ABSTRACT

Topic: E-Learn

Project Nature: Mini Project Extension

The E-Learn system software is a system that manages entire books store activities and provides respective functionalities for various types of visitors. It allows normal users to avail for membership, rent the books for desired days and buy various books. The existing system is still a manual process therefore problems arises include time consuming, lack of coordination, more labour requirement etc. With technology, trends have shifted towards online purchasing but still it has some issues such as navigation problem, less searching option and not user friendly.

The main aim of the project is to provide smart security service to customers. This system provides fast and efficient information and thus making the service smarter. It is an interface for the customers for to purchase the books online. . It provide an end to end solution to sell and manage books.By following this new approach the information can be accessed from anywhere just with a mouse click. . This helps the user by saving lot of time and providing user with up to date information.

MODULES:

- ❖ Admin
- ❖ Book Manager
- ❖ User

MODULE DESCRIPTION:

Admin:

The admin has the option to control the entire system. The admin can approve each Registered user, view the orders that are made by the user, view complaints and Feedback that are added by the user.

Book Manager:

The role of book manager include adding categories of book with their offers along with rental option and thus managing the fine procedures. Book manager also Provide option for online chatting.

User:

The user can view categories of books that are added by book manager. They can Order and buy appropriate books as well as buy for rent according to their choice. The user needs to pay for late return of the books. The user has option for adding feedbacks and complaints if any . Online payment is also possible to the user who is already registered in the website .