Software Requirements Specification for a Online Book-Store and Exchanging Application.

Project : Bookbin

nurolmahadi0132@gmail.com

Daffodil Smart City, Ashulia Savar

PROJECT NAME : BOOKBIN

1. Project Overview

- An online Book Exchanging Platform. Users have to create an account and log in. Afterwards they can log in to their accounts and display their books for exchanging and put on requests.

- BookBin is a online book exchanging app.

- Users can search though libraries and purchase new books like any other normal online book store. But the main focus of this app is exchanging books between users.

- Users would have to create accounts and can build their own profile. They can display what books they have for exchanging and also what books they are searching for.

- Users can buy, sell, exchange books.

- Users can interact with each other, talk and negotiate with each other while exchanging (like any social media app).

- The app also has E-Book options. Users will have an option to subscribe to a yearly subscription system for the E-Book section. The yearly subscription includes access to all of the E-Books in the E-Book library section. However, users without the subscription will have to buy each E-Book they want to access and download.

- We won't have any physical location to store books. Every exchange would be done through users.

- Selling point of the new books would be libraries that we are partnered with. Thus, when any user puts on a order to buy books, that order would be placed to the libraries that we are partnered with and they will process that order. The users can also request books from the libraries if their stock don't have those certain books.

1.1 Intended Audience

Bookbin is designed for a diverse audience, including:

- Hardcore Bookworms: Users who are passionate about reading new books.

- Casual Book readers: Individuals interested in sharing their gaming experiences with a wider audience.

- Academic Students: Those who enjoy watching live gameplay and engaging in gaming communities.

2. User Features in Details:

- Website
  - Home
  - Events
  - Properties
    - On Click A Properties View Project Details

- Exchange

- Buy Now

- Cart

- Contact

- Login (Go For The Web Application)

- Application System

    - User

        - Login

            - User Id and Password are provide by admin

        - Payment Status

        - Payment History

        - Exchange History

        - Cart

        - Download Receipt

    - Admin

        - Create User

        - Submit User Payment

        - See User Payment Status

        - Payment History

- Generated Receipt

3. Technology Requirements (Application and Hardware)

- Framework: JFrame.

- Database: MySQL.

- Design: Standard.

- Coding Architecture: OOP.

- Security: Standard.

4. Application

- Online Book Exchanging Platform.

5. Functional Requirements

5.1. User Registration and Authentication:

- Users can sign up using email, social media accounts, or existing gaming platforms.

- Secure authentication mechanisms ensure user data safety.

5.2. User Profiles:

- Users can create profiles with profile pictures, bios, and personal preferences.

- Users can customize their account based on their preference of books and genre.

- AI-driven profile overview based on user's search and preferences.

6. Interaction and Engagement:

- Comments, and reviews are available for everyone.

- Live chat interactions for negotiations and book quality.

7. Search and Discovery:

- Users can search for specific books, genres, or authors.

- AI-driven recommendations suggest relevant books based on user preferences.

7.1 Notifications:

- Users receive notifications for new books, followers, and interactions.

- Customizable notification settings ensure user control.

8.System Requirements

- Platform Compatibility : The app will run on iOS, Android, Windows, and macOS platforms.

- Internet Connection : A stable and high-speed internet connection is required for seamless E-Book reading and viewing.

- Security : User accounts and personal information shall be secured using Secure Authentication, Authorization and Access Control, Secure Session Management, Secure Password Recovery, Monitoring and Logging, Regular Updates and Patching. Transactions and user data shall be handled securely.

- Usability: The application shall provide an intuitive user interface for Users. User interaction features shall be easily accessible and user-friendly.

Accessibility: The app should conform to accessibility standards, ensuring usability for all users.

9. Data Management

- User Data : Store user profiles, authentication credentials, and interaction history securely.

- Stream Data : Archive live streams for on-demand viewing, along with relevant metadata.

- Interaction Data : Store chat messages, comments, reactions, and analytics data.

10. Approval

This Software Requirements Specification is subject to review and approval by project stakeholders. Upon approval, the development phase will commence, followed by thorough

- testing,

- deployment

- release.

11.Milestones and Reporting

Milestone	Tasks	Reporting	Time
Analysis		Design Submission	3 days
Requirements Collection	Data Submission		7 days
Development Stage		Work Review	30 days
Testing Stage	Testing before Deployment		10 days
Deployment Stage	Server Deployment Process	Review Final Work	5 days
Delivery		Activation of Live Server	5 days

12. Testing

The testing process shall be as follows:

- Application will be tested by PHPUnit.

- Application also tested By Codeception.

13. Deployment

The Application would be based on the requirements given by your company. During the development stage we would focus on researching and developing the project. The client would have to pay according to their needs and necessities.

14. Pricing

Our fee for seeing the project through from start to completion will be Twenty Thousand Taka only (20000Tk).

15. Payment Terms

We propose the following payment terms:

10% (10%)

Paid on acceptance of this proposal.

40% (50%)

Paid on signing of our Application development agreement.

25% (75%)

Paid at 70% Application Demonstration.

25% (100%)

Paid at completion the Application.

16. Support

We ensure 24/7 support system.

17. Contact

Phone:

+8801721716297

MD Nurol Amin

Email

nurolmahadi0132@gmail.com

Website

www.XYZ.com

By post

Room-E_517, Younus Khan Scholars Garden, Old Building

Daffodil Smart City,

Ashulia Savar, Dhaka

We look forward to hearing from you soon!

Agreement Signed By:

………………………………

Client Signature
NUR ALVI
Managing Director
ABC

…………………………
…

Authority Signature
MD Nurol Amin

Managing Director (MD)

XYZ