# SOFTWARE REQUIREMENTS SPECIFICATION

## For

## E - BOOK MANAGEMENT SYSTEM

## Prepared by:-

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# E-BOOK MANAGEMENT SYSTEM

## 1.OBJECTIVE:

The main objective of the document is to illustrate the Requirements of project E-Book Management system. The document gives the detailed description of both functional and non-functional requirements. It will also explain about the features of the system interface of the system. What the system will do, the constraint under which it must operate and how the system will react to external stimuli. The document is developed after a number of consultations with team members and specification of the given project.

## 2.SCOPE OF THE PROJECT:

The software provide the visitor, customer and administrator a easy and efficient way to buy and manage books in online.
Software provides following facilities to customer:

❖ Facilitates easy shopping online.

❖ Provides information about the products in categories.

❖ Provides e-mail facility for future correspondence.

❖ Provides Backup facility.

❖ Software provides the following facilities to the merchant.

❖ Manages the Transportation of hard copy of Book.

❖ Look after the payment method.

## 3.PROJECT DESCRIPTION:

This software is totally self contained and works relatively an efficient on the package relates to the software. It provides simple database rather than complex one for high requirement and it provides a good and easy graphical user interface to both new and naïve as well as experienced user of the computer.

## 4.REQUIREMENTS:

## (a).FUNCTIONAL REQUIREMENTS:

- ❖ Register - Enter details in application form.

- ❖ Login - Enter Username and Password.

- ❖ Search - Search book by attribute.

- ❖ Buy - Download softcopies and order for hard copy.

- ❖ Payment - Pay for books in different method.
- ❖ Update - Update User details

## (b).NON- FUNCTIONAL REQUIREMENTS:

- ❖ Bookmark - Bookmark the Website.

- ❖ Categories - Book categories in Website.

- ❖ Most Downloaded - Highest purchased book.

- ❖ Offers - Offer given by merchant.

- ❖ Carting - Mark and select multiple books.

## 5. MODULE DISCRIPTION:
In this project we have defined different modules to enable the E-Book Management in successful manner.

## i. REGISTER:

The register module contains the application form or registration form which contains following details.

 Name, Address, Contact number, E-mail id, Password etc.

## ii. LOGIN:

The Login module contain the form which contain membership name and member password.
It includes Username and Password

### iii. SEARCH BOOK:

The search book module contain list of books,from this list we search for the book which we need.This also containes another field called as categories where can select the category of the book.

### iv. DOWNLOAD:

The download module contains the downloading option for where purpose where we can download,whatever Ebook we search and found.

### v. PAYMENT:

After the book is searched and found. Then the user is going to download the book. Before the downloading the books needs payment for that book. So user has to select the type of transaction wheather credit card (or) debit card (or) cash (or) cheque (or) DD.

