KNOWLEDGE & TECHNOLOGY

Bangladesh Army University of Engineering & Technology

Department of Computer Science and Engineering

A Project Report on

Oikko-Online Book Store

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CERTIFICATE

This is to certify that the project entitled "Canteen Management System" by "Most. Tania Tabassum", ID No: 18204016, "Md. Golam An Nihal;", ID No.: 18204018, "Munwar Anjum Rifat", ID No: 18204020, "Sumaiya Habib Jim", ID No: 18204024, "Nishat Shama", ID No: 18204064, has been accepted as satisfactory in partial fulfilment of the requirement for the degree of Bachelor of Science in Computer Science and Engineering on April, 2022.

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DECLARATION

We thereby declare that our project entitled "**Okkio-Online Book Store**" is the result of our work. We also ensure that it does not previously submitted or published elsewhere for the award of any degree or diploma.

The work has been accepted for the degree of Bachelor of Science in Computer Science and Engineering at Bangladesh Army University of Engineering & Technology (BAUET).

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ABSTRACT

The main objective of the project we have developed, is to create a online book store that allows users to search and purchase book online based on their choice. Different types of books are displayed in a tabular format and the user can order their desired book online through cash on delivery and bKash payment system. Using this website, the user can purchase a book online instead of going to the book shop and wasting time. There are many online book store such as Rokomari, Bookshopbd, BDonlinebazar, BoiBazar which were designed to deliver book and other accessories to the general persons who will order the items. But our project is far different from them which will provide the special accessories for special child. Oikko-a online book store is a website where the customer can purchase book online. Through the website, the customers can search for book by its name, later can add to the shopping cart and finally purchase using bKash and cash on delivery. The user can login using his account details or new customers can set up an account very quickly. They should give the details of their name, contact number and email address. The user can also give feedback of a book by giving ratings on a score of five. The books are divided into many categories based on taste like literature, poetry, comics, science friction etc. The online book store provides customers online shopping through a browser. A customer can create or sign in to his account, place items into a shopping cart and purchase the items. The Administrator will have additional functionalities when compared to the common user. He can add, delete and update the book and other details, categories, user information and also confirm a placed order. By using our developed application, the user will be benefited a lot without wasting time and effort.

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Chapter 1

Introduction

1.1 Introduction:

An online bookstore is a website that automates all the activities of a physical bookstore. It is a platform that acts as a central database containing various books in stock along with their title, author and cost. This project is a website that acts as a central book store. This web project is an online based project which stores the records of the user who is using the website for purchasing book or other accessories, user's personal information, choose desired equipment, place orders, make payment, deliver them in time, etc. A user visiting the website can see a wide range of books arranged in respective categories. The user may select desired book and view its price [1]. The user may even search for specific books on the website. Once the user selects a book, he then has to provide his information and the book is booked for the user. It will help the user to enjoy the whole process without any kind of hassle. Here we are representing our online bookstore as **"Oikko"**. It will help us to make our country more digital. It is our small contribution to make a digital Bangladesh.

1.2 Objectives:

We, the team members had initially fixed some targets for this web application which should be satisfied. These targets are specific enough to help us to make our project fulfill.

1.2.1 Overall objectives:

1. To make the purchasing method more efficient.
2. To bring improvement in the quality of book and other equipment.
3. To keep the environment available for the users 24 hours a day, 7 days a week.
4. To reduce the hassle of buyers.
5. To make a smooth payment system.

6. Lastly, to monitoring the stock of books, braille and other equipment so that nobody comes back from shop without their desired item.

1.2.2 Specific objectives:

1. To decrease time complexity of buying book from a bookstore.
2. To make a new digital era along with our online book store as **"Oikko"**. Because, there is no any initiative of providing any equipment for the special child in any online platform.

1.3 Scope of Work:

There is a number of websites which usually sells books and provide the knowledge to the book lovers. But these types of online book store don't provide any kind of educational equipment for special children. Now we want to create a platform for both normal person as well as special child. The scope of our project **"Oikko"** is to reduce overcrowding in book shops by implementing a queuing system in an online book ordering platform. People can use our website for purchasing books and educational equipment in online. By this process, buyers don't have to be waiting in the line for hours to get the desired books as well as the accessories they want from the shop. We hope, this website will bring all the learners under a same roof.

1.4 Conclusion:

By automation of the entire system, it is possible to improve the efficiency of ordering book, make payment, get the desired items on time from **"Oikko"** without gathering in the shop and waiting for the attention of a store clerk. It can be expected that our project will effectively reduce the time complexity of the whole system.

Chapter 2

Background Study

2.1 Introduction:

At the root of building a project, a study must be needed. Because, planning develops the strategy and enables the team members to determine how the whole project can fulfil its objectives. According to this method, our project was also be needed to make a roadmap and complete the journey of developing the whole project. Proper study reduces the duplicate approaches Our generation is getting digitalized day by day. So why we have to wait in line for getting the requirements from a shop? This is very much time consuming and we know that time is money. That's why we've came up with our new attempt.

2.2 Analysis of Some Existing System:

Education is a basic human right. Education helps us get exposure to new ideas and concepts that we can use to appreciate and improve the world around us and the world within us. Education is the tool that breaks down all barriers. Education is a part of the foundation of all progresses and growths, both as an individual and as a society. Books are the quietest and most constant of friends; they are the most accessible and wisest of counselors. So, there is no substitute for books for an educated nation. People can't collect all kinds of book whenever they want. But online purchasing method provides them this opportunity. There are some existing book stores like "rokomari.com"," boibazar.com" etc. They are web-based book stores where buyers can order and purchase books. Though "rokomari.com" also sells various products. Other book stores offer customers books and customers purchase them.

2.3 Background Study for Oikko-Online Book Store:

Everything has to be some uniqueness of its own. Otherwise, people will not choose the thing in a desired way. That's why we have come up with our plan to give easy access of education and learning. The specialty of our website is that we are providing the same opportunities for everyone.

Sometimes, a parent may have two children. One of them can be a special child. In this case, what the parents will do? They have to go to the shop physically to buy the special items for the special child. Though they can buy the normal books and accessories from any online bookshop. At this point, discussion comes to our uniqueness which is far different from any other website. We believe that education is for everyone. People can visit our website to buy books and other learning accessories for learners and also for disabled and special children. People can also read great articles and blogs in our website. It allows users to search and purchase a book online based on title, author and subject. The selected books and braille are displayed in a tabular format and the user can order them online through a payment system. Using this website, the user can purchase their necessary equipment related with study online instead of going out to a book store and wasting time. We hope that by this process, guardian of any child will be able to make their shopping experience better.

