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## **I. Introduction**

A books website is an online platform that helps people find and read books easily. On this website, users can browse through a wide variety of books and receive recommendations based on their preferences. Each book has details such as its title, author, publication date, and a brief summary. Users can also read books online for free, eliminating the need to purchase physical copies or devices like a Kindle. This makes reading more accessible and helps users save money.

### **1.1. Background and Motivate**

The motivation behind creating this website is to make it easier for people to access books without worrying about cost or availability. Many individuals want to read but are deterred by the high prices of books or the inconvenience of purchasing them. This website addresses these issues by recommending books from various categories and allowing users to read them online for free. Users can simply visit the website, choose from a wide selection of books, and start reading without any expense.

The website offers a range of book categories, including:

- Novels
- Romance
- Children's Books
- Self-Help Books
- Critical Thinking Books
- Thriller Books
- Time Management Books
- Audio of books

### **1.2. Problem Statement**

A major issue today is that fewer people are reading books. Many individuals do not read regularly, causing them to miss out on the opportunity to gain knowledge and develop important skills. Often, people lack the time or money to buy books. However, reading is crucial for learning and personal growth. It enhances our understanding of the world and improves cognitive abilities, communication skills, and empathy.

This website aims to address this problem by providing free and easy access to a wide range of books. This will encourage people to develop a reading habit and expand their knowledge without financial barriers.

### 1.3. Aim and Object

#### **Aim:**

The aim of this website is to provide free and convenient access to a wide range of books online, encouraging people to develop a reading habit regardless of financial constraints or the availability of physical books.

#### **Objectives:**

- To offer a user-friendly platform that allows readers to easily browse, search, and read books online.
- To categorize books into different genres, making it easier for users to find books that match their interests.
- To provide book recommendations based on users' preferences and reading history.
- To increase the accessibility of reading materials, especially for those who cannot afford to purchase books or e-readers.
- To promote reading as a habit that enhances knowledge, critical thinking, and personal development.

### 1.4 . Limitation and Scopes .

We will develop a website accessible through a clickable link that focuses on reading English books. The website will include features such as user sign-Up , categorization of books (5 books per category), Like and rating function . The scope of the development will be limited to the front-end.

## II. Function and Methodologies

### 1. Functionalities

#### ✓ User Functionalities:

- **Login:** Users can create accounts and log in to access personalized features (if they log in, they can rate, like, and contact us).
- **View:** Users can view detailed information about books, including titles, authors, and summaries.
- **Rating:** Users can rate books.
- **Like:** Users can like and unlike the books they read.
- **Contact:** Users can reach out for more information about a book or clarify any issues they encounter.

### 2. Methodologies

- **Data Storage:** Utilize Firebase or files to store data, with version control managed through GitHub.  
<https://github.com/HorKanhchakna/e-books.git>
- **Programming Languages:** Develop the front-end of the website using HTML, CSS, and JavaScript to ensure a responsive and interactive user experience.

## Research, Planning, and Content Development

**Research:** The first step is to do research on popular types of books, what users like, and other websites that let people read books online. This will help us find out what those websites do well and what can be improved.

**Planning:** After the research, the next step is to make a clear plan for the project. This plan will include the goals of the website, what features it will have, and a timeline for development. It will also identify who the website is for, how the website will be organized, and important dates for design, development, and testing.

**Content Development:** We will carefully select a variety of books for the website, focusing on popular titles with around 2000+ downloads that are still well-liked. We will write summaries and descriptions for each book to help users understand them better. Additionally, users will be able to download these books for free.

## Prototype

- Design a user-friendly interface using Figma, which offers advanced tools and features specifically suited for web development. Figma's collaborative features enable real-time feedback and adjustments, essential for efficient design. Its advanced prototyping capabilities allow for more interactive and realistic user experiences. Additionally, Figma integrates seamlessly with other development tools, streamlining the design-to-development workflow.