### vi. SALES RECORD:

The website admin has to maintain the sales record where the record should be in updated, where how many books is salesed. How much amount credited and names of user who downloaded that book and how much they paid for dowloading the book.
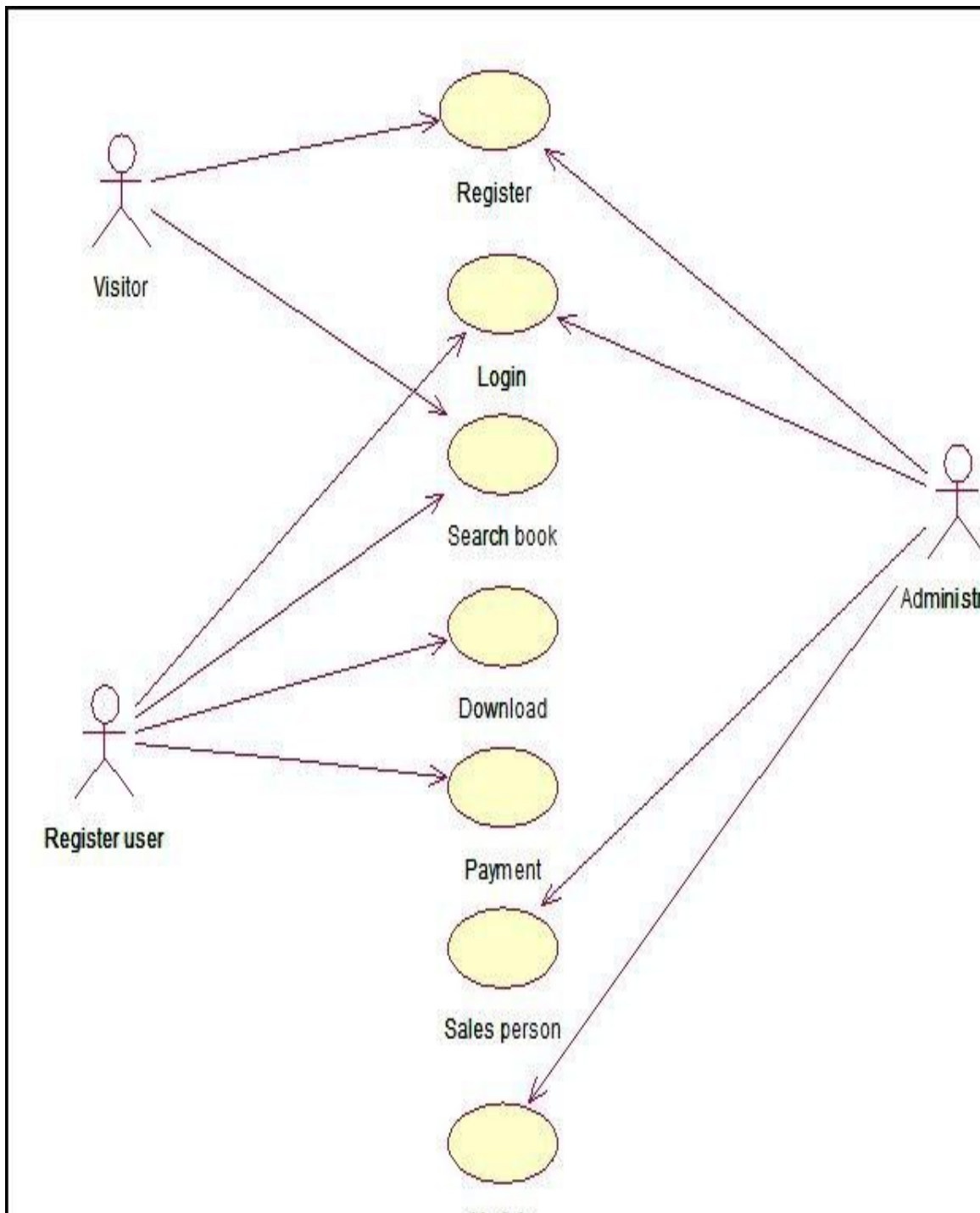
### vii. UPDATE:

The update module should maintained by the website administrator. The admin should update each and every process like.

- ❖ ▪ Number of user registered

- ❖ ▪ Registered user viewing.

- ❖ ▪ Downlaoding by user.
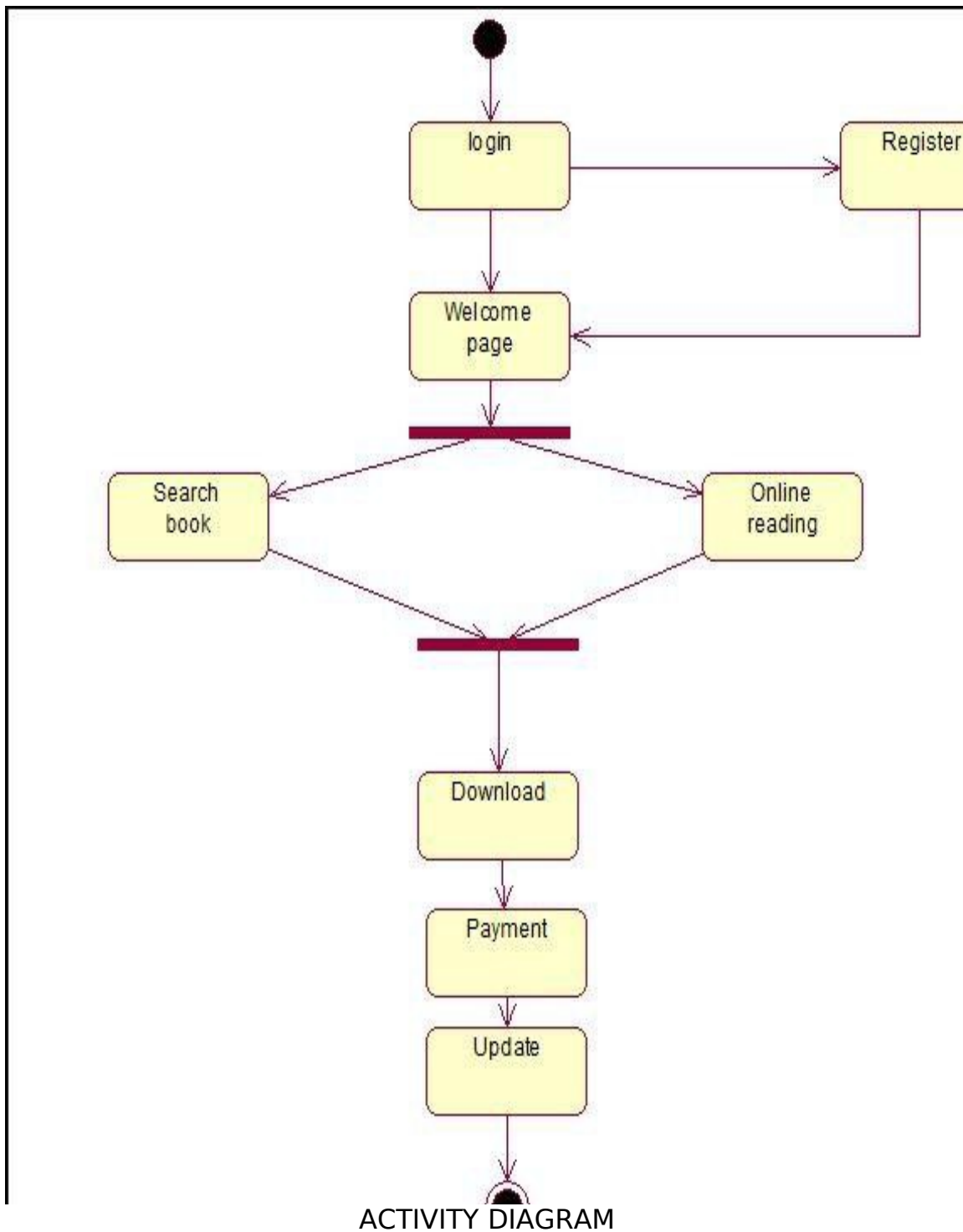
- ❖ ▪ Payment affered by user.