2.4 Steps of Planning:

We have made the study easier with the help of planning. Initially, the members of our team were searching the problems of our surroundings. We were searching that what is the problem and what will be the solution of it. So, we have decided to do something in the perspective of bringing all the people under a same roof. Then we thought that we have to build up a platform from where the value of an ordinary child and the value of a special child will be same which is a big issue in our day-to-day life. While deciding that we will automate the book purchasing system from online, the main focus of ours was make it easy to use and time saving. In three steps they can be explained. These are:

2.4.1 Estimating:

In planning there were some topics about which we should be aware. Estimation is one of them. So, at first, we had planned to observe the whole process of online bookstore. The perspectives of our question marks are like-

- Why a buyer will come to Oikko?
- What will be their need?
- Will we be able to provide them the best experience?

- Will the customer be satisfied with our website?

These are the possible questions we have noted down. After gathering all the information, we had moved to the next step of planning which is scheduling.

2.4.2 Scheduling:

In the scheduling of time, we have made a regular time to build this project up. Making a desired project, it is not that much easier. Because, there are a lot of tasks to do. So, it is a must to schedule that by which team member and when the operations will be performed to fulfil the goal.

2.4.3 Tracking:

Next part of planning comes which is tracking. Project tracking is an effective and accurate way to identify the improvement of a project. It helped us a lot to keep track of the activities we've done to build the project up. Because it is a concept of clarify the project activities and manage project resources.

2.3 Conclusion:

Background study of a project is the most important step of clarifying the goal. It is not possible to achieve the desired output overnight. Everything needs a plan. So, when the topic of discussion is to build up a unique website, here background study is a must.

Chapter 3
Proposed Model

3.1 Introduction:

Software design is the process by which an agent creates a specification of a software artifact, intended to accomplish goals, using a set of primitive components and subject to constraints. Software design may refer to either "all the activities involved in conceptualizing, framing, implementing, commissioning, and ultimately modifying complex systems" or "the activity following requirements specification and before programming, as a stylized software engineering process." Software design usually involves problem-solving and planning a software solution. This includes both low-level component and algorithm design and high-level, architecture design.

3.2 System Analysis:

Systems analysis is the process by which an individual study a system such that an information system can be analyzed, modeled, and a logical alternative can be chosen. System analysis projects are initiated for three reasons: problems, opportunities, and directives. System analysis is conducted for the purpose of studying a system or its parts in order to identify its objectives [2]. It is a problem-solving technique that improves the system and ensures that all the components of the system work efficiently to accomplish their purpose.

3.3 Use Case Diagram:

A use case diagram is used to represent the dynamic behavior of a system. It encapsulates the system's functionality by incorporating use cases, actors, and their relationships. It models the tasks, services, and functions required by a system/subsystem of an application. It depicts the high-level functionality of a system and also tells how the user handles a system. The main purpose of a use case diagram is to portray the dynamic aspect of a system. It accumulates the system's

requirement, which includes both internal as well as external influences. It invokes persons, use cases, and several things that invoke the actors and elements accountable for the implementation of use case diagrams. It represents how an entity from the external environment can interact with a part of the system. Following are the purposes of a use case diagram given below:

1. It gathers the system's needs.
2. It depicts the external view of the system.
3. It recognizes the internal as well as external factors that influence the system.
4. It represents the interaction between the actors.

3.3.1 Description of use case Diagram:

Here is the use case of our project Oikko which is an online stationery shop. There are two actors which are admin and user and some use cases. They are resister, login which is included with login successfully or login failed, and admin getting informed about new id, then the user has search product, view review, add cart option, hat product also user can order that product and admin can track that then the user can see the order status. a and also can cancel an order, and admin has a feature that admin can generate the report.

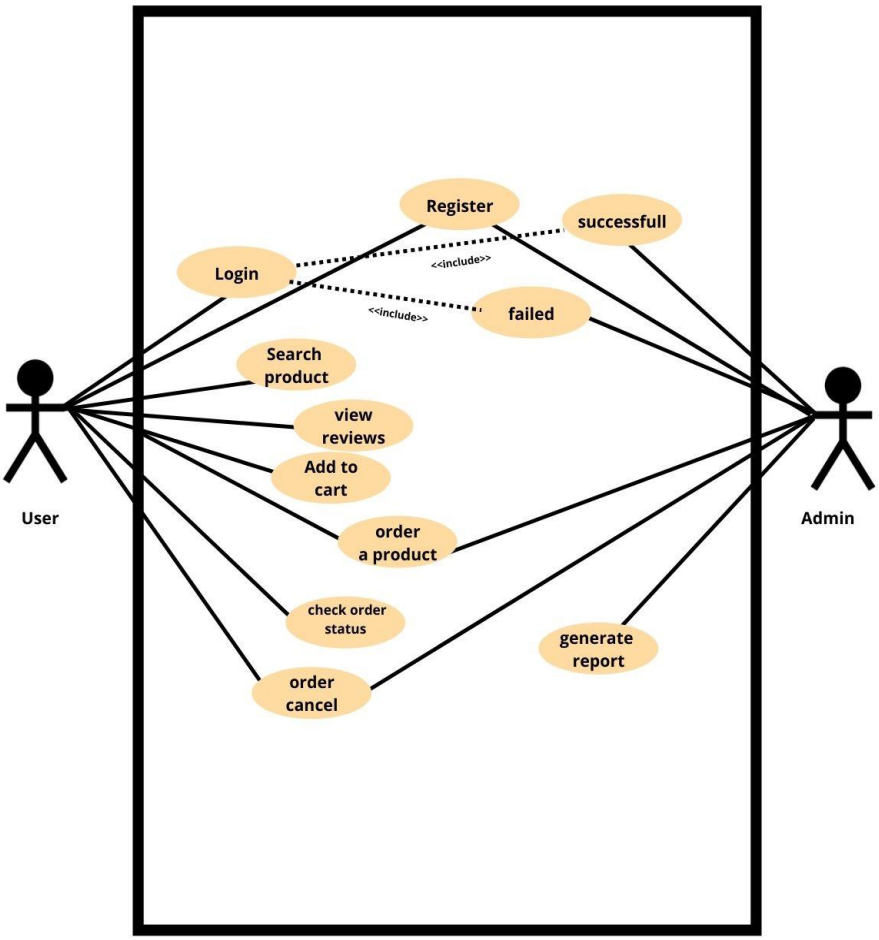

Figure 3.1: Use case diagram for Oikko

3.4 Class Diagram:

A class diagram is a static diagram. It represents the static view of an application. A class diagram is not only used for visualizing, describing, and documenting different aspects of a system but also for constructing executable code of the software application.

