Green University of Bangladesh
Department of Computer Science and Engineering (CSE)

Faculty of Sciences and Engineering
Semester: (Spring, Year:2022), B.Sc. in CSE (Day)

Course Title: Structured Programming Lab
Course Code: 104 Section: DD

Lab Project Name: Bookshop Management System

Student Details

	Name	ID
1.	Md Rabby	213902124

Submission Date: 15-05-2022
Course Teacher's Name: Md. Sultanul Islam Ovi

[For Teachers use only: Don't Write Anything inside this box]

Lab Project Status

Marks: …… **Signature: .....**

Comments: ..... **Date: .....**

Table of Contents

Chapter 1

Introduction

1.1 Introduction

Almost every activity in the world today is controlled by computer driven software programs.This trend was first accommodated by engineering applications in the past. However, as the life style became more and more complex, every area of human interactions was invaded by various software systems, such as real time, business, simulation, embedded, web based, personal and more recently, artificial intelligence software etc.According to the above facts, managing and maintaining a book shop could also be controlled by efficient software.This project focuses attention on designing efficient and reliable software which controls the transactions of a bookshop.

1.2 Goals/Objective

BookShop Management System is the web application to automate all kinds of operations in the book shop and this software is based on C programming language. The purpose of this software is to manage the books in the book Shop. Generally, it includes Order Processing, Stock Management and Accounts Management. I am trying to develop this software to maintain records of Book information, Author name,price, page, book count etc. That means a shop which has the type system which provides the facility to the customers of the shop to purchase the books from the shop without any complexity. If a customer requests a book and the book is not currently sold by the bookshop, then the customer is asked to enter the full details of the book for procurement of the book by the bookshop. Bookshop management system should update the stock and generate the sales receipt for the book.

Modules Of Bookshop Management System

1. Book Information.
2. Author details.
3. Price and page information.
4. Count of books in the library.

Chapter 2

Implementation of the Project

2.1 Implementation

```
/**
 BOOKSHOP MANAGEMENT SYSTEM
*/
//Md. Rabby,213902124

#include <stdio.h>
#include <stdlib.h>
#include <string.h>

struct library
{
  char bookName[30];
  char author[30];
  int pages;
  float price;
};
```

```
int main()
{
  struct library l[100];
  char arNm[30], bookNm[30];
  int i, j, keepcount;
  i = j = keepcount = 0;

  while (j != 6)
  {
    printf("\n\n1. Add book information\n");
    printf("2. Display book information\n");
    printf("3. List all books of given author\n");
    printf("4. List the title of specified book\n");
    printf("5. List the count of books in the library\n");
    printf("6. Exit");

    printf("\n\nEnter one of the above : ");
    scanf("%d", &j);

    switch (j)
    {
```

```
/* Add book */
case 1:

  printf("Enter book name = ");
  scanf("%s", l[i].bookName);

  printf("Enter author name = ");
  scanf("%s", l[i].author);

  printf("Enter pages = ");
  scanf("%d", &l[i].pages);

  printf("Enter price = ");
  scanf("%f", &l[i].price);
  keepcount++;

  break;
case 2:
  printf("you have entered the following information\n");
  for (i = 0; i < keepcount; i++;
{
```

```
      printf("book name = %s", l[i].bookName);

      printf("\t author name = %s", l[i].author);

      printf("\t  pages = %d", l[i].pages);

      printf("\t  price = %f", l[i].price);
    }
    break;

  case 3:
    printf("Enter author name : ");
    scanf("%s", arNm);
    for (i = 0; i < keepcount; i++)
    {
      if (strcmp(arNm, l[i].author) == 0)
            printf("%s  %s  %d  %f",  l[i].bookName,  l[i].author,
l[i].pages, l[i].price);
    }
    break;
  case 4:
```

```
    printf("Enter book name : ");
    scanf("%s", bookNm);
    for (i = 0; i < keepcount; i++)
    {
      if (strcmp(bookNm, l[i].bookName) == 0)
          printf("%s \t %s \t %d \t %f", l[i].bookName, l[i].author,
l[i].pages, l[i].price);
    }
    break;


   case 5:
    printf("\n No of books in library : %d", keepcount);
    break;
   case 6:
    exit(0);
   }
  }
  return 0;
}
```

