Shahjalal University of Science and Technology

Department of Computer Science and Engineering



Book Sharing App

**Student:** *Md. Rana Mamud Reg. no- 2012134090, 4/2, Dept. Statistics*

*Md. Anamul Haque Reg. no- 2012134103, 4/2, Dept. Statistics*

**Supervisor:** Biswapriyo Chakrabarty ,

Assistant Professor

Dept. of CSE

29th March 2019

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A Project submitted to the Department of Computer Science and Engineering,  
Shahjalal University of Science and Technology, in partial fulfillment of the requirements  
for the 2nd Major degree in Computer Science and Engineering.

Recommendation Letter from Supervisor

This students Md*.* RanaMamudandMd*.* AnamulHaquewhose project entitled

“Book Sharing” is under my supervision and agree to submit for examination.

Supervisor’s Name

Designation   
Department

Qualification Form of 2nd Major Degree

We hereby certify that this project titled “Book Sharing” submitted by Md*.* RanaMamudandMd*.* AnamulHaqueconforms to acceptable standards and is fully adequate in scope and quality to fulfill the requirements for the 2nd Major degree in Computer Science and Engineering.

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| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  Head of the Dept.  Name & Designation | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  Chairman, Exam. Committee  Name & Designation | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  Supervisor  Name & Designation |
|  |  |  |

Abstract

Sharing books is the most basic form of sharing knowledge. But, sharing books manually may be tedious and not always convenient. The project aims at providing an electronic medium to share books and provide readers with a platform for discussing books .

It majorly delves conducive and beneficial environment for the users .The system provides a platform for any user, who has a book that is not needed anymore and would like to share it with another user that may have the need for it.

Keywords

Not more than 15 keywords.

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Illustration of Abbreviations and Symbols16

LPC: Low pressure compressor (Booster tip)

HPC: High pressure compressor (Booster hub)

LPT: Low pressure turbine

HPT: High pressure turbine

VABI: Variable-area bypass injectors

GUI: Graphic user interface

Chapter 1

Introduction16

1.1 Project Motivation

Every year there are many students who are busy with finding textbooks that they want to use in the beginning of new semesters. Since the prices for textbooks are pretty expensive, quite a lot of them choose to borrow or buy used books from libraries, classmates, friends or anyone in their network. Because of the low capacity of libraries, most of the time you are put in a long queue, which might take you a long time to wait for the item you want. And also, it’s not easy to buy a used book just by your connections. So our idea here, is to provide a Book Sharing System which will help students to get used books easily. By using this app, people can get books they’re looking for and share own resources to others as well.

Besides this the users also can share novel and fictional books which are kept in the shelf after reading.

1.2 Aims & Objectives:

The aim of this work is to construct a common online platform for sharing of books which are not needed by them anymore. It also provides a platform to share and discuss about pros and cons of books they use .It will make a bookish community who can share their books and knowledge to each other. The user can give rating the other users and the books also.

1.3 Problem Definition:

There is no online base platform in Bangladesh where people can share their books. So we will build a app which will help people to find out their wished books. This will also build a bookish community who can share their books and their knowledge among them. So this app will be a great useful for the book lovers as well as the students.

Chapter 2

Background1

This is a online based app which will provide the opportunity of the users to sharing their hard copy books. There are many students who are busy with finding textbooks that they want to use in the beginning of new semesters. Since the prices for textbooks are pretty expensive, quite a lot of them choose to borrow or buy used books from libraries, classmates, friends or anyone in their network. Because of the low capacity of libraries, most of the time you are put in a long queue, which might take you a long time to wait for the item you want. And also, it’s not easy to buy a used book just by your connections. So our idea here, is to provide a Book Sharing System which will help students to get used books easily. By using this app, people can get books they’re looking for and share own resources to others as well.

Chapter 3

Requirement Analysis and Specification16

There is no app specifically for this task.Reference books are very important for any student in higher education, but these books are often expensive or hard to find.A student must rely on his social network of friends to find the books he or she needs. This may not be possible for all and is tedious and time consuming. Internet has converted a world into a global village. With the popularization of internet, online shopping has become a new and unique trend. From clothing to electronics, all the things are available on the internet. Keeping up this trend, a need for online book sharing system is felt. The proposed system being a cross platform app will provide the user with an exhaustive database of available books. It will be the first stop for any student to find any book. Once the user finds a suitable book owner the system provides a native chatting system for interaction. The major goals of this system are:

 It is user- friendly and easy to use for both users.