A class diagram describes the attributes and operations of a class and also the constraints imposed on the system. The class diagrams are widely used in the modeling of object-oriented systems because they are the only UML diagrams, which can be mapped directly with object-oriented languages.

3.4.1 Description of Class Diagram:

Class diagram shows a collection of classes, interfaces, associations, collaborations, and constraints. It is also known as a structural diagram. Here is a class diagram of our project's Online Book Store. There have seven classes. These are Admin, Bill, Users, Order, Meal, Payment, bkash and cash on delivery. Here payment class is connected with bkash and cash on delivery in generalization connection. Order class is connected with meal class in composition connection. Rest of the class are connected with association connection. Also, each and every class has its own attributes, data type, and operation Some attributes are public and some are private here.

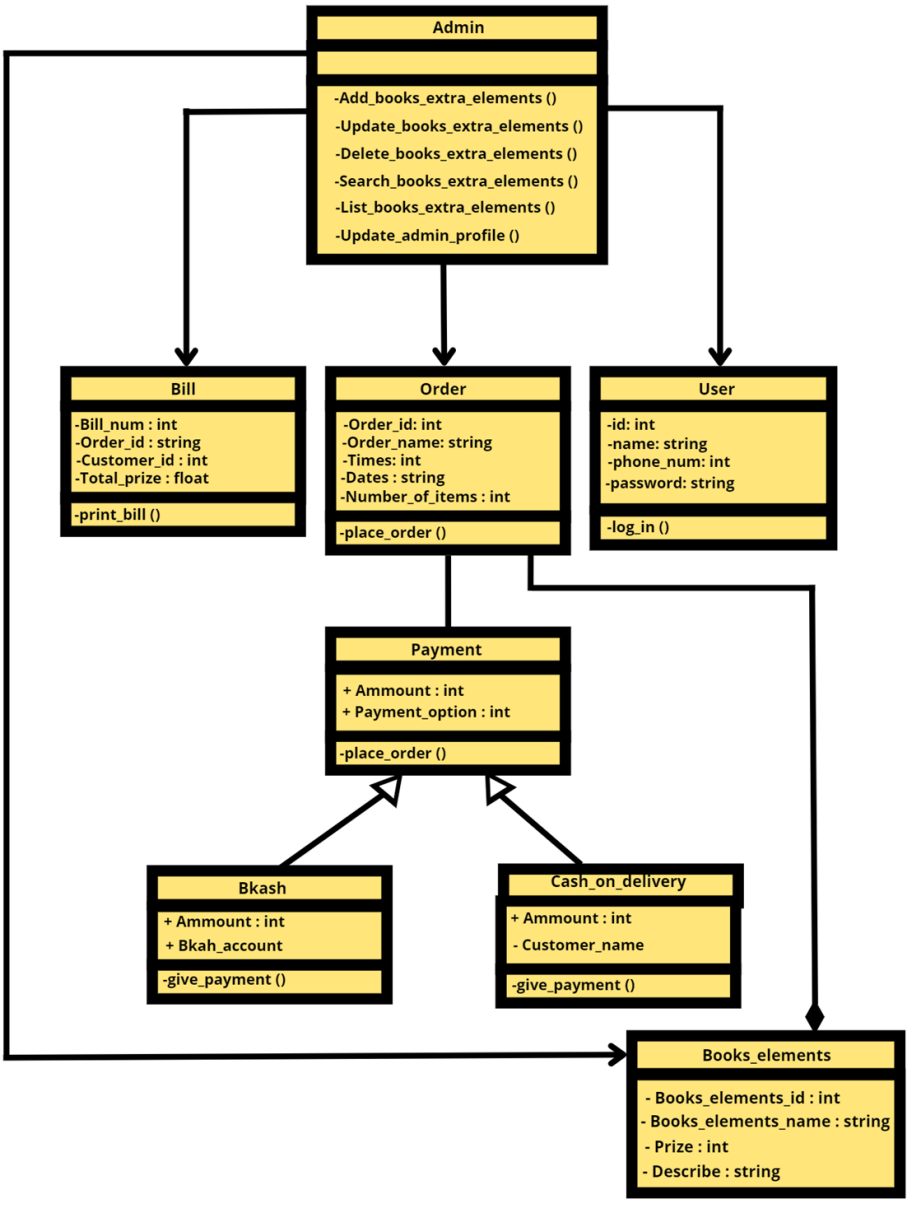

Figure 3.2: Class diagram for Oikko

3.5 ER Diagram:

ER Diagram stands for Entity Relationship Diagram, also known as ERD is a diagram that displays the relationship of entity sets stored in a database. In other words, ER diagrams help to explain the logical structure of databases. ER diagrams are created based on three basic concepts: entities, attributes, and relationships.ER Diagrams contain different symbols that use rectangles to represent entities, ovals to define attributes, and diamond shapes to represent relationships.

3.5.1 ER Diagrams Symbols & Notations:

Entity Relationship Diagram Symbols & Notations mainly contains three basic symbols which are rectangle, oval, and diamond to represent relationships between elements, entities, and attributes. There are some sub-elements that are based on the main elements in ERD Diagram. ER Diagram is a visual representation of data that describes how data is related to each other using different ERD Symbols and Notations.

Following are the main components and their symbols in ER Diagrams:

- **Rectangles:** This Entity Relationship Diagram symbol represents entity types
- **Ellipses:** Symbols represent attributes
- **Diamonds:** This symbol represents relationship types
- **Lines:** It links attributes to entity types and entity types with other relationship types
- **Primary key:** attributes are underlined
- **Double Ellipses:** Represent multi-valued attributes

Figure 3.3: Symbols of ER-Diagram

3.5.2 Components of the ER Diagram:

This model is based on three basic concepts:

- Entities
- Attributes
- Relationships

3.5.3 Description of ER Diagram:

Here is an ER diagram of our project Oikko. It has five entities. These are customers, online shopping, product, payments, Cart. The user should have a name via an id, name password. User going order that should be having quantity, price, I’d, email. Then the order going product whose have I'd name price image and payment where have cash on delivery and bkash. Here, all the entities are joined by one-to-one and one to many connections.