//End

2.2 Output

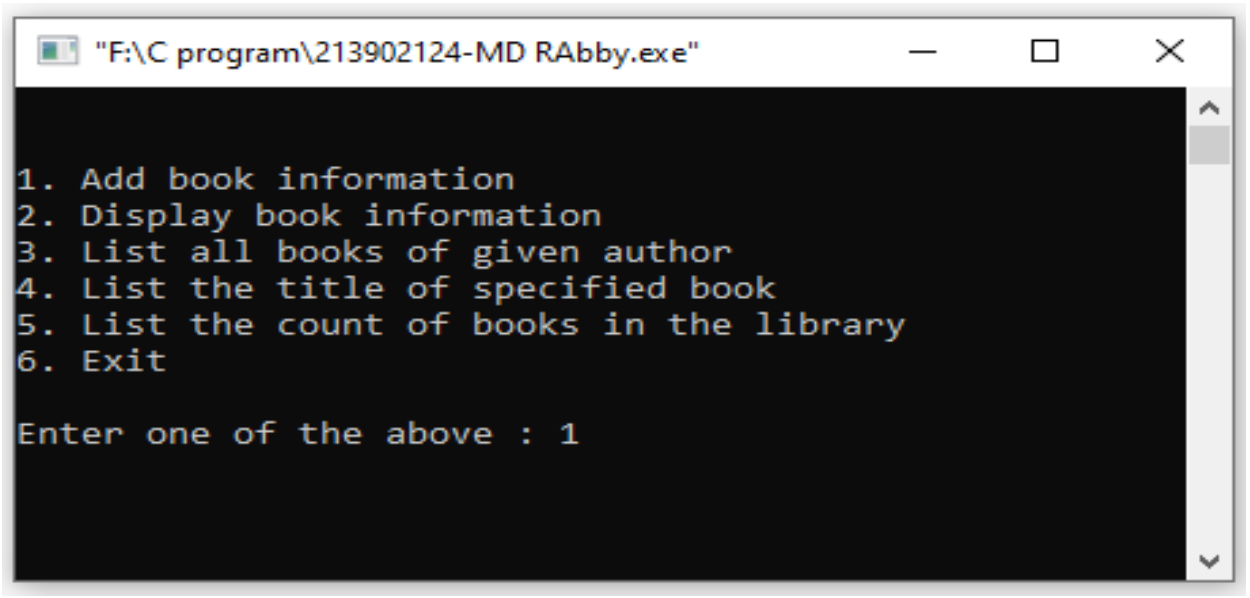

Figure 1 : Main Menu Interface

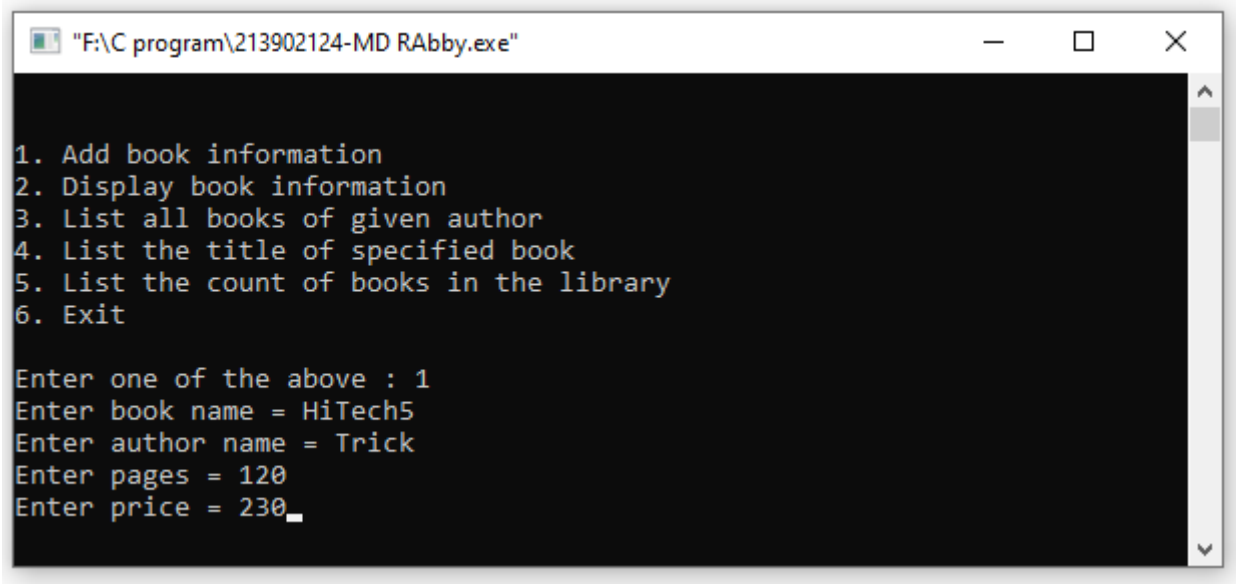

Figure 2 : Adding book information

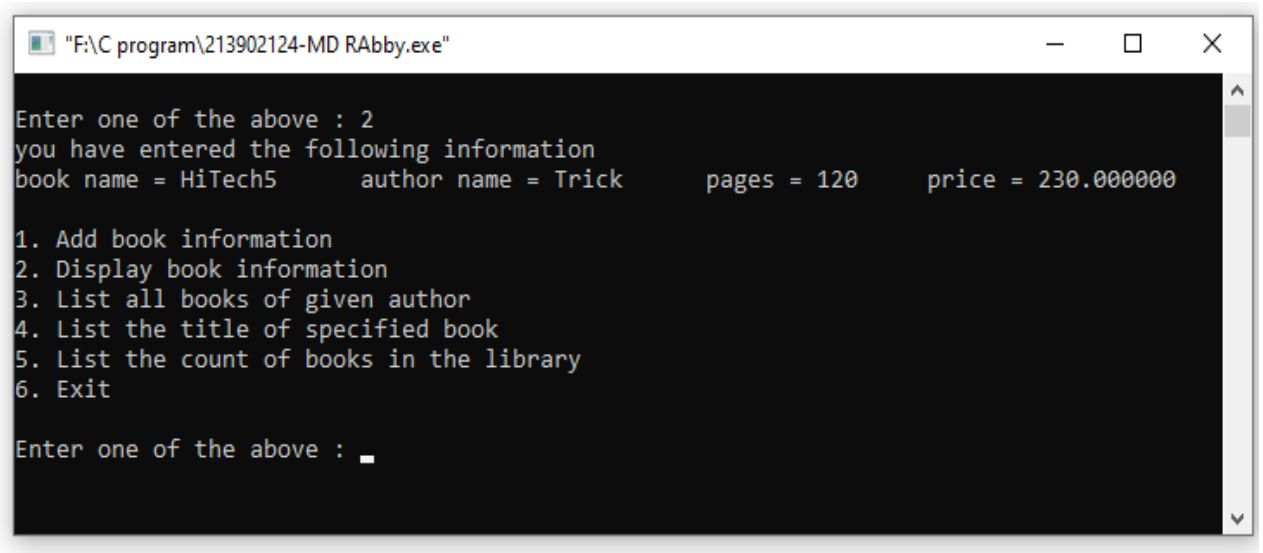

Figure 3 : Book list

Chapter 4

Conclusion.

3.1 Learning Outcome

By completing this project, I would be able to unde rstand and visualize the inner working of computer system sand this C language architecture and the overall concepts that drive my project programming. As a programming language, C also allows me to write more complex and comprehensive programs. To solve this project now I am able to define and manage data structures based on problem subject domain. Ability to work with textual information, characters and strings. Ability to work with arrays of complex objects. Understanding a concept of object thinking within the framework of a functional model.

3.2 Future Scope:

This Bookshop Automation System is an attempt to overcome the present inefficient and time consuming process of locating, reserving and purchasing quality reading materials available in the store. Currently, clients have to go through a time consuming process to perform aforementioned tasks which cause waste of labor and firm resources. Through our auto mated book store solution, we provide an easy way of searching, reserving and purchasing of books.User data are validated and checked for authenticity with the data stored in the system database.All the newly coined processes will address time consuming, ineffective and inefficient areas other existing system which has being wasting a lot of firms resources such as, labor, electricity,equipment, products and services,