 The users are allowed to give feedbacks about any book.

 The users are also allowed to modify their own library page individually. They can add/remove books.

 The users are allowed to add new books in respective categories.

 The users can view their book history and details.

Chapter 4

Systems design16

The main components of this system are registration, login, browsing of books, requesting and looking at book details. The proposed system being a cross platform app will provide the user with an exhaustive database of available books. It will be the first stop for any student to find any book. Once the user finds a suitable book owner the system provides a native chatting system for interaction, this is not only convenient for the users but also helps secure their identities from individuals with malicious intent. The proposed system also provides a platform for all book lovers to interact and discuss about books, for this the system provide a rating and reviewing system for a particular books so that readers may share their thoughts about books use by them. The users have to register themselves only then can they be able to browse books. The registered members have to login first in order to share books. After that, the users need to select the required books, and then contact the book owner through chatting feature. They can then mutually decide on the time interval for the sharing the book..

USER LOG IN

USER NEED A BOOK

USER HAS A BOOK

TAKE A PICTURE OF THE BOOK AND ENTER ALL ITS DETAILS

SEARCH THE BOOKS

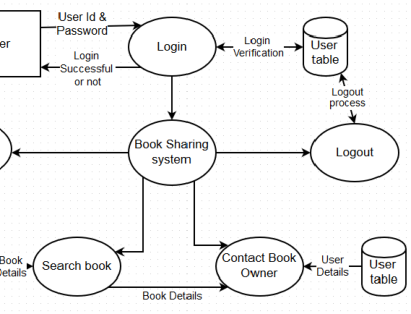
FIND A COPY OF THE BOOK

MAKE IT AVAILABLE

CONTACT THE BOOK OWNER

MAKE A SHARING

4.1 System Flow Chart



4.2 Data Flow Diagrams

4.3 Entity Relationship Diagram14

An entity relationship diagram (ERD) is a representation of data within a domain. It consists of entities as well as relationships between entities. An entity can be a tangible, physical object such as a school or student, or a concept such as a reply or a transaction. Entity can be identified by extracting objects that are relevant and meaningful to the problem domain and the system to develop. In entity relationship modeling, the term entity has synonyms "table", "database table", "entity-type". Yet, entity is the most commonly used term. Each entity brings along a set of columns, which are the properties of the entity the attributes belong to. For instance, entity Student has name, address and grade as columns (synonyms: attributes, properties, fields). Every entity must have at least one attribute that can be used to uniquely identify the entity, which is known as the entity's primary key(s). Relationships are capable in linking up entities. Typical examples: one-to-one, one-to-many, many-to-many. The proper use of relationship is important in showing HOW entities are related. For instance, one-to-many relationship must be used for modeling the fact that 'one school has many students'. 11

Chapter 5

Project Implementation & Testing16

After designing the new system, the whole system is required to be converted into computer understanding language. Coding the new system into computer programming language does this. It is an important stage where the defined procedures are transformed into control specifications into computer instructions, which we refer as programs. The programs coordinate the data movements and control the entire process in a system. After having the user acceptance of the new system developed, the implementation phase begins. Implementation is the stage of a project during which theory is turned into practice. During this phase, all the programs of the system are loaded onto the user’s computer. 11

Software testing is an investigation conducted to provide stakeholders with information about the quality of the product or service under test several testing types are available:

* Unit testing
* Module testing
* User acceptance testing

Chapter 6

Maintenance16

Maintenance is necessary to eliminate errors in the system during its working life and to tune the system to any variation in its working environment. It has been seen that there are always some errors found in the system that must be noted and corrected.. Another part of maintenance was to study the performance of the system. A system becomes more popular due to better performance. 11

Chapter 7

Conclusions and Future Work16

Thus, the proposed system for book sharing will provide a platform for all students to give and take books through a more efficient and streamlined manner. The system incorporates a number of techniques to further increase the process of sharing books. By automating the book searching process with the help of computer assistance a lot of precious time and effort of the students will be saved. The proposed system will thus be much more efficient than the current offline process and will be a huge help to all students.

References16

Appendix16

The appendices contain information which is peripheral to the main body of the report. Information typically included are things like parts of the code, tables, test cases or any other material which would break up the theme of the text if it appeared in situ. You should try to bind all your material in a single volume and create the black book.