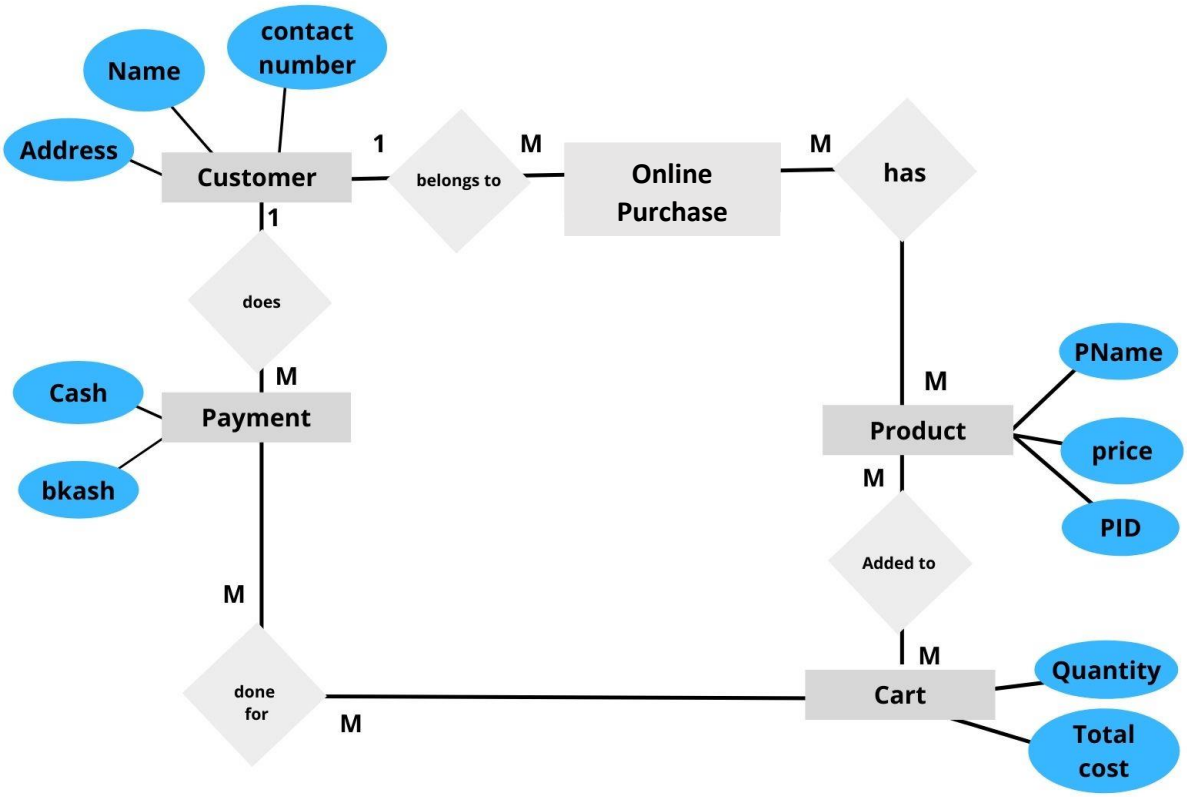

Figure 3.4: ER Diagram for Oikko

3.6 Conclusion:

The purpose of the Software Design Document is to provide a description of the design of a system fully enough to allow for software development to proceed with an understanding of what is to be built and how it is expected to build.

Chapter 4

Implementation

4.1 Introduction:

Our Project is Oikko-Online Book Store. This project is developed on PHP and MySQL databases. The main objective of this project Canteen Management is to provide fast services to teachers and students. In this project, each user will be provided with their id and during the data entering the process, all their basic information will be added to the admin panel. It tracks all the information and details of the meal. Admin will manage all user's meals.

4.2 Features of Admin Module:

- Admin can login.

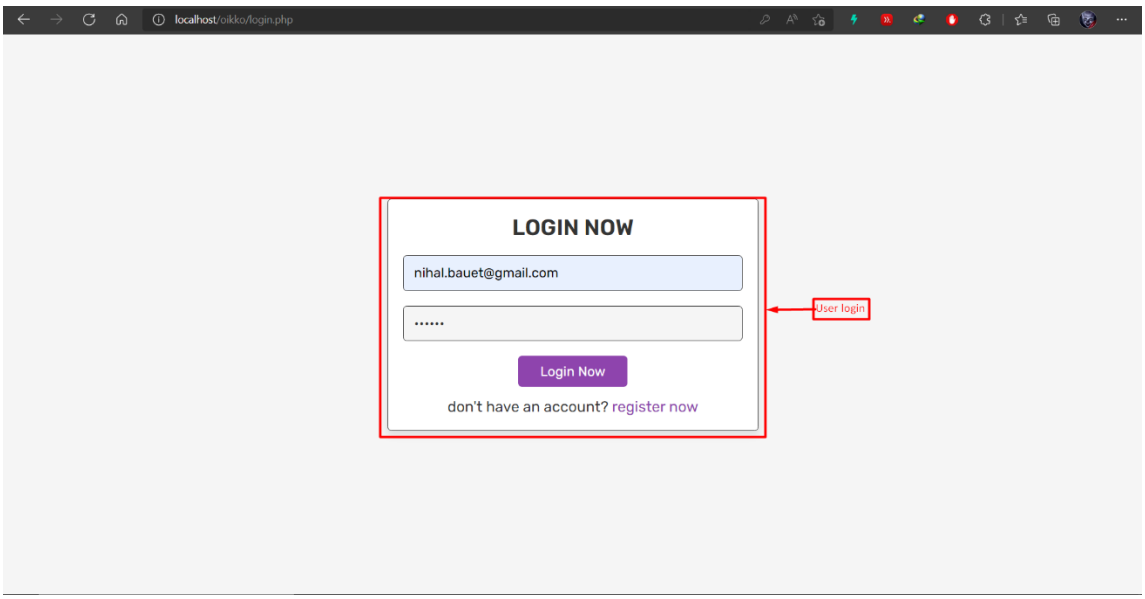

Figure 4.1: Implementation-1

- Our home page.

