUSION

Implementing an online book store is a complex task and it can be done by dividing into small modules. Nowadays people are more interested in online shopping so it will definitely be a successful application.

Online Book Store is an attempt to overcome the present in the efficient and time consuming process of locating, reserving and purchasing quality reading materials available in stores. Through an automated online book store solution, provides an easy way of searching, ordering and payment of books. It provides required data quickly to the user and also in the specified manner. This software can be implemented under various situations. This software also reduces the workload of the shopkeeper to know the quantity of books available and purchased by checking the records. This system is user friendly as it is developed using a GUI environment. The connection can be extended to any database and the control will be powerful.

The Online Book store was developed to replace the manual process of buying books. The new system keeps proper records of customers for emergency and security purposes.

Future plan

- ➔ Want to increase facilities of the project
- ➔ Want to add registration page
- ➔ Want to remove all limitations
- ➔ Want to publish this website online.

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