COVENTRY UNIVERSITY

SOFTWARICA COLLEGE

Delli-Bazar, KATHMANDU

A Project

On

हाम्रो Book पसल

Submitted By:

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Submitted To:

Hari Sir
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Last but not least, thank you all for your commitment and enthusiasm.

Pratik   Gautam (230162)

ABSTRACT

This project centers on the development of a specialized e-commerce platform tailored for a हाम्रो **Book** पसल, aiming to create an engaging and user-friendly online environment for book enthusiasts. The platform combines a vast selection of books and personalized features to offer a delightful and efficient shopping experience. This project aspires to create an immersive and personalized online book-buying experience, combining the charm of a traditional bookshop with the convenience of e-commerce.

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CHAPTER 1: INTRODUCTION

1.1 BACKGROUND

हाम्रो **Book** पसल is conceived from a passion for literature and a vision to transform the way readers engage with books online. In response to the evolving dynamics of the book retail industry, our team sought to create an e-commerce site that seamlessly blends the convenience of online shopping with personalized and communal aspects of a traditional bookshop. हाम्रो **Book** पसल aims to provide an intuitive and enjoyable browsing experience. हाम्रो **Book** पसल is not just an e-commerce site; it is a digital haven for book lovers, redefining the online book-buying experience with a commitment to accessibility, diversity and a love for the written word. [1]

1.2 PROBLEM STATEMENT

In the rapidly evolving landscape of the book retail industry, traditional brick and mortar bookshops face the challenge of adapting to changing consumer behaviors and preferences. The increasing shift towards online shopping for books underscores the necessity for a comprehensive and user-friendly e-commerce solution tailored to the unique needs of book enthusiasts. Existing online bookstore often lack the charm and personalized experience offered by physical bookshops, leaving a gap in the market for a platform that seamlessly combines the convenience of digital commerce with the warmth and community spirit of a traditional bookshop. To address these issues, our e-commerce site, हा ो Book पसल seeks to create a novel platform that not only bridges the gap between physical and digital book retail but also prioritizes user experience, community engagement and personalized discovery to redefine how readers how readers explore and purchase books online.

1.3 OBJECTIVE

Main objectives of our project are:

- To develop a visually appealing and user-friendly e-commerce website for the bookshop.

1.4 APPLICATION

हाम्रो Book पसल allows users to browse, select and purchase books from the comfort of their home. This project gives access to an extensive collection of books covering various genres, authors and formats.

1.5 PROJECT FEATURES

Prime features of this project include:

- A vast collection spanning genres, authors and formats for diverse reading preferences.
- An intuitive design that ensures easy navigation and a seamless browsing experience.
- Allow users to create accounts, manage their profiles and their orders.
- Ensures the website is accessible to all users.

CHAPTER 2: LITERATURE REVIEW

Most of the books in Nepal are searched manually in traditional ways like visiting more book shops to find a particular books. This leads to waste of time and effort if particular book is not found. This becomes hard for both bookkeepers as well as the book buyers. Understanding consumer behavior is crucial for the success of e-commerce sites, prompting researchers to investigate various factors influencing purchase decisions and online shopping habits. [2]

Extensive research has been conducted to explore various aspects of e-commerce sites to build effective and user-friendly online bookshops. हाम्रो **Book** पसल is one of them. हाम्रो **Book** पसल is made by conducting research to explore various aspects of e-commerce site in order to build effective and user-friendly online bookstores. One important are of focus has been user experience and interface design, emphasizing the significance of intuitive navigation, response design and visually appealing layouts to enhance user engagement and satisfaction. Additionally, search and recommendation systems have been investigated to improve book discovery and provide personalized recommendations. At last, हाम्रो **Book** पसल is user-friendly and simple to use. [3]
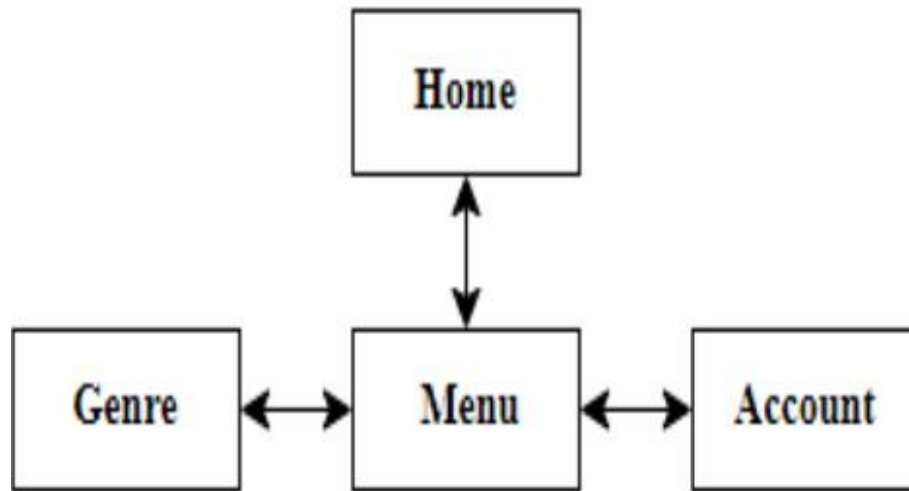
CHAPTER 3: METHODOLOGY