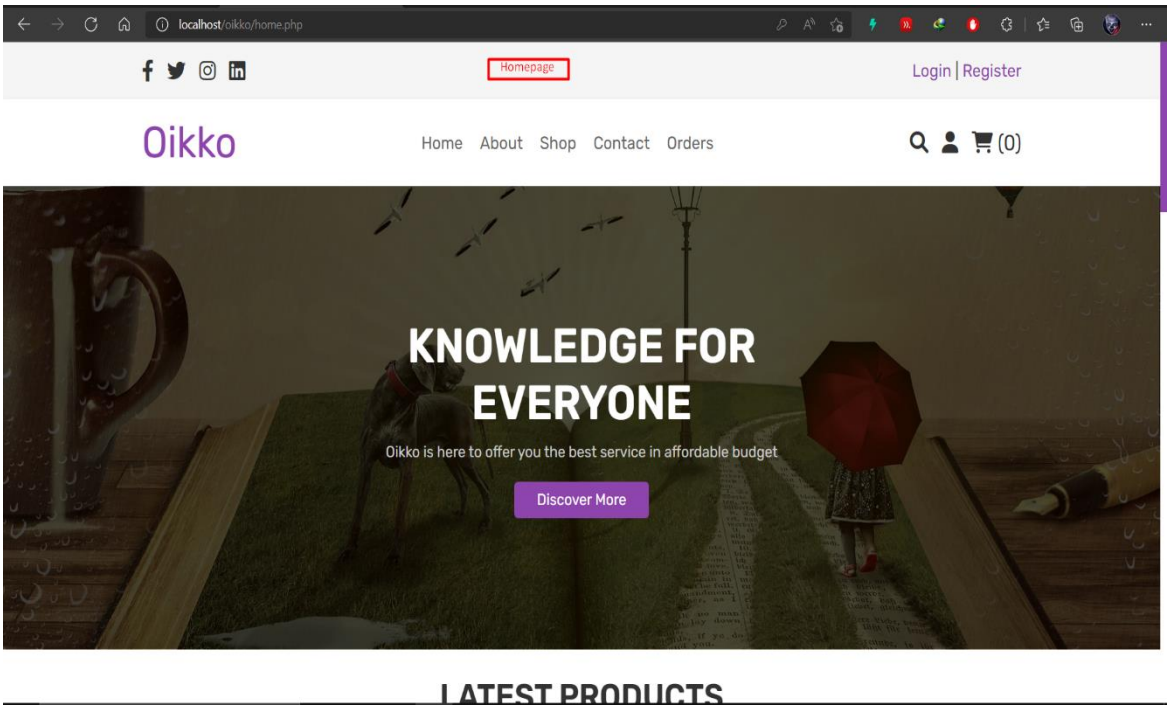

Figure 4.2: Implementation-2

- Can see latest product section.

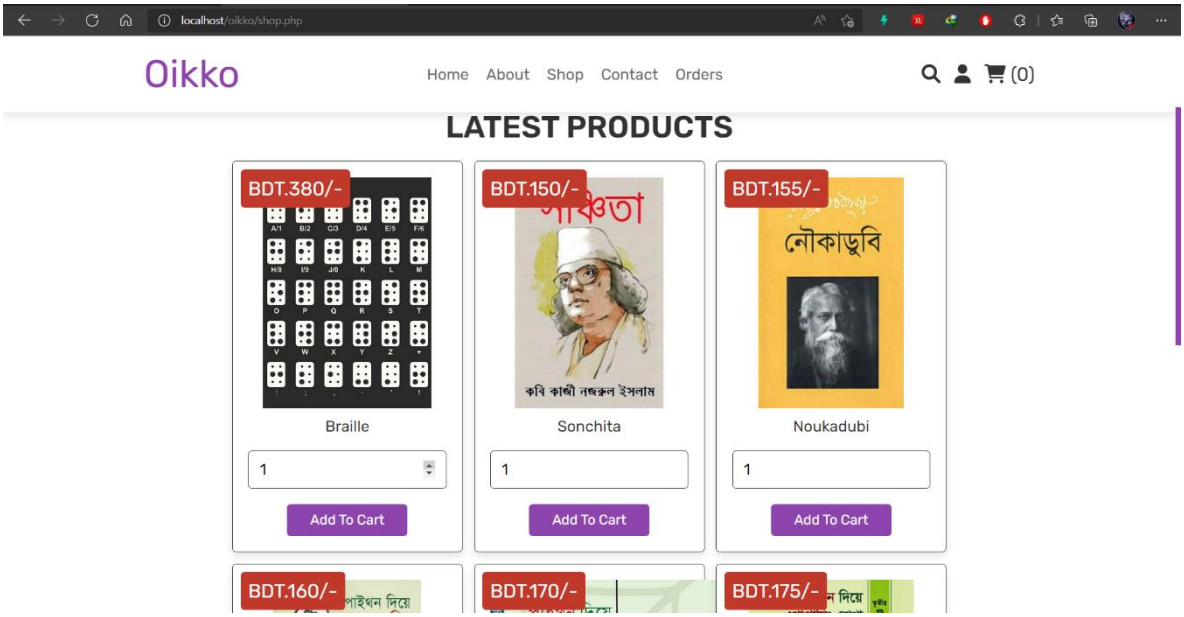

Figure 4.3: Implementation-3

- User can add the product to cart.

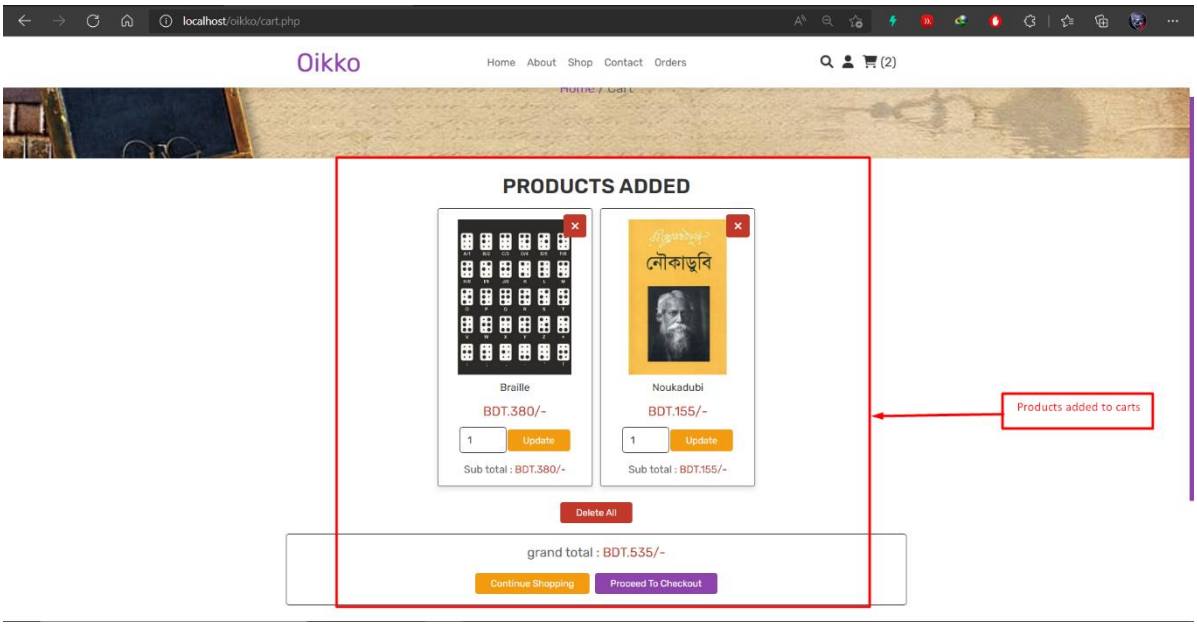

Figure 4.4: Implementation-4

- User can see order details.

