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    I> Introduction

    - Project's functionality requirements: (Use case diagram)

    Use case diagram

        1. Actors: Customer, Admin

        2. Use cases:

            - Customer: View Products (Book), Place Order, View Order History.

              Also, sorting & searching functionalities.

            - Admin: CRUD operations for Books, Order Management (Update Order Status).

    II> System Design

    - Project type: Console based application, Desktop application, Web application, Mobile application, etc.

    - Data storage: Database, File, etc.

    - Data structure:

        Describe the data structure/ADT used, and their valid operations in the project.

        + Array/ArrayList

        + Linked List

        + Queue

    III> Implementation & Important algorithms

        - Project's architecture

            + Book.java:...

            + Customer.java:...

        - Project's flow

            + Screenshots of the program while it runs.

        - Project's important algorithms

            + Sorting algorithm used in the project.

            + Searching algorithm used in the project.

    IV> Evaluation

        - Time complexity of the core operations.

        - Space complexity of the core operations.

        - Limitations of the project.

    V> Conclusion

        - Final thoughts about the project.

        - Future improvements.