3.1 SYSTEM BLOCK DIAGRAM
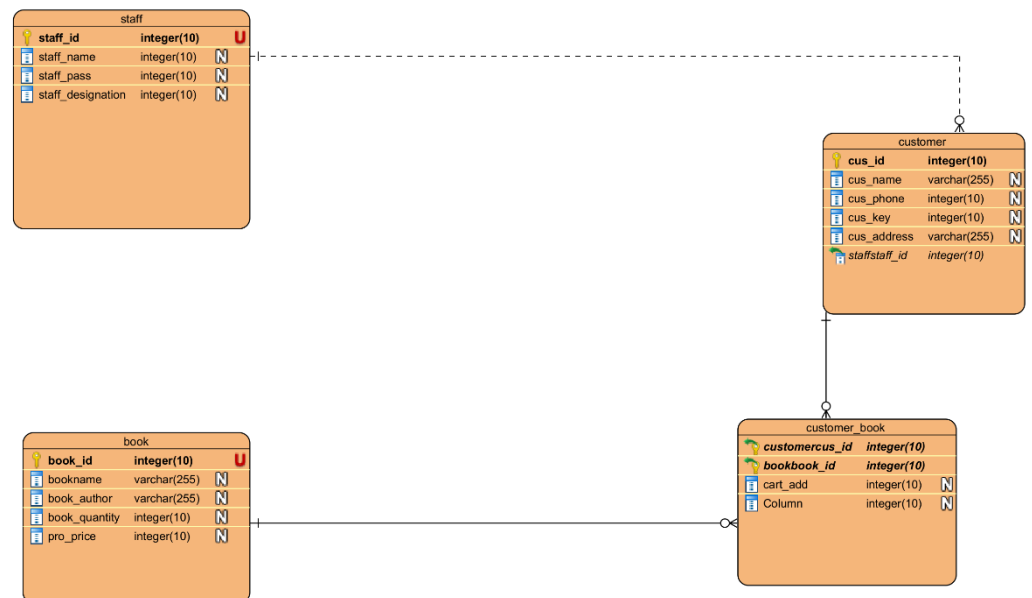

Fig 3.1: SYSTEM BLOCK DIAGRAM

3.2 ER DIAGRAM

staff

🔑	**staff_id**	**integer(10)**	**U**
📄	staff_name	integer(10)	N
📄	staff_pass	integer(10)	N
📄	staff_designation	integer(10)	N

customer

🔑	**cus_id**	**integer(10)**	
📄	cus_name	varchar(255)	N
📄	cus_phone	integer(10)	N
📄	cus_key	integer(10)	N
📄	cus_address	varchar(255)	N
🔑	*staffstaff_id*	*integer(10)*	

book

🔑	**book_id**	**integer(10)**	**U**
📄	bookname	varchar(255)	N
📄	book_author	varchar(255)	N
📄	book_quantity	integer(10)	N
📄	pro_price	integer(10)	N

customer_book

🔑	*customercus_id*	*integer(10)*	
🔑	*bookbook_id*	*integer(10)*	
📄	cart_add	integer(10)	N
📄	Column	integer(10)	N

Fig 3.2: ER DIAGRAM

3.3 INSTRUMENTAL TOOLS

3.3.1 SOFTWARE REQUIREMENTS

For the program to run, the set of following software must be prepared with the following specification:

- Microsoft-Disk Operating system, Window 7, Window 8, Window 10, Window 11
- Visual Studio Code
- Node JS
- Browser
- PostgreSql
- Springboot

3.3.2 HARDWARE REQUIREMENTS

For the program to run, the computer hardware must be prepared with the following specification:

- 4 GB RAM (minimum)
- Intel i3, Ryzen 3 or higher series processor
- Storage 1GB (minimum)

CHAPTER 4: RESULTS

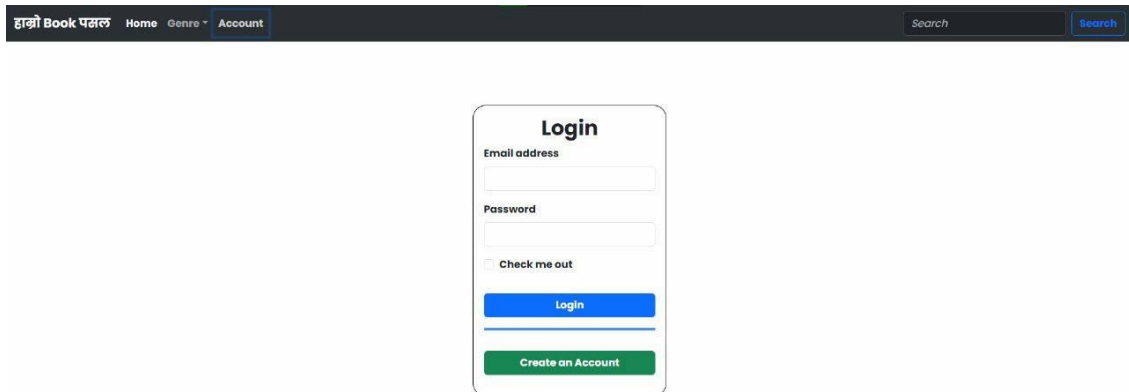## 4.1 HOME PAGE
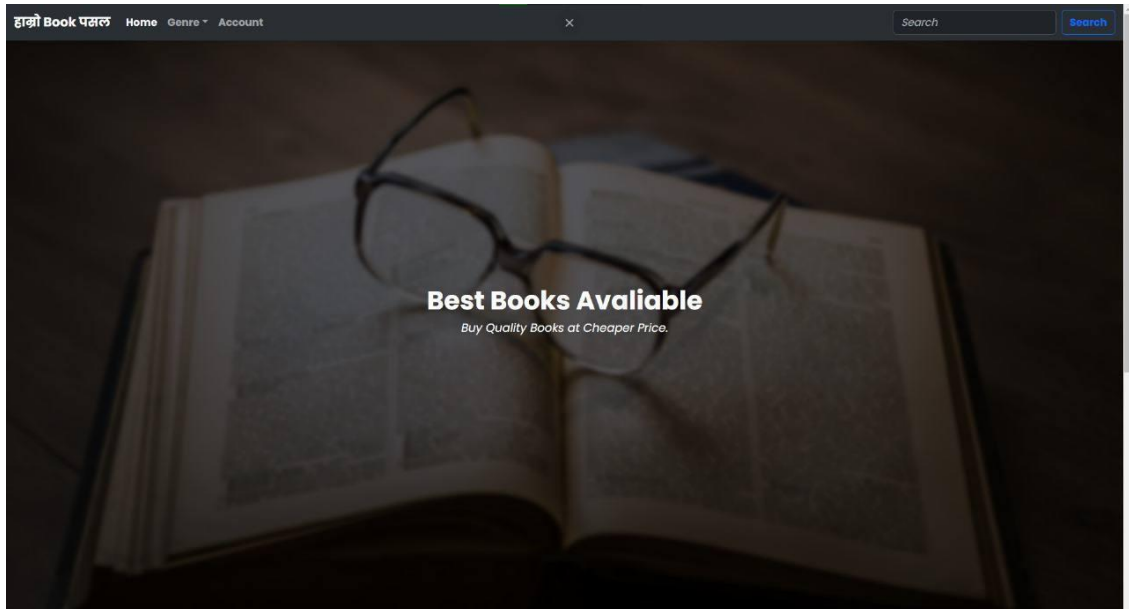
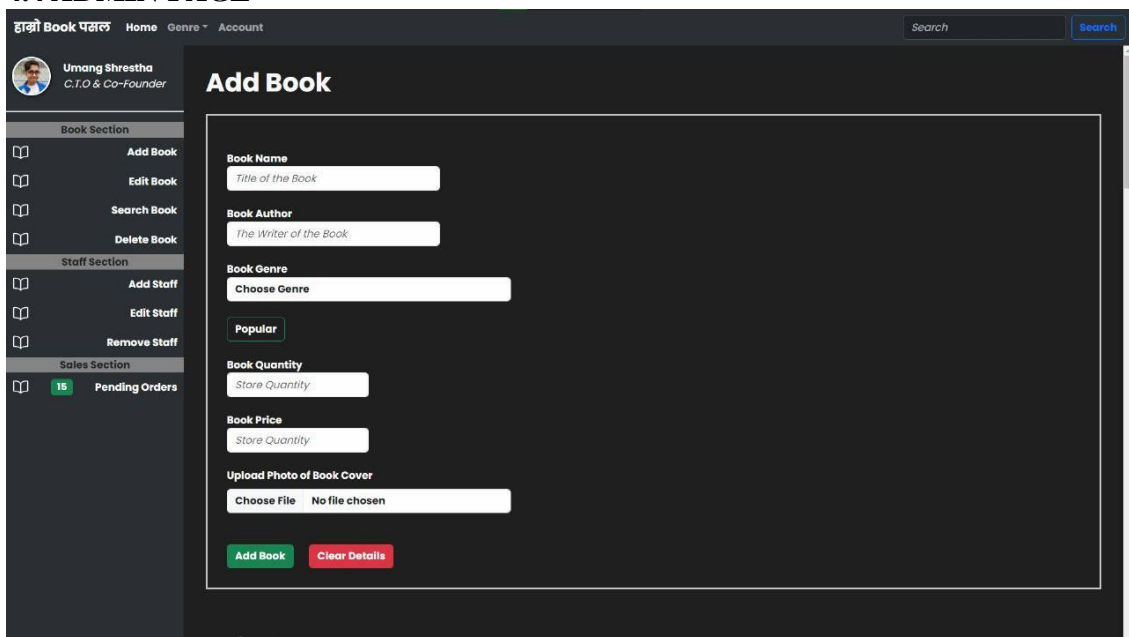**Fig 4.1: Home Page**