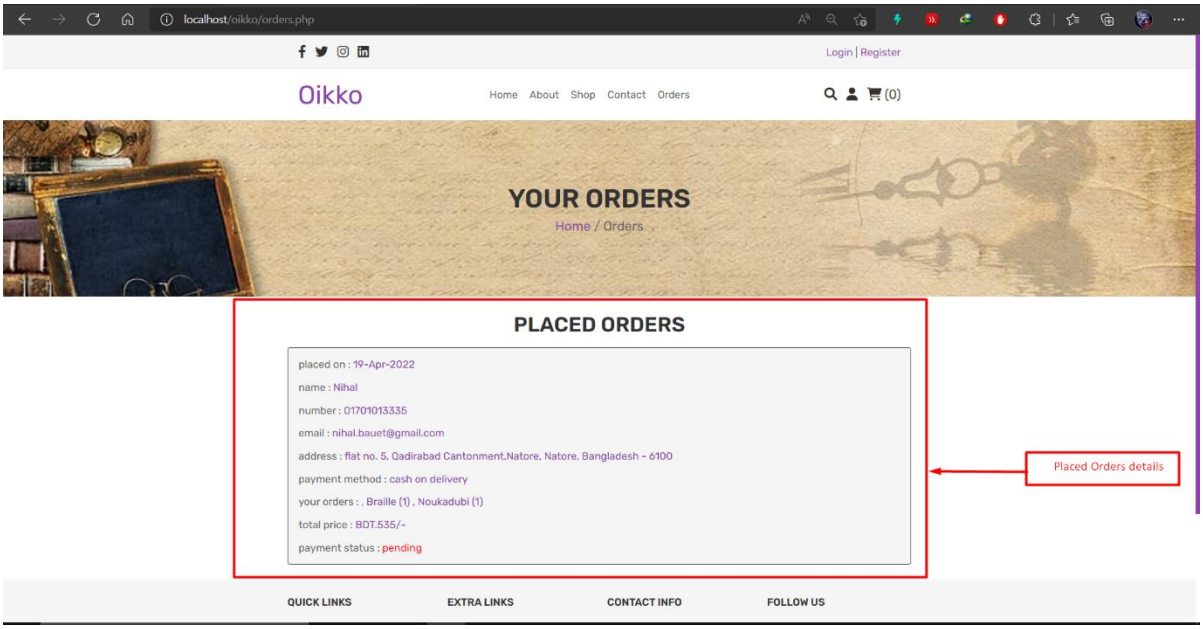

Figure 4.5: Implementation-5

4.3 Features of User Module:

- We implemented the admin dashboard section.

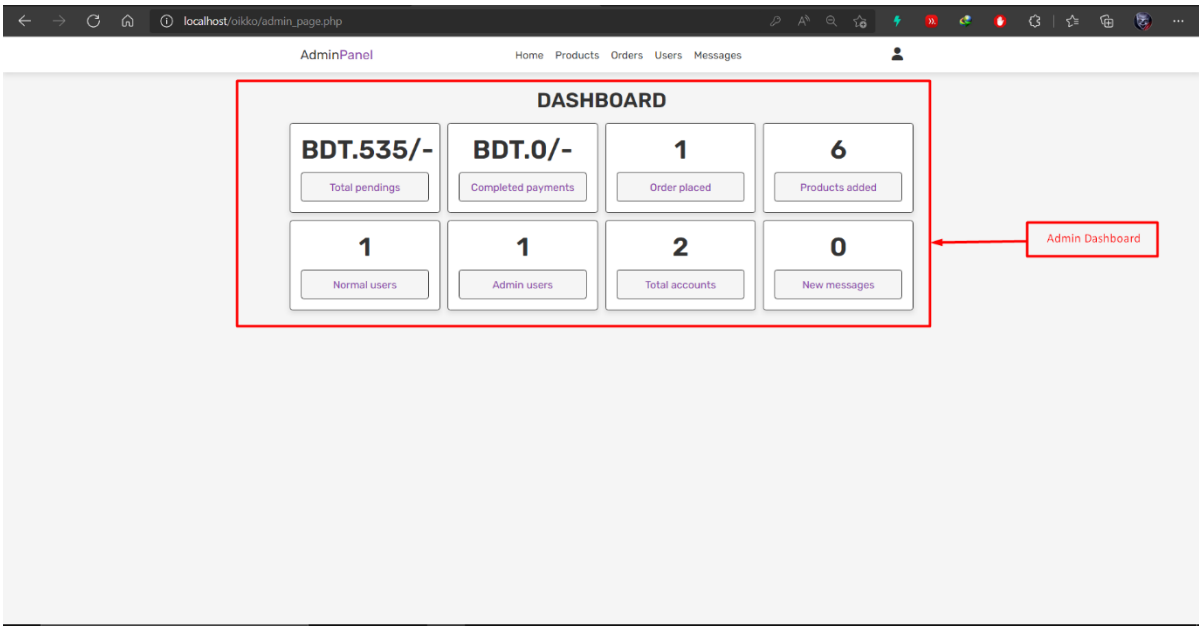

Figure 4.6: Implementation-6

- Admin can add and delete products.

