

# **Report**

## **Online Bookshop Application**

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**Group Number:** 221-1

**Submission Date:**

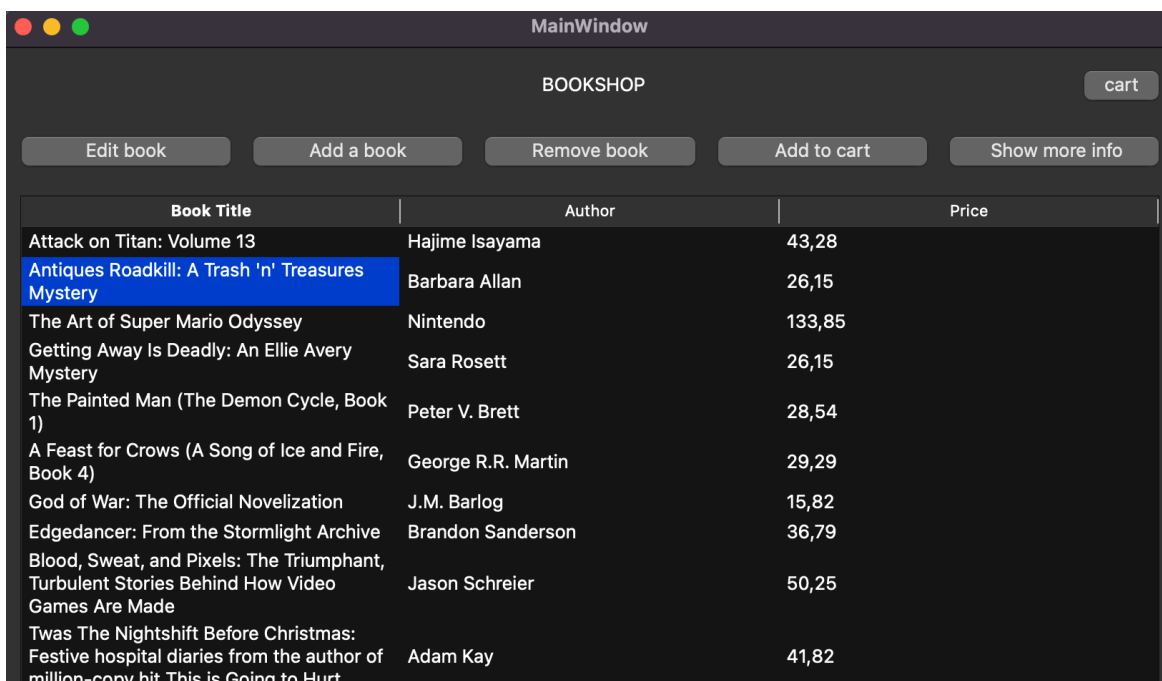
10.06.2023

## Problem Statement

This project aims to solve the problem of purchasing books in a physical store by providing an online platform where users can easily browse, search for specific titles, add them to a cart, and make a purchase. It is essentially an online bookshop that harnesses the power of QT for its user interface and data management.

## Implementation Details

Dialog windows were used in the project to provide additional features and interaction points for users. The data for the application was initially sourced from a CSV file. However, due to complexity and readability issues with the original data, especially the 'Description' field which had inconsistent separators and double quotation marks, the data was modified. All separators were replaced with semicolons, and initial semicolons were changed to colons for better data readability and parsing.