## UML USECASE DIAGRAM:

Uml provides use case diagram natation to iilustrate the names of use case and author relationship between them. Use case diagram and case relationship are secondary in use case work usecase text document
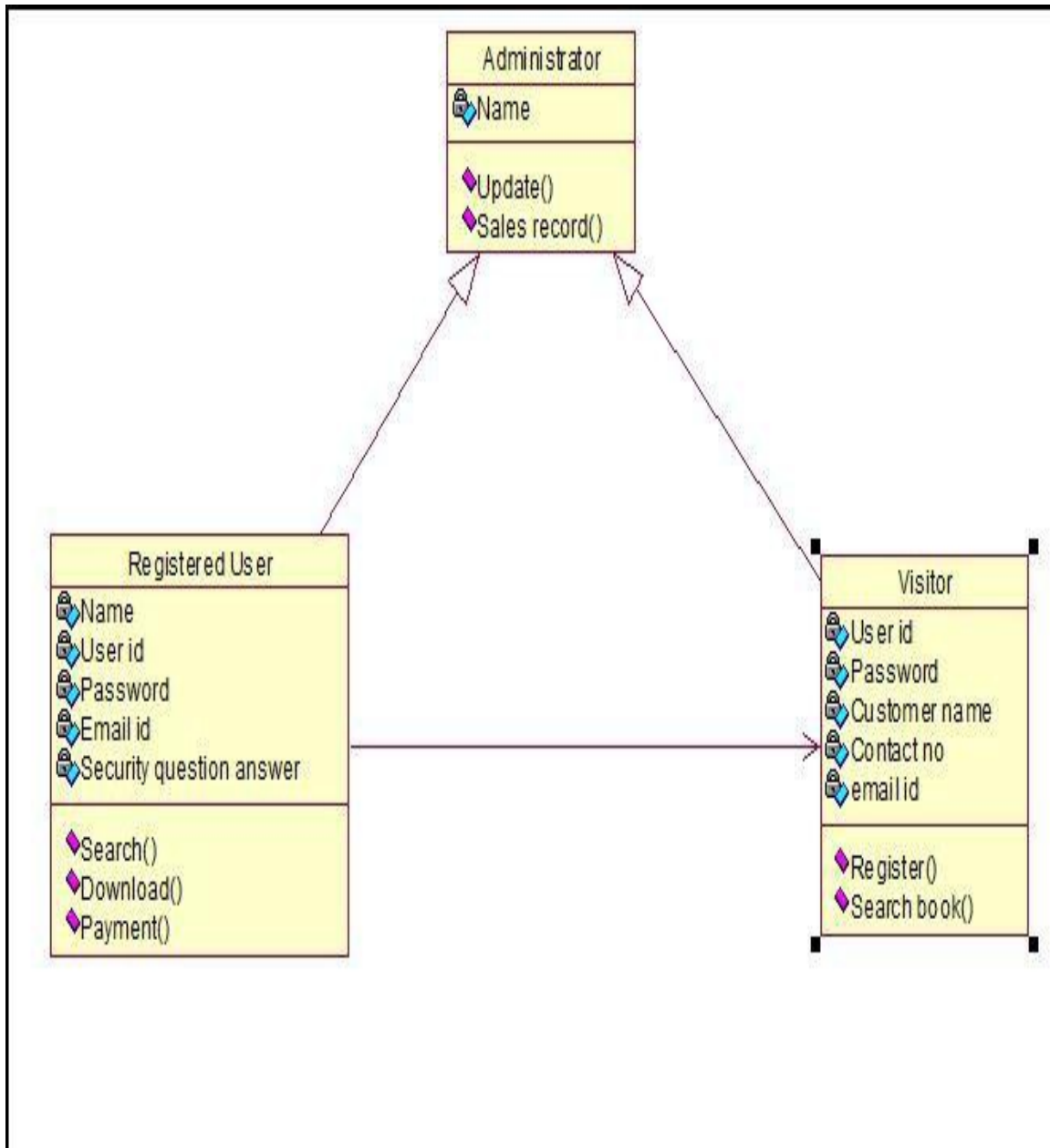
USECASE DIAGRAM