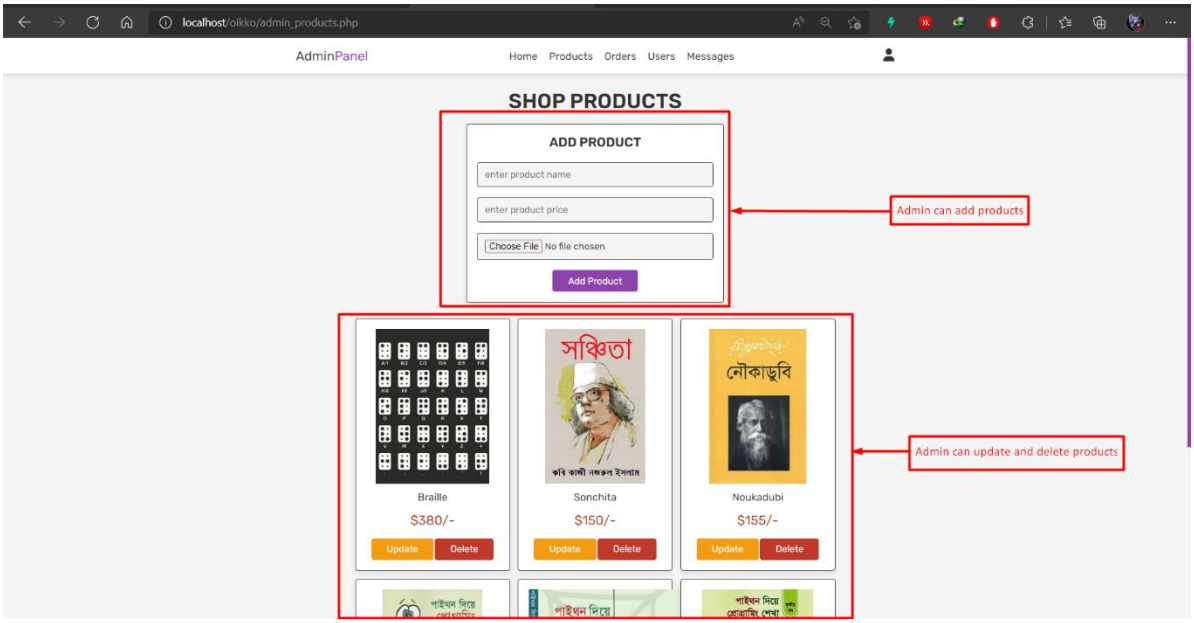

Figure 4.7: Implementation-7

- Admin can manage order.

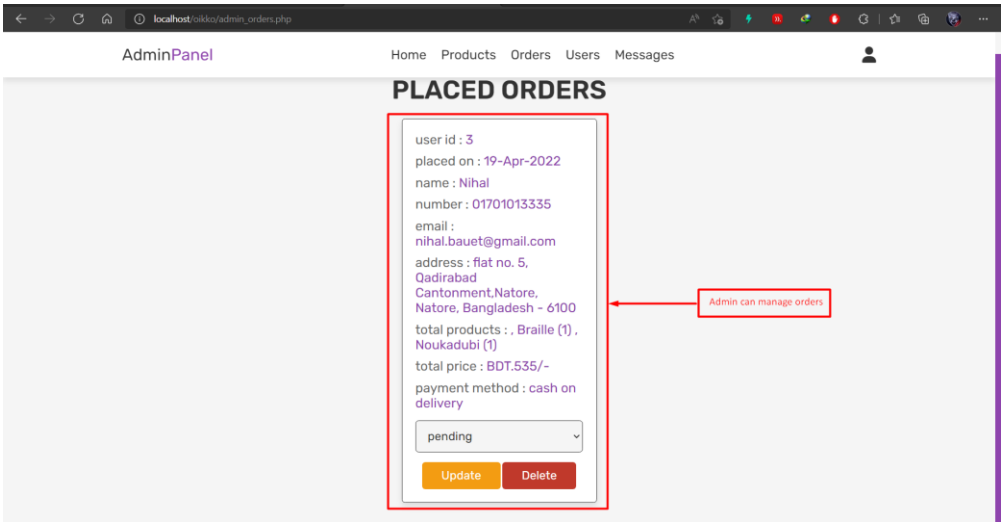

Figure 4.8: Implementation-8

- Admin can view user account update.

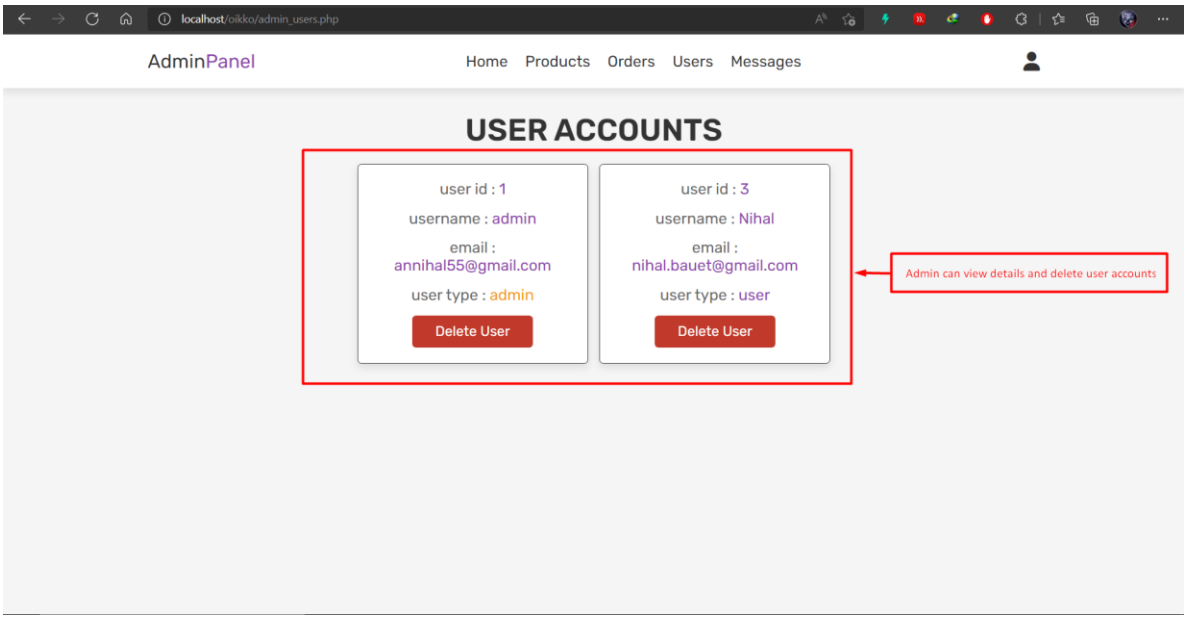

Figure 4.9: Implementation-9

- Admin can see user feedback.

