

UNIVERSITY INSTITUTE OF ENGINEERING AND TECHNOLOGY, KURUKSHETA



E_BookStore

A PROJECT REPORT SUBMITTED IN PARTIAL FULFILLMENT OF THE
REQUIREMENTS FOR THE DEGREE OF BACHELOR OF ENGINEERING AND
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E_BookStore

ABSTRACT

In the digital age, online bookstores have revolutionized the way readers access and purchase books. This project presents an e-bookstore website designed to cater to the needs of book enthusiasts and streamline the process of book purchases across various categories. Developed using Java, this comprehensive platform provides a user-friendly interface for customers to explore and purchase books while offering robust administrative functionalities to manage orders efficiently. The e-bookstore website is built with a focus on usability, scalability, and security. It incorporates diverse book categories, allowing users to browse and purchase books from a wide range of genres such as fiction, non-fiction, and academic texts, ensuring easy navigation and a tailored shopping experience. Advanced search and filter options enable users to find specific books quickly based on keywords, authors, genres, and price ranges. Secure user authentication features protect personal data and order histories, while a seamless shopping cart and checkout process facilitates easy management of book selections and purchases. The admin panel provides comprehensive tools for managing orders, including tracking, status updates, and inventory management, ensuring smooth and efficient administrative operations. Additionally, the website supports various payment gateways, offering secure and convenient transaction options. Designed to be responsive, the website ensures compatibility with various devices such as desktops, tablets, and smartphones. By leveraging Java's robust capabilities, this e-bookstore website ensures a reliable and efficient platform for both customers and administrators. The development process has focused on creating a scalable and maintainable codebase, utilizing best practices in software engineering to deliver a high-quality product.

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INTRODUCTION

This project entails the development of an e-bookstore website, a comprehensive online platform designed for the purchase and management of books across various categories. The website is developed using Java, leveraging its robust capabilities to provide a reliable, secure, and efficient service for both customers and administrators. The primary goal of this project is to enhance the book purchasing experience by offering a user-friendly interface that facilitates easy navigation and search functionalities, enabling users to find and purchase books with ease.

The e-bookstore features a wide range of book categories, ensuring that users can easily browse through genres such as fiction, non-fiction, and academic texts. Advanced search and filtering options allow users to quickly locate specific books based on keywords, authors, genres, and price ranges. The website ensures secure user authentication, protecting personal data and order histories, while a seamless shopping cart and checkout process simplifies the management of book selections and purchases.

For administrators, the platform provides a robust admin panel to manage orders efficiently. This includes tools for tracking orders, updating their status, and managing inventory, ensuring smooth and efficient operations. The website also integrates various payment gateways, offering users secure and convenient payment options. Additionally, the design is responsive, guaranteeing compatibility with desktops, tablets, and smartphones, thus providing a consistent user experience across different devices.

The development of this e-bookstore has focused on creating a scalable and maintainable codebase, adhering to best practices in software engineering. This ensures that the platform can handle increasing user loads and be easily updated or expanded with new features in the future. Overall, this e-bookstore website aims to offer a modern, efficient, and user-centric platform for book purchases and order management.

FEATURES :

- **Diverse Book Categories:**

Users can explore and purchase books from a wide range of genres, including fiction, non-fiction, academic, and more.

- **Secure user authentication:**

Ensures that personal data and order histories are protected through secure registration and login functionalities.

- **Seamless shopping cart and checkout:**

Facilitates easy management of book selections and a smooth checkout process for

purchases.

- **Comprehensive Order management:**

The admin panel includes tools for tracking orders, updating order statuses, and managing inventory efficiently.

Advantages of MailCraft Pro:

1. Enhanced user experience:

The e-bookstore website offers a user-friendly interface with advanced search and filter options, making it easy for users to find and purchase books quickly. The secure user authentication and seamless shopping cart and checkout process contribute to a smooth and enjoyable shopping experience.

2. Efficient order management:

The comprehensive admin panel allows for efficient management of orders, including tracking, status updates, and inventory control. This ensures that administrative operations are streamlined, reducing the workload for administrators and improving overall efficiency.

3. Broad Accessibility:

This broad accessibility enhances user convenience and allows customers to shop from anywhere, at any time.

Software Requirements:

1. Java Development Kit (JDK):

- Version: JDK 8
- Description: Required for developing and executing Java Servlets and JSP pages.