# UML ACTIVITY DIAGRAM:

A Uml activity diagram shows sequential and parallel activites in a process,work flows,data flows and compiler algorithm
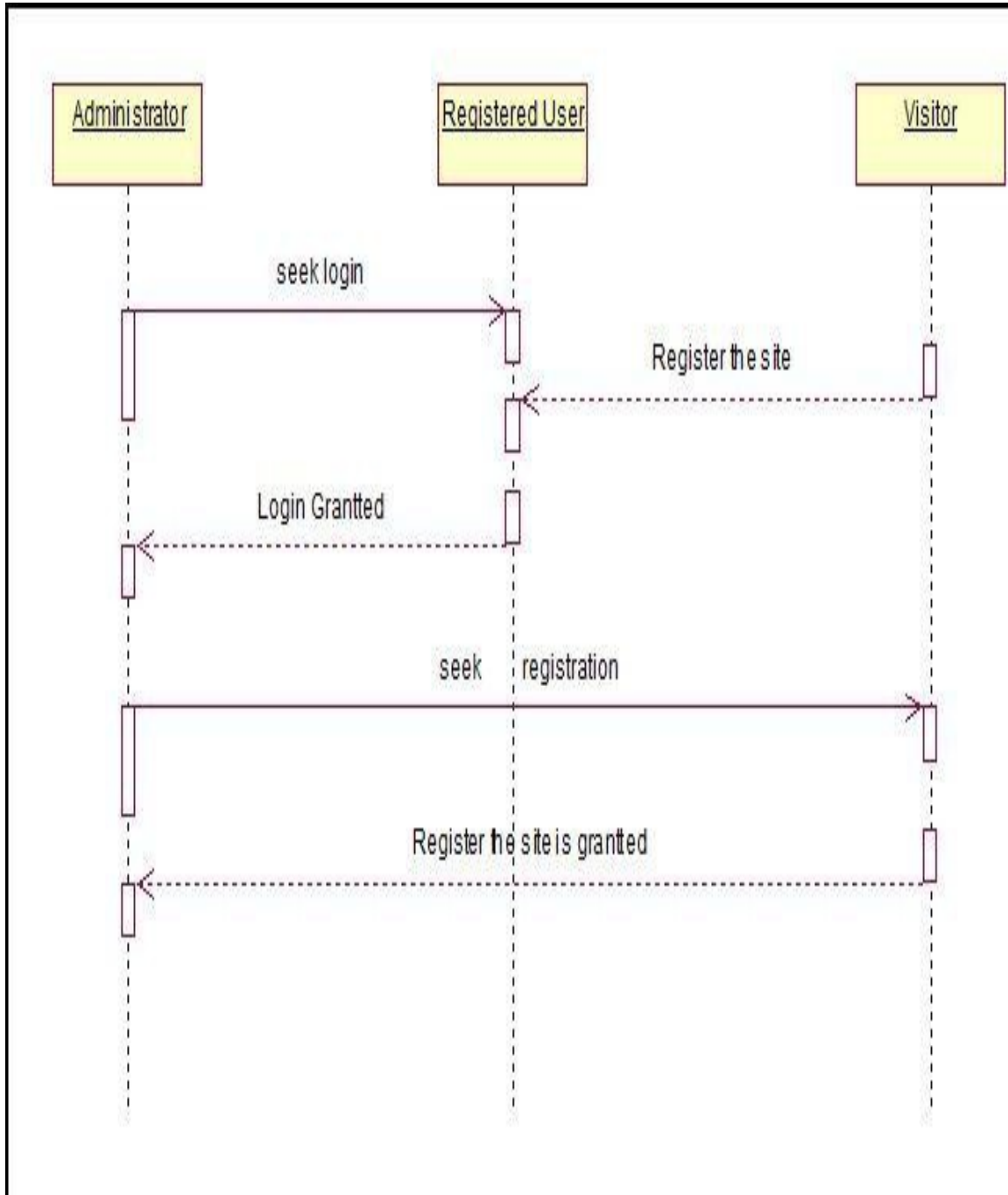
ACTIVITY DIAGRAM