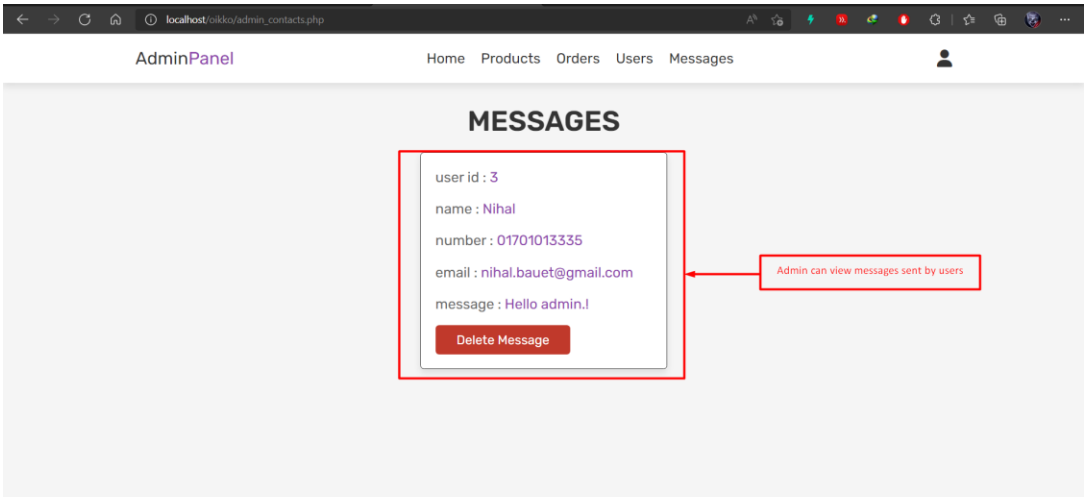

Figure 4.10: Implementation-10

4.4 Users Static Pages and Other Sections:

- Home Page with good Ul Home Page will contain a JavaScript animated slider for images banner.
- About us page will be available which will describe about the project.
- Contact us page will be available in the project.

4.5 Technology Used in the Project Online Book Store:

We have developed this project using the below technology

- HTML: Page layout has been designed in HTML.
- CSS: CSS has been used for all the designing part.
- JavaScript: All the validation task and animations has been developed by JavaScript.
- PHP: All the business and frontend logic has been implemented in PHP.
- MySQL: MySQL database has been used as database for the project.
- Apache2: Project will be run over the Apache2 server You can run this project on XAMP, LAMP, WAMP or MAMP.

4.6 Supported Operating System:

We can configure this project on following operating system.

- Windows: This project can easily be configured on windows operating system. For running this project on Windows system, you will have to install WAMP or XAMP on your system.
- Linux: We can run this project also on all versions of Linux operating system
- Mac: We can also easily configure this project on Mac operating system.

4.7 Conclusion:

We have successfully implemented our project canteen management system. We have faced some difficulties while implementing this project, found a solution.

Chapter 5

Maintenance

5.1 Introduction:

Online Book store is an online web application where the customer can purchase books online. Regularly updating and maintaining our site is crucial to ensuring that our site is running at full capacity. There are a number of tasks required to properly check and maintain a website, including updating security software and plugins, adding fresh content, increasing new and returning traffic, and meeting the satisfaction of our site users.

5.2 Why Website Maintenance is Important?

Website maintenance can impact our business's first impressions, SEO strategy, security and sales. Having said that, "If you go too long without regular website maintenance, your site could suffer in the process".

Let's dive deeper into the website maintenance:

- **First Impressions:** Research shows that first impressions are 94% design related. Using attractive and up-to-date web design can help you convey the right message to new site visitors.
- **Unlimited Capacity:** Having an online database allows us to offer a wider range of titles and increase our exposure to all the stock we have.
- **SEO Strategy:** Search engine optimization involves a combination of on-page (maintenance-level) and off-page (management-level) tasks to improve our ranking performance. Ranking positively on search engines can help drive traffic to our website, bringing customers to our website.
- **Sales:** Sales are the lifeline of any online store. Purchasing from an online bookstore will give readers the benefit of having their precious books delivered to them directly

at home. To ensure keeping sales figures high, we'll want to keep certain technical glitches at bay which could deter our customer's shopping experience.

- **Security:** A website maintenance plan helps protect from virtual threats. Regularly updating our security software and renewing our SSL certification provider help safeguard our site's files. These are made up of sensitive information, such as passwords and customers' private data - credit card numbers and banking details. When we maintain our site's security, it becomes harder for hackers to compromise our business and easier for customers to entrust their monetary assets to us.

5.3 Website Maintenance Tasks:

- **Weekly website maintenance tasks:** With Google Analytics we can gain access to information about how people are reaching our website and using it. We can do weekly website maintenance checks by logging in to our Google Analytics account to track traffic, thereby understanding our site's performance and identifying areas of improvement.
- **Weekly website maintenance tasks:** Check that all our online platforms are secured, plugins are updated, and your website content is backed up. This will help you avoid losing any valuable information from cyberattacks. Also we should test our website speed with Google's free Page Speed Insights tool that offers detail about our site working on different browsers and devices.
- **Quarterly website maintenance tasks:** Review our website content based on defined goals and metrics, such as SEO, user behavior, engagement likes, mentions and shares and sales.
- **Yearly website maintenance tasks:** It's that time of the year to go over renewal dates for our domain name, hosting service and any additional tools. our site's header, footer and legal policy might also require special attention by this point. Make sure all of our information is up-to-date.

5.4 Conclusion:

Website maintenance is the practice of monitoring our website's overall health and performance. Trying to handle our own website maintenance is like trying to fix our own car. It's important to make absolutely sure our website is well maintained. Website maintenance is one of the most important aspects of any business.

Chapter 6

Conclusion and Comparison

6.1 Introduction:

An online store is a website where consumers buy products or services. This project is an online book store site. A good shopping cart design must be accompanied with user-friendly shopping cart application logic. The system is practical and easy to use because it was designed with clear and friendly user interfaces.

6.2 Comparison:

Any project must have to be unique to gain the required popularity. Otherwise, the project will not be able to gather that much interest of people. We have come up with our project Oikko-Online Book Store to make the experience of buying books better. To purchase a book from store physically, people have to wait in the line for seeking the concentration of the shop keeper. Also, people have to suffer a lot in the weather of summer with a lot of sweat for the required accessories. Usually, people move to online shopping for reducing the hassle a person has to a person feels. There are several numbers of online book store by which people can by book online such as Rokomari, Bookshopbd, BDonlinebazar, BoiBaza etc. From these websites people can buy there required items without going to the shop physically. But our project is far different from them which will provide the special accessories for special child. Oikko-a online book store is a website where the customer can purchase books and braille online which is a uniqueness of Oikko[3].

6.3 Future Works:

There are many scopes to modify this website. As because due to shortage of time, we here become unable to include many things. We are trying to cover all their existing system for sales return records of the items but due to shortage of time we become unable to include many things. Moreover, an on-line system will be more helpful to the organization. With almost the same data

with only a little modification an on-line system can be designed to fulfill their demands. All these can be considered to be future scope for this project.

6.4 Conclusion:

In this project, we provided with an e-commerce web site that can be used to buy books online. To implement this as a web application we used PHP as the Technology. PHP (XAMPP) has several advantages such as enhanced performance, scalability, built- in security and simplicity. PHP uses MySQL server to interact with the database. It is hoped that this project will help the future developers to modify and implement the system. After modifying some techniques of the programs, it will give the best performance as our requirements. The project will be very useful for the users.

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