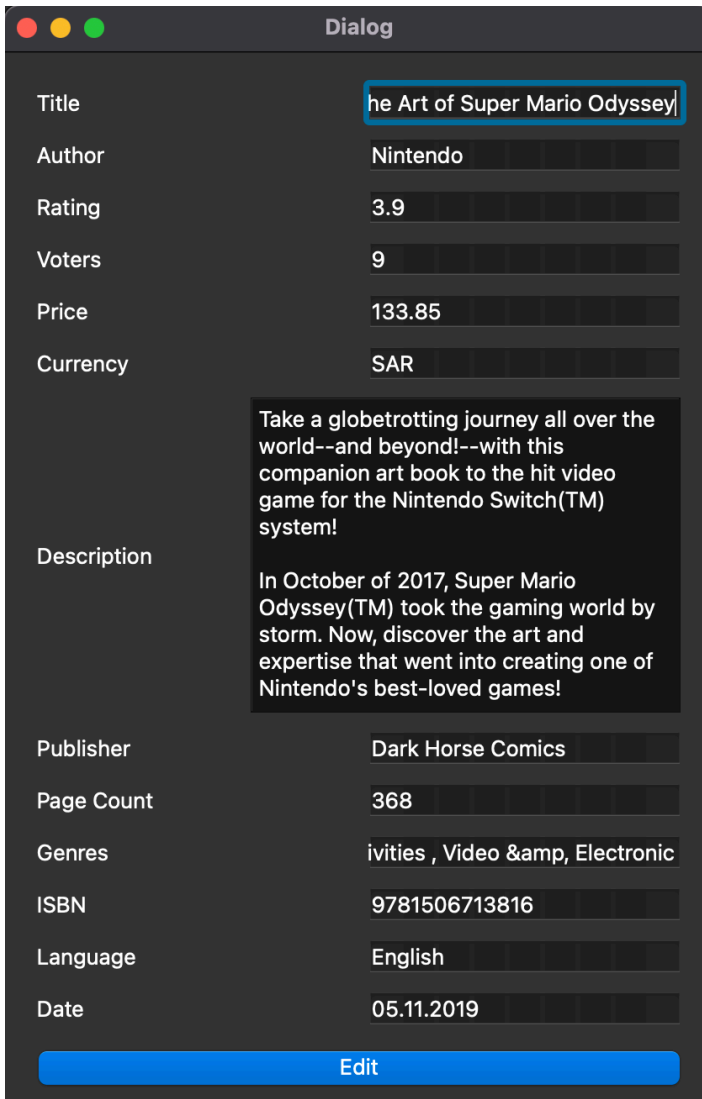


The screenshot shows a Qt application window titled 'MainWindow'. Inside, there's a header bar with the title 'BOOKSHOP' and a 'cart' button. Below the header, there are five buttons: 'Edit book', 'Add a book', 'Remove book', 'Add to cart', and 'Show more info'. The main content area contains a table with three columns: 'Book Title', 'Author', and 'Price'. The table lists ten books, with the second row, 'Antiques Roadkill: A Trash 'n' Treasures Mystery', highlighted in blue.

Book Title	Author	Price
Attack on Titan: Volume 13	Hajime Isayama	43,28
Antiques Roadkill: A Trash 'n' Treasures Mystery	Barbara Allan	26,15
The Art of Super Mario Odyssey	Nintendo	133,85
Getting Away Is Deadly: An Ellie Avery Mystery	Sara Rosett	26,15
The Painted Man (The Demon Cycle, Book 1)	Peter V. Brett	28,54
A Feast for Crows (A Song of Ice and Fire, Book 4)	George R.R. Martin	29,29
God of War: The Official Novelization	J.M. Barlog	15,82
Edgedancer: From the Stormlight Archive	Brandon Sanderson	36,79
Blood, Sweat, and Pixels: The Triumphant, Turbulent Stories Behind How Video Games Are Made	Jason Schreier	50,25
Twas The Nightshift Before Christmas: Festive hospital diaries from the author of million-copy hit This is Going to Hurt	Adam Kay	41,82

A challenge arose with the use of QDateEdit, as it does not allow dates before the year 1752 to be entered. To circumvent this, dates in the edit and add dialog were entered through a QTextEdit instead.