## UML CLASS DIAGRAM:
The Uml class diagram is to illutrates class interfaces ans their actions.They are used for ststic object modeling, we have already introduced and used their uml diagram while domain modeling.
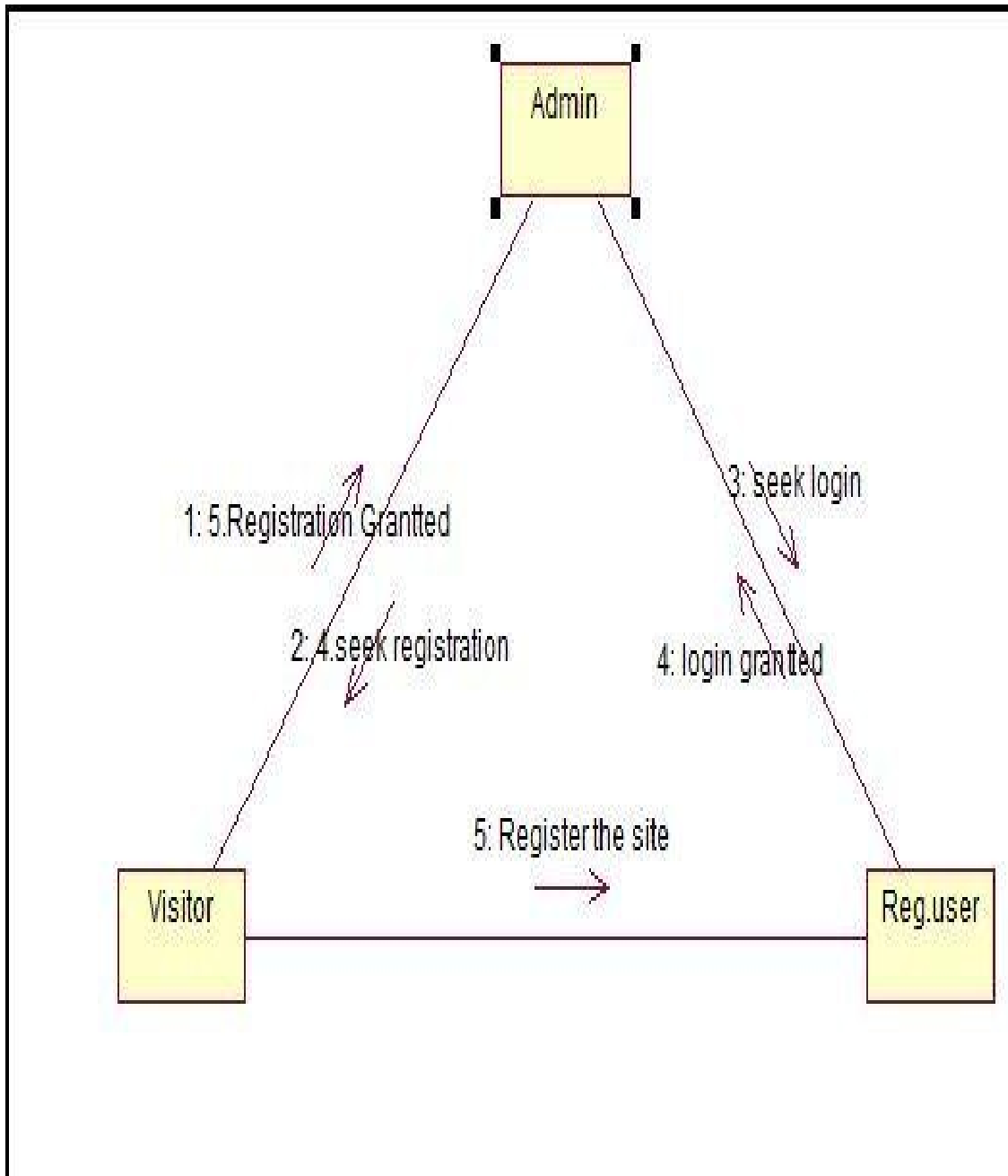
CLASS DIAGRAM

