



**Project Report
On
ONLINE EBOOK STORE**

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Abstract

The Online eBook Store is a web-based platform designed to provide a convenient and efficient way for customers to purchase and access eBooks. The platform is built using Laravel, Bootstrap, HTML, and CSS technologies, and aims to streamline the process of eBook distribution and sales. This thesis explores the development and implementation of the Online eBook Store, detailing its objectives, methodology, and technical specifications.

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Introduction

The advent of the internet has significantly transformed the way we access and consume information. The proliferation of digital content has created a new marketplace for books, with eBooks emerging as a popular format. As the demand for eBooks continues to grow, there is a need for efficient and user-friendly platforms for eBook distribution and sales. The Online eBook Store is a web-based platform designed to meet this need by providing a seamless and convenient way for customers to purchase and access eBooks.

Objective

The primary objective of this project is to develop and implement an Online eBook Store that provides an efficient and user-friendly platform for eBook distribution and sales. Specifically, the project aims to:

Develop a web-based platform that allows customers to browse and purchase eBooks from a diverse range of categories and genres.

Implement a secure payment gateway that allows customers to make purchases safely and securely.

Provide a user-friendly interface that allows customers to easily search for and access purchased eBooks.

Develop a back-end system for eBook management, including inventory control and sales tracking.

Methodology

The development of the Online eBook Store will be carried out using the Agile methodology. This approach emphasizes collaboration, flexibility, and iterative development, enabling the project team to adapt to changing requirements and feedback from stakeholders. The development process will involve the following stages:

Requirement gathering and analysis

Design and prototyping

Development and testing

Deployment and maintenance

The project team will consist of developers, designers, and project managers who will work collaboratively to deliver the Online eBook Store.

Technologies

The Online eBook Store will be built using Laravel, Bootstrap, HTML, and CSS technologies. Laravel is a PHP-based framework that provides robust and scalable web application development capabilities. Bootstrap is a popular front-end framework that allows for responsive and mobile-first web design. HTML and CSS are the core technologies used for web page creation and styling.

Features

The Online eBook Store will include the following features:

User registration and login: Users can create an account and log in to access purchased eBooks and manage their account information.

eBook catalog: A diverse range of eBooks will be available for purchase, with categories and genres such as fiction, non-fiction, business, and self-help.

Search and filter: Users can search for eBooks by title, author, or keyword and filter results by category, price, or rating.

Shopping cart: Users can add eBooks to their shopping cart and proceed to checkout for payment.

Payment gateway: A secure payment gateway will be implemented to facilitate safe and easy payment transactions.

User dashboard: Users can access their purchased eBooks, track their order history, and manage their account information.

eBook management: Publishers can upload and manage eBooks, set prices and discounts, and track sales data.

Admin dashboard: Administrators can manage user accounts, view sales data, and monitor eBook inventory.

Expected Outcomes

The Online eBook Store is expected to achieve the following outcomes:

Improved access to eBooks: The platform provides a convenient and efficient way for customers to access a wide range of eBooks, regardless of their location or device.

Increased sales: The user-friendly interface, diverse catalog, and secure payment gateway are expected to attract more customers and increase sales.

Enhanced customer experience: The platform's features, such as search and filter, shopping cart, and user dashboard, are designed to enhance the customer experience and increase user engagement.

Streamlined eBook distribution: The platform's back-end system for eBook management is expected to streamline the process of eBook distribution, making it easier for publishers to manage and sell their eBooks. the platform.

Conclusion

The Online eBook Store is a web-based platform designed to provide a convenient and efficient way for customers to purchase and access eBooks. The platform's features, such as user registration and login, eBook catalog, search and filter, shopping cart, payment gateway, user dashboard, eBook management, and admin dashboard, are designed to enhance the customer experience, increase sales, and streamline eBook distribution. The use of Laravel, Bootstrap, HTML, and CSS technologies allows for the creation of a scalable and responsive platform that meets the needs of customers and publishers alike..

```

enum Status { confirm , cancel} ;

int Department, Date , Time, mode, ch;
char Dr_Name(50);

cout<< Enter The Information :
cin>> Department;
cin>>Dr_Name;
cin>> Date;
cin>> Time;
bool Appointment = cancel;           1

cout<<Mode;
cout<<1.Cash;
cout<<2.Debit Card/Credit Card
cout<<3.Net Banking
cout<<Enter mode of payment;
cin>>mode;

if(mode==1)                         2
{
    Generate a Receipt and send confirmation message; 3
}
else if(mode == 2)                  4
{
    Enter Card Details
    Make Payment
    Send confirmation message      5
}
else
{
    Enter Account Details
    Make Payment
    Send confirmation message     6