while discouraging customers to make purchases and repelling clients from the book store.Proposed system will support both clients and the store in many areas. It’s worth analyzing and identifying the benefits as it would directly influence the productivity of the store.Customer satisfaction plays the most vital role in any form of product and service rendering stories the existence of any firm solely depends on its customer-base. Therefore, every system should facilitate the customer satisfaction up to a certain extent which is feasible from the company perspective city of the store.Customer satisfaction plays the most vital role in any form of product and service rendering storeas the existence of any firm solely depends on its customer-base. Therefore, every system should facilitate the customer satisfaction up to a certain extent which is feasible from the company perspective.The aforementioned facts ensure customer satisfaction to a greater extent benefiting the store in:Retaining current customers tempting current customers to attract their friends to the store attracting new customersEnhancing the customer faith on the firm due to secure transaction techniques while temping customers to make more online purchases.

References

Australian Computer Society, 2003, ASC Code of Ethics. Retrieved March 15,2007, from http://www.acs.org.au.htmElmasri, R. and Navathe, S. 2004. Enhanced Entity Relationship and UML. In Fundamentals of Database Systems, 3rd Edition Outsource 2 India n.d. :Why Do Software ProjectsFail? Retrieved 22 March 2007 from http://www.outsource2india.com/software/SoftwareProjectFailure.aspSix Sigma n.d. : Applying Six Sigma to Software Implementation Projects Retrieved 22March 2007 from http://software.isixsigma.com/library/content/c040915b.aspSommerville, Ian 2004. Object Oriented Design Software Engineering, 7th Edition Start your journey the easy wayn d : Retrieved 4th February 2007 from http://www.liverpooljohnlennonairport.com/TravelServices/CarParking.php Ramakrishnan, R. and Gehrke, J. 2003. The Relational Model In Data baseManagement Systems, 3rd Edition.