## UML SEQUENCE DIAGRAM:

A sequence diagram illustrate akind of format in which each object interact via message. It is generalize between two or more specialized diagram.
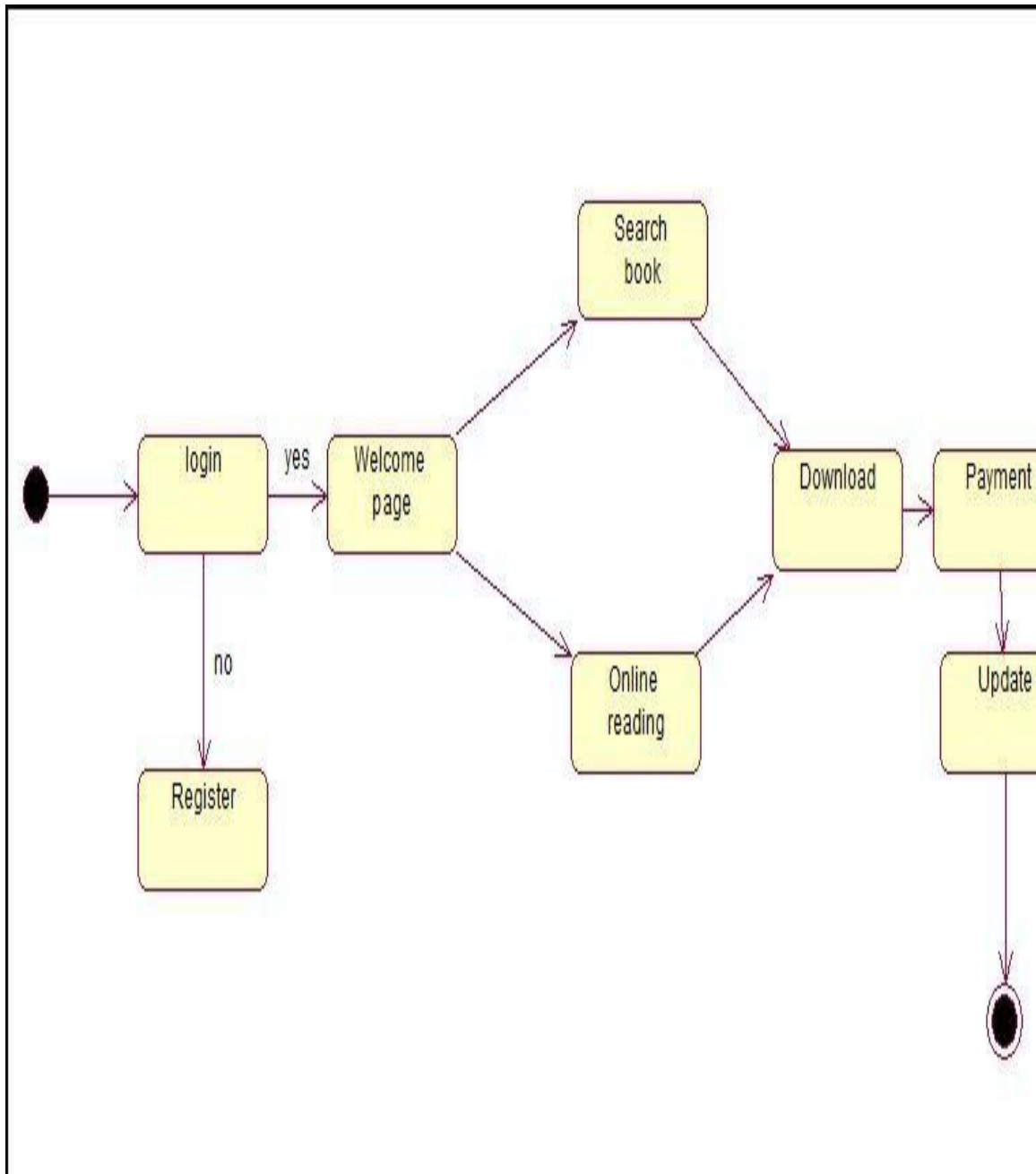
SEQUENCE DIAGRAM

## UML COLLABRATION DIAGRAM:

Communicaton diagram illustrate that object interact on a graph or network format in which object can be placed where an thw diagram. In collabration diagram the object can be placed in anywhere on the daigram. The collabration comes from sequence diagram.

