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## MINI PROJECT SYNOPSIS

*ON*

**"BOOK RENTAL WEB APPLICATION"**

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**BACHELOR OF TECHNOLOGY**

*IN*

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## **ABSTRACT**

The new Online Book Rental software makes renting books of user's choice an easier task. The main objective of the project is to search and rent a book of the user's choice based on the name of the book and the author. Also, information about the new books in the market is provided. An option of adding all the selected books in the shopping cart, application of offers in any, and renting them based on the desired payment method is showcased.

Admin user can do the tasks like adding new books to library, rent books to customer, and enter customer detail and book return date by using this proposed system. We can also use computer to speedup transaction data, recording of data books and tenant data on the book shop. The book rental system reduces the manual work and stores important data properly.

In this system, the admin user can retrieve the details like which books are given to the customer, its return date, how much customer has to pay after expiry of return date etc quickly. Also, he can add new customer user to this system by filling customer details in computer and new customer can take book for rent after successful registration. Basically, the project describes how to manage for good performance and better services for the clients

## **INTRODUCTION**

The primary purpose of this project is to provide a clear description of the functions and user requirements that would reference the further development of the book-rental software system. This document is divided into smaller sections that would logically separate the software and hardware requirements with the design and proposed system to go about. This prototype aims at describing the functionality, attributes and design constraints that are imposed on the implementation of the software system.

The new online book rental software makes renting books of user's choice an easier task. The main objective of the project is to search and rent a book of the user's choice based on the name of the book and the author. Also, information about the new books in the market is provided. An option of adding all the selected books in the shopping cart, application of offers in any, and renting them based on the desired payment method is showcased.

## **PROBLEM STATEMENT**

To develop a Book Rental web application.

## **PROBLEM DEFINITION**

Traditionally , customers are used to buy the books at the real , in other words factual shops . It needs the customers to show up in the shops in person and walk around different shopping shelves and it also needs the owners of shops to stock , exhibit and transfer the products required by customers . It takes labor , time and space to proceed these operations . Also the high cost of new books proved a problem for today's students as they needed to buy the books that for short period of times for example to study for semester exams

## **SCOPE OF THE PROJECT**

The software system being produced is called Book Rental System . It is being produces for a customer interested in renting books via internet . This system is designed to “provide automation support” for the process of ordering books on rent .

This system is largely cross platform . The Book Rental System will allow any user to create an account to become a customer . the customer through the process of account creation will have the option to become a member of the site . It will enable the users (customers) to view the real time inventory and extract book information , enable users to place orders online and pick up books in-store and access to a personalized account profile etc . The system will allow customers to browse , search , select , review books and add books to a shopping cart . Then provided they have books in their shopping cart , check out books in shopping cart and decrements the stock that the inventory the system maintains . The Book Rental System also allows a manager to manage the inventory with full create , retrieve , update an delete (CRUD) functionality with regards to books in the system .

## **EXISTING SYSTEM**

Problems with the Current System

- It is more time-consuming.
- It includes wastage of manpower.
- It includes wastage of money.

## **CURRENT ISSUES/PROBLEM IN EXISTING SYSTEM**

As Book Rental System is having online booking system, they are facing some problems issuing booking requests of customers. All the necessary booking stuffs are being done in hard copy. So it become much difficult for staffs to keep the records updated all the time. As for example, if the customers need to change the check in date it become difficult for them to find out the customers booking details for updating as there are so many customers booking records. Again, regarding current system customers cannot give feedback online and also staff cannot reply to them promptly. Besides tourists from other counties need to call directly for booking purposes.

## **PROPOSED SOLUTION**

Book Rental System provides a solution to reduce and optimize these expenses. Authorized Customers do not need to go to the factual shops to choose and bring the Books it saves time and save human efforts. The customer can save money upto 75% of the book price . Also reusing books proves helpful to save nature. The proposed system is globalized-website which contains the reviews of new books which are uploaded by the publisher before publishing the book. It will also help the user to know the latest books of their interests being introduced into the market like fiction, science, technology etc

## **HARDWARE AND SOFTWARE REQUIREMENTS**

### **HARDWARE REQUIREMENTS:**

- Processor: 64 bit
- RAM: 8 GB
- Hard disk: 1 TB

### **SOFTWARE REQUIREMENTS:**

- Operating System - Windows 10
- Languages - HTML5, JavaScript, CSS3, Bootstrap
- Database - MySQL
- Webserver - Xampp
- Framework - Laravel

## **POSSIBLE OUTCOMES**

An attempt has been made, to develop a software system to automate the process of book rental system, using a dynamic, user interactive website. This project has enabled us to learn about a new framework, namely Laravel, its architecture, its data flow, and a lot of methods on how to make a dynamic website. Laravel's architecture has been divided into three sub-parts which makes the control and data retrieval happen with greater ease. The use of technologies like HTML5, CSS3, JavaScript and Bootstrap5 enables the developer to create various web-applications under various fields with attractive interfaces. The project can be further enhanced by using sound and video effects as well.