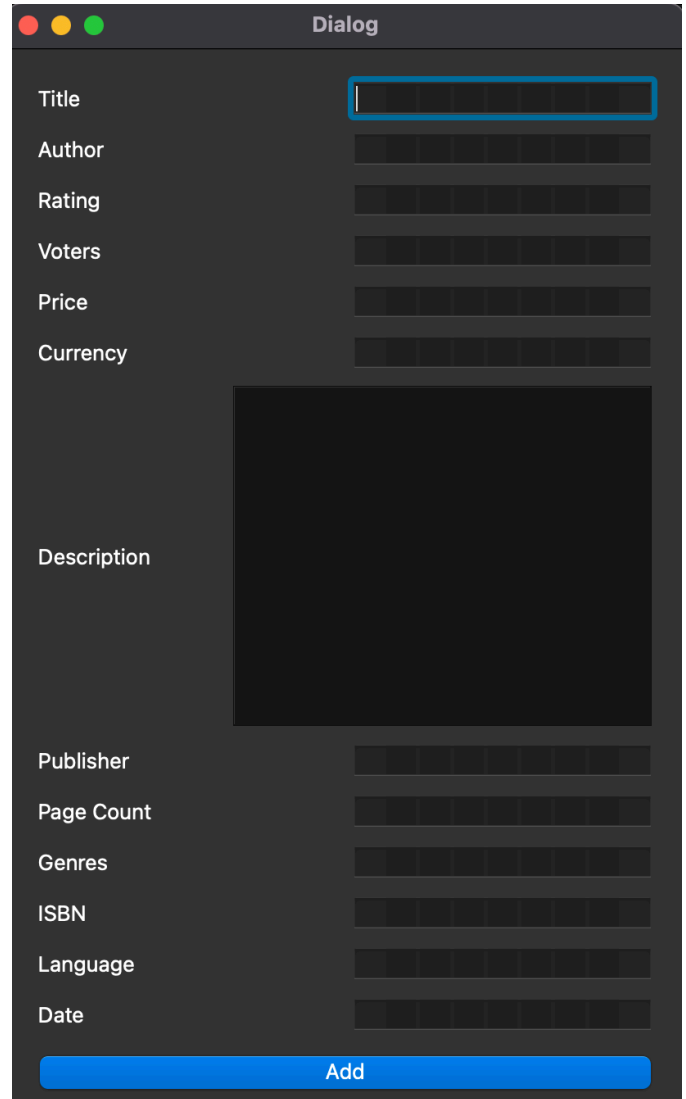
The implementation process of the project be viewed on the GitHub repository at the following URL: <https://github.com/ulcorn/dsba-itop2023-hw>



Dialog

Title	he Art of Super Mario Odyssey
Author	Nintendo
Rating	3.9
Voters	9
Price	133.85
Currency	SAR
Description	<p>Take a globetrotting journey all over the world--and beyond!--with this companion art book to the hit video game for the Nintendo Switch(TM) system!</p> <p>In October of 2017, Super Mario Odyssey(TM) took the gaming world by storm. Now, discover the art and expertise that went into creating one of Nintendo's best-loved games!</p>
Publisher	Dark Horse Comics
Page Count	368
Genres	ivities , Video & amp, Electronic
ISBN	9781506713816
Language	English
Date	05.11.2019

Edit



Dialog

Title	
Author	
Rating	
Voters	
Price	
Currency	
Description	
Publisher	
Page Count	
Genres	
ISBN	
Language	
Date	

Add

## Results and Discussion

All mandatory features for the application were successfully implemented, but there were difficulties in integrating additional features, particularly the Cart Model. Efforts to connect the Cart Model with the BookModel resulted in application crashes, which led to the decision to omit the Cart Model to maintain the stability of the application.

## **Conclusion**

The developed project is a simple QT application that presents an online platform for book purchasing. While it has successfully implemented all the required functionalities, there are several areas that could benefit from improvements. These improvements include the implementation of a functional cart field and a data sorting feature. This will further enhance user interaction and the overall functionality of the application. The lessons learned from this project provide a foundation for better decision making and problem-solving in future QT application development projects