COLLABRATION DIAGRAM
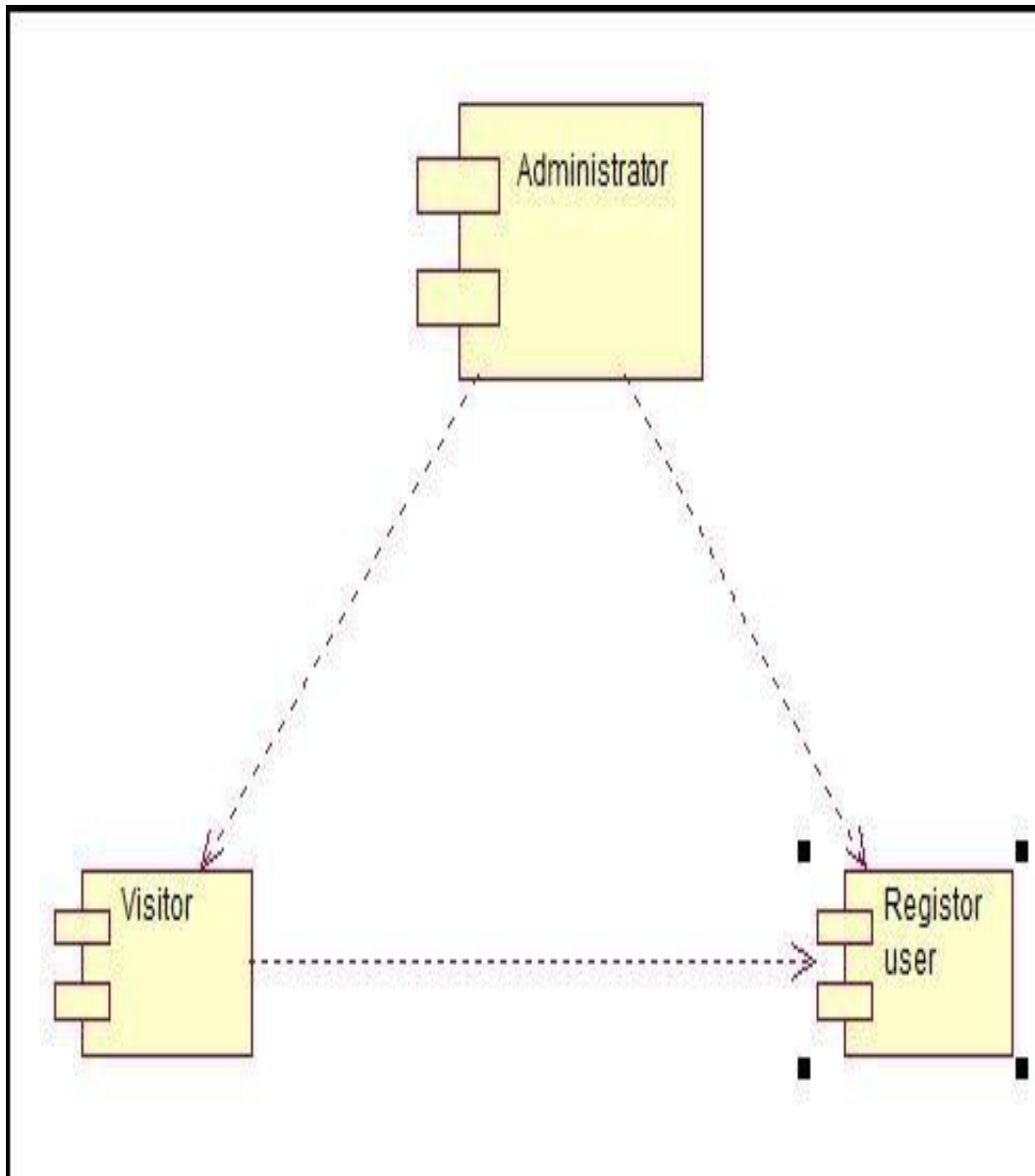
## UML STATE CHART DIAGRAM:

A Uml state machine represents the interaction events and states of an object and behaviour of an object in reaction to an event.. Transaction shown as allows labelled with their event. It is included with initial psedo state and fins end state.
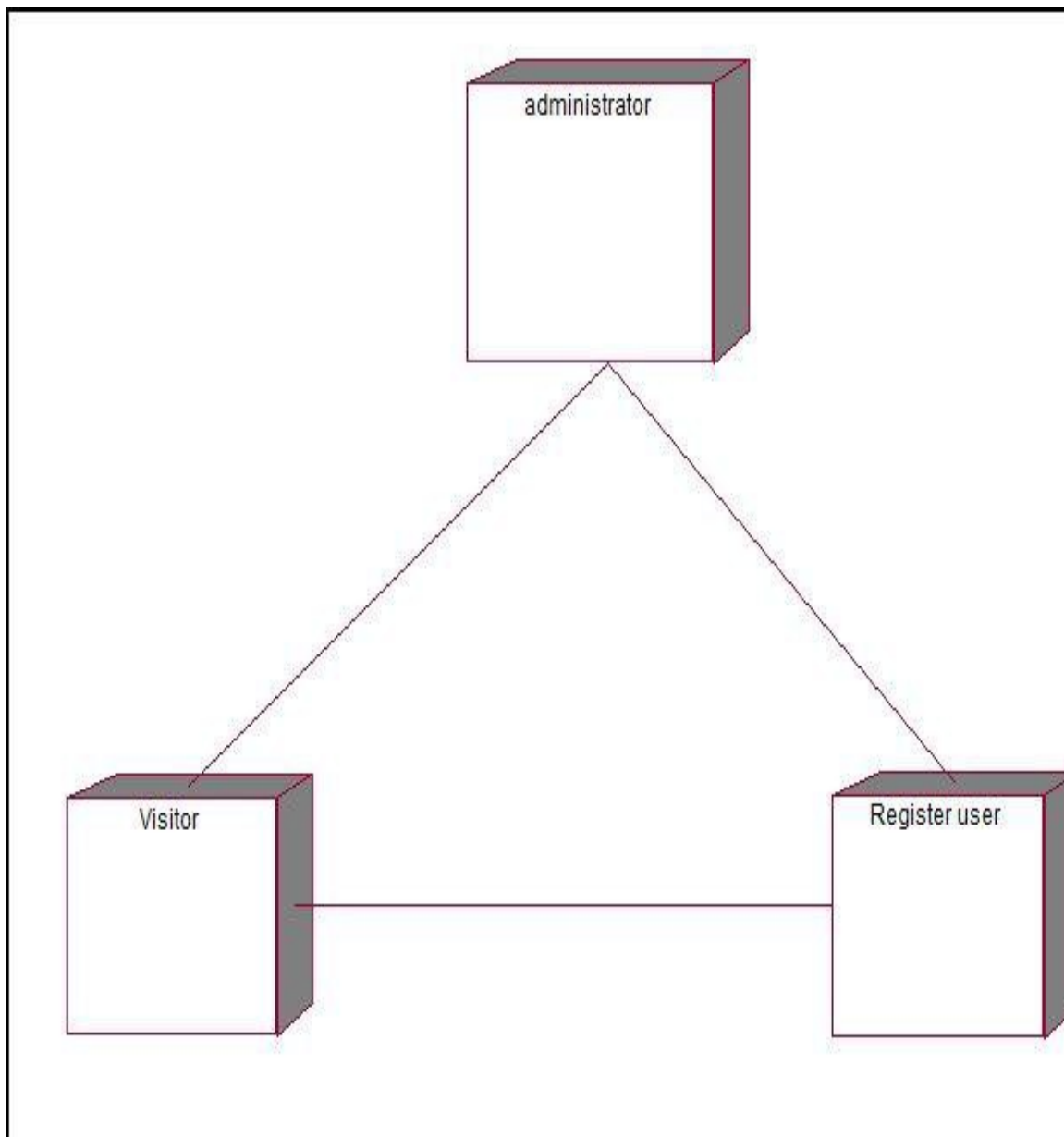
STATE CHART DIAGRAM

## UML COMPONENT DIAGRAM:

Components are slightly fuzzy concept in this Uml,because both class and components can be used to model the something.

COMPONENT DIAGRAM

## UML DEPLOYEMENT DIAGRAM:

Deployement diagram shows the assignment of concrete software artifact to computational nodes. It shows the deployement of software elements to the physical elements. Deployement diagram are useful to communicate or deployement architecture.

Deployment diagram

## CONCLUSION:
Thus the project for E-BOOK MANAGEMENT has been successfully executed and codes are generated.