2. Apache Tomcat:

- Version: Apache-Tomcat 8
- Description: Web server used to deploy and execute Java Servlets and JSP pages. It handles HTTP requests and manages the Servlet lifecycle.

3. MySQL Database:

- Version: MySQL 8.0.3
- Description: Relational database management system (RDBMS) used for storing and retrieving data related to user accounts, emails, and system configurations.

4. HTML, CSS, JavaScript:

- Description: Front-end technologies utilized for creating the user interface of the mailing portal. HTML for structuring, CSS for styling, and JavaScript for client-side interactions.

5. Bootstrap Framework:

- Version: Bootstrap 5.1
- Description: Front-end framework for developing responsive and visually appealing web pages. Bootstrap is used to enhance the design and layout of the mailing portal.

6. Integrated Development Environment (IDE):

- Recommended: VISUAL STUDIO CODE
- Description: An IDE for Java development, facilitating coding, debugging, and deployment of Servlets and JSP pages.

8. Web Browser:


- Recommended: Google Chrome, Microsoft Edge
- Description: Web browsers for testing and interacting with the developed mailing portal.


These software requirements ensure the compatibility and functionality of the developed mailing portal, supporting its deployment, execution, and maintenance throughout the development lifecycle.

IMPLEMENTATION:

Landing Page :

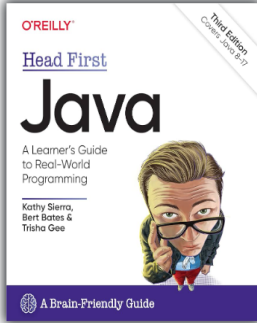
Sign In

CATEGORIES ▼MY ORDERS

Search by Name, Title or Author 


Computer programming language Java is not easy to understand. It takes lot of time and practice to understand the complex programming language. But this book takes an interactive and fun approach for better understanding of different fundamentals of Java. The book offers multi-sensory and fun learning experience for new programmers, so they can easily pick up the new language. Human brain responds and remembers unusual situations, images or incidents. Keeping that in mind, this revised second edition of the book has been presented with lots of humorous

More Info →



450

Categories :



CATEGORIES ▼ **MY ORDERS**

Home

Java

Python

C++

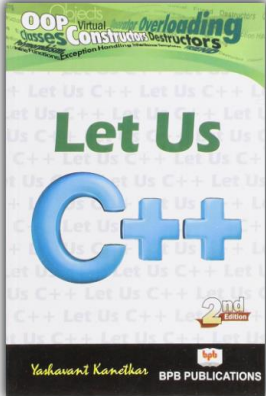
C

Search by Name, Title or Author

Q

city"" - That has been the hallmark of its previous fourteen English editions, Gujarati, Japanese, Korean, Chinese book does not assume any programming background. It begins with the basics towards the end of the book. Each Chapter Contains: Lucid explanation of the concept well thought-out, fully working programming examples End of chapter exercises that would help you practise the learned in the chapter Hand crafted "kanNotes" that would help you remember and revise the

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300

Login Page:

E_BookStore

Login





LOGIN


New to E_BookStore?


[Create your SoftBooks account](#)


Registration Page:


E_BookStore


Register











BooksDisplay :

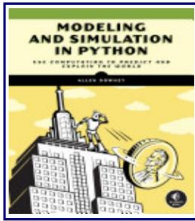


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PYTHON



Modeling and Simulation i...

Rs. 330

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Let us Python


Rs. 360


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Admin Panel :





ADMIN 


 **DashBoard**


 Add Book


 Orders

 On The Way

 Delivered

 **SALES**
1

 **ORDERS**
1

 **PRODUCTS**
8

Books Categories

JAVA	→
SOLD	1
ORDERS	1
ACKNOWLEDGED	0

PYTHON	→
SOLD	0
ORDERS	0
ACKNOWLEDGED	0

C++	→
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C	→
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CONCLUSION:

In summary, the E_BookStore project represents a significant achievement in the realm of e-commerce for books, even in its simplicity as a minor project hosted on localhost. Despite its modest scale, the project showcases foundational principles of web development and database management, laying the groundwork for potential future expansion. The inclusion of an admin panel underscores the importance of user-friendly management interfaces, even in smaller projects, enabling easy oversight and customization. Moving forward, this project serves as a valuable learning experience, providing insights into the intricacies of e-commerce systems and setting a solid foundation for future endeavors in web development.