4.2 GENRE PAGE
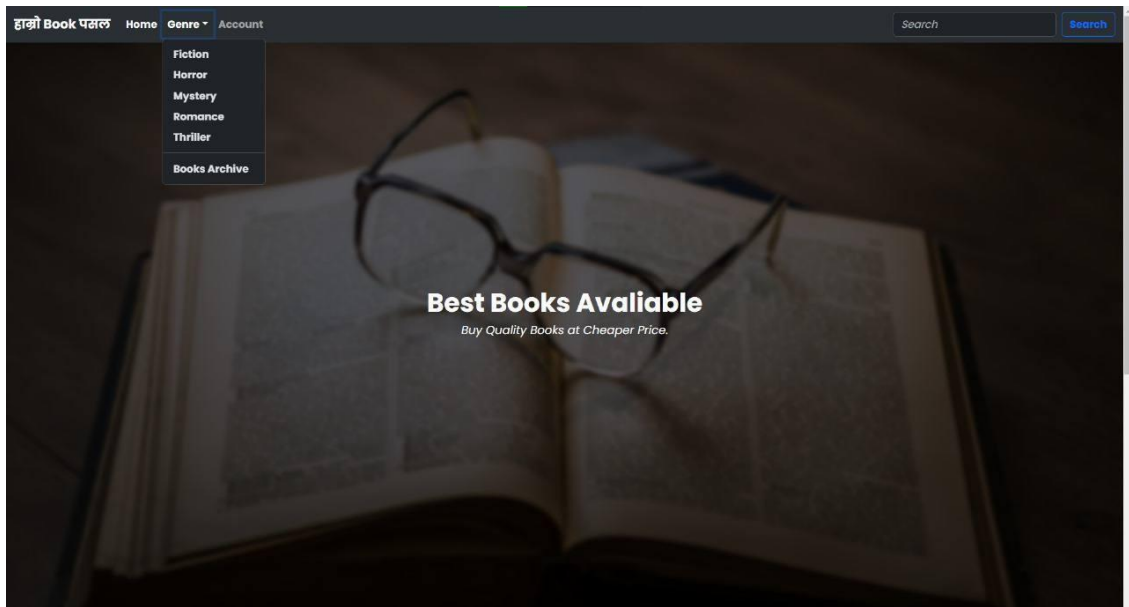
Fig 4.2: Genre Page

4.3 LOGIN PAGE

Fig 4.3: Login Page

4.4 ADMIN PAGE

Fig 4.4: Admin Page

CHAPTER 5: PROJECT SCHEDULE
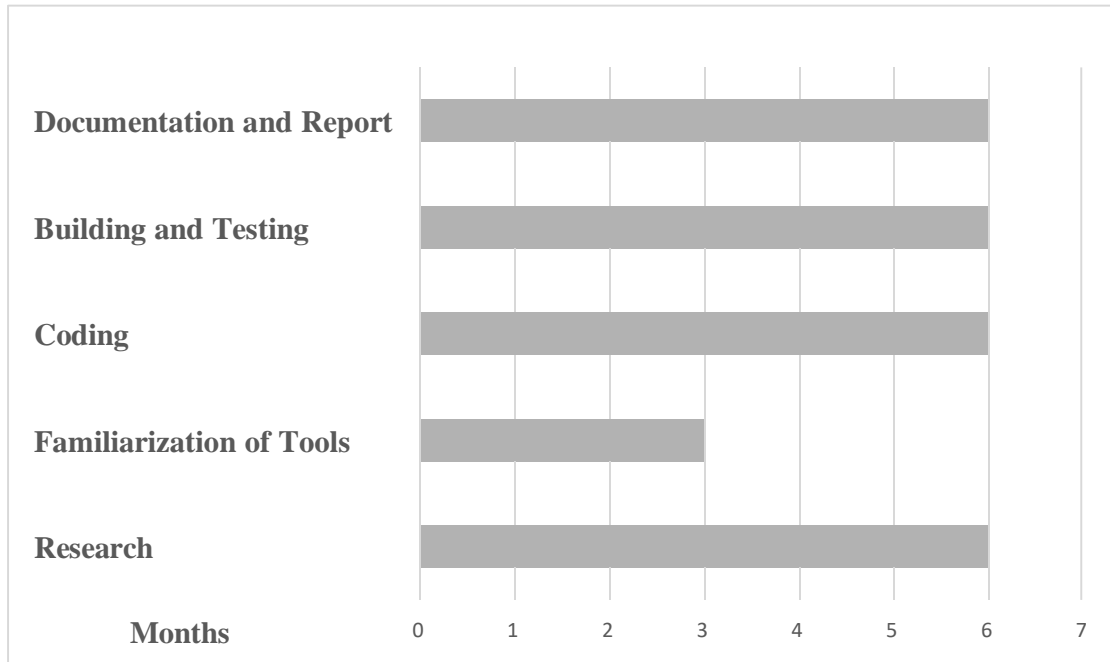
FIGURE 5.1: GANTT CHART

CHAPTER 7: FEASIBILITY ANALYSIS

7.1 ECONOMIC FEASIBILITY

This system is not costly as other systems. This system will save time for book buyers because this system will make searching books easy. Book buyers don't have to go to different book shops to find the books, they need.

7.2 TECHNICAL FEASIBILITY

This system is technically feasible in several ways. It is developed by using a number of readily available programming language. This is system will be made with the use of React JS and scripting language PHP.

7.3 OPERATIONAL FEASIBILITY

Operational Feasibility evaluates whether a system is relevant to operate in a particular environment. The हाम्रो **Book** पसल presents several features making it operational feasible. The system is easy to use, hence it enables any users with minimal computer skills to use it.

CHAPTER 8: CONCLUSION AND FUTURE ENHANCEMENT

8.1 Conclusion

In conclusion, our project **हाम्रो Book पसल** will help in developing bookshop industry, offering convenience accessibility and an extensive selection of books to readers. Our project **हाम्रो Book पसल** allows customers to browse and purchase books from the comfort of their homes. With efficient search algorithm and personalized recommendations, **हाम्रो Book पसल** enhances the shopping experience and help users discover new titles. While traditional bookshops still hold their charm, e-commerce bookshops like ours will undoubtedly transform the way people buy and experience literature, making reading more accessible and enjoyable for booklovers.

8.2 Future Enhancement

Some of the improvements that will be made in the future are:

- Implementing AI-powered recommendation engines to personalize book suggestions based on user preferences and browsing history.

- Launching a subscription-based model for curated book boxes, delivering a personalized selection of titles to subscribers on a regular basis.

- Collaborating with authors, publishers, and other content creators to host virtual book signings, author Q&A sessions, and exclusive events, enhancing the overall customer experience.

- Developing a mobile app for the e-commerce bookshop, providing customers with a convenient and optimized platform for browsing, purchasing, and engaging with book-related content on the go. Etc.

Github Link :

REFRENCES

[1] *Build an E-Commerce App using ReactJS.* [Film]. india.2023.

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