```

```
) //end if _____ 7  
Send appointment Request to the doctor _____ 8  
  
Doctor will check the Appointment Requests;  
cout<<Mode;  
cout<<1.Confirm;  
cout<<2.Cancel;  
cout<<Enter Your choice;  
cin>>ch; _____ 9  
  
if(ch==1) _____ 10  
{  
    Appointment = Confirm;  
    Send a Confirm Message to the patient. _____ 11  
}  
else  
{  
    Send a Cancel Message to the patient. _____ 12  
}  
}//end if _____ 13
```

output :--

```
enum Status { confirm , cancel} ; int Department, Date ,  
Time, mode, ch; char Dr_Name(50); cout<< Enter The  
Information : cin>> Department; cin>>Dr_Name; cin>>  
Date; cin>> Time; bool Appointment = cancel; 1  
cout<>mode; if(mode==1) 2 { Generate a Receipt and send  
confirmation message; 3 } else if(mode == 2) 4 { Enter  
Card Details Make Payment 5 Send confirmation  
message } else { Enter Account Details 6 Make Payment  
Send confirmation message } //end if 7 Send appointment  
Request to the doctor 8 Doctor will check the Appointment  
Requests; cout<>ch; if(ch==1) 10 { Appointment =  
Confirm; Send a Confirm Message to the patient. 11 } else  
{ Send a Cancel Message to the patient. 12 } //end if
```

< A

Remember to replace "algorithm_lecture.mp3" with the actual path to your audio file. This is just

a basic example to get you started. Feel free to customize and expand upon it based on your

project requirements. However, you can copy the HTML code provided in the previous response and save it as an

HTML file (e.g., index.html) on your computer. Then, you can open the file in a web browser to

see the output of the HTML code, which will display a basic webpage layout with a header,

To create a computer science audio website project using HTML, you can start by outlining the

structure of your website and identifying the audio content you want to include. Here's a basic

guide to get you started:

1. Planning:

A. Define the purpose of your website and its target audience. B. Decide on the topics or themes related to computer science that you want to cover in audio

format. C. Plan the structure and navigation of your website.

2. HTML Structure:

A. Create an HTML file (e.g., index.html) for each page of your website. B. Use HTML tags to structure your content, including headings, paragraphs, lists, and links. C. Incorporate audio elements using the <audio> tag to embed audio files.

A. Gather or create audio content related to computer science topics. This could include

lectures, interviews, podcasts, or recorded discussions. B. Organize your audio files into categories or playlists to make navigation easier for users

4. Styling with CSS:

A. Use CSS to style your website and make it visually appealing. B. Consider responsive design principles to ensure your website looks good on various devices.

5. Accessibility:

A. Ensure that your audio content is accessible to all users, including those with disabilities. Provide alternative text for audio files and ensure compatibility with screen readers.

6. Testing and Deployment:

A. Test your website across different web browsers and devices to ensure compatibility. B. Once satisfied, deploy your website to a web hosting service so it can be accessed by others. Here's a basic example of how you might structure your HTML file to include an audio element:

Online Book Store

कविता खोजे

Home

ENGLISH

हिन्दी

About Me

English

हिन्दी

Dashboard

Books

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Search

PHP MySQL JavaScript All in One

Python Programming Language

Data Structures with Java

Hacking Gmail

Online Book Store

कविता खोजे

Home

Books

About Me

English

हिन्दी

Dashboard

Table of Content

Chapter

Book Category

Tags

Author

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Book Details

Serial No — 3

Book Title — PHP MySQL JavaScript All in One

Category — English

Link

Book Description

C++ is a middle-level programming language developed by Bjarne Stroustrup in 1979 at Bell Labs. C++ runs on a variety of platforms, such as Windows, Mac OS, and the various versions of UNIX. This tutorial adopts a simple and practical approach to describe the concepts of C++.

Select a file: Choose File No file chosen

Actions

Rows per page: 10 1-3 of 3

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English		05	Getting Python	
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Home

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Users



I am an incredibly driven entrepreneur and technologist. Passionate to solve real problems.

My Technical Skills:

Next.js | React.js | Django | Spring Boot | Laravel | Vue.js | Vuetify | Flutter | Firebase | Android | JAVA | PHP | Socket.io

- Several years of experience in analysis, design, development, documentation, implementation, and testing of software systems in Java, Python, PHP, JavaScript and internet technologies
- Strong knowledge of Application Development using Software Development Life Cycle SDLC using various methodologies like Waterfall, Agile/Scrum
- Expertise in working with various technologies including Django, Next.js, Laravel, Spring Boot, Socket.io, Express.js
- Strong hands-on experience with Django, Spring Boot, Laravel and Next.js