**Figma Link :**

<https://www.figma.com/design/5QBNikBG6tIIW5ZpTBRfW8/e-Books-UI?node-id=0-1&t=5ut5NBxEG27GPM6i-1>



## III. Literature Review

In the digital age, online platforms for reading have become essential in promoting literacy and providing access to literature. Various websites and services offer unique features and resources for readers, particularly those seeking free and accessible content.

## 1.1 Another website

1. [Nooksy](#)

Nooksy is another online platform that offers a wide range of free books for children. It is designed to foster a love for reading among young audiences by providing engaging stories and educational content. The website focuses on making reading enjoyable and accessible for kids.

2. [Free for Kids](#)

This platform specifically caters to children's literature, offering a selection of free books that promote learning and creativity. By providing age-appropriate reading materials, Free for Kids supports parents and educators in encouraging literacy development among children.

3. [LibriVox](#)

LibriVox is a valuable resource for audiobook lovers, providing free audiobooks of public domain works. Volunteer narrators read and record books, making classic literature accessible to those who prefer listening to reading. This service promotes literacy and offers an alternative way for users to engage with literature.

4. [Book Recommendations](#)

Curating book recommendations is essential in helping users discover new titles. Our website will implement a recommendation system based on user preferences and reading history, allowing readers to find books that match their interests and enhance their reading journey.

5. [Amazon Books](#)

Amazon has transformed the book industry with its extensive selection, easy access to both physical and e-books, and competitive pricing. It pioneered e-book technology through the **Kindle**, offering readers convenience and accessibility. Additionally, Amazon's advanced **recommendation system** helps users discover books based on their reading history and preferences, making it a personalized experience. **Kindle Direct Publishing (KDP)** has democratized publishing, allowing independent authors to reach global audiences without traditional publishing houses. While beneficial, Amazon's dominance has raised concerns about its impact on independent bookstores and traditional publishing.

## 1.2 . Own Website : e-Books

Our website focuses on providing users with a range of books that can be read for free. We have organized our content into four menu and three importance of books :

- **Books (Fiction and None-Fiction):** This category features five selected books in each genre, allowing readers to explore diverse narratives and topics. The carefully curated selection ensures that users can find both entertaining and informative reads.
- **Kids' Books:** We offer six engaging children's books designed to capture the imagination of young readers. These books promote literacy and foster a love for reading from an early age.
- **Audio Books:** For those who prefer listening, our website includes a selection of audiobooks. This feature makes literature accessible to a wider audience, including those who may have difficulty reading text.

### **Book Recommendations**

To enhance user engagement, our website will incorporate a recommendation system that suggests books based on user preferences and reading habits. This feature helps readers discover new titles and encourages a continuous reading journey.

## **IV. Discussion**

The group discussed creating a free e-Books website to make reading easier and more accessible. The website will include different categories like novels, children's books, and audiobooks, allowing users to read books online without needing to buy them or use special devices like a Kindle. Key features include user accounts, book ratings, and recommendations based on reading history.

They reviewed popular platforms like Nooksy and Amazon Books to learn about useful features like categorized browsing and personalized recommendations. The team plans to use HTML, CSS, and JavaScript for the website, with Firebase for data storage. They designed a user-friendly prototype using Figma.

Challenges include ensuring relevant recommendations and managing data efficiently. Future improvements may include multi-language support and advanced search options. Overall, the discussion focused on promoting reading by providing free and convenient access to books.

## **V. Result**

### **1.1 Result on Website**

- A functional website prototype with features such as login, book categorization, and a recommendation system.
- Books organized into genres like Fiction, Non-Fiction, Kids' Books, and Audiobooks.
- Users can like, rate, and read books directly on the website.

## 1.2 Lessons Learned

- Effective planning and prototyping are crucial for project success.
- User feedback is vital in identifying areas for improvement.
- Collaboration tools like Figma streamline the design-to-development workflow.

## VI. Reference

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