







Overview of the e-book app

- Purpose: Provide users with a seamless reading experience
- Platform: Built using Flutter for cross-platform compatibility
- Target Audience: Book readers, students, and researchers

TECH STACK & REQUIREMENTS

- Tech Stack:
- Flutter (Dart) for UI
- Firebase for authentication and database
- SQLite for offline storage
- REST API for fetching books
- System Requirements:
- Android/iOS Device or Emulator
- Flutter SDK & Dart
- IDE: VS Code or Android Studio

FEATURES

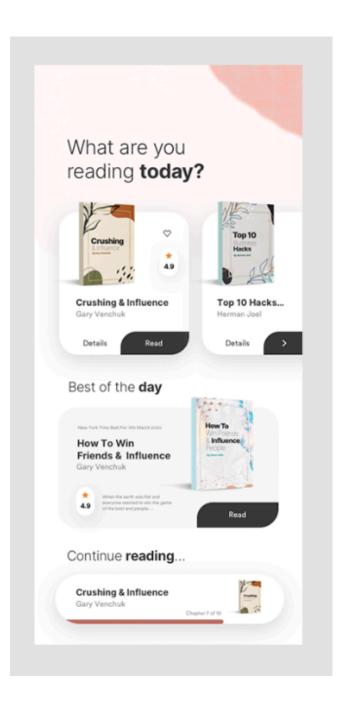
- User Authentication (Sign up, Login, Profile Management)
- Book Library (Browse, Search, and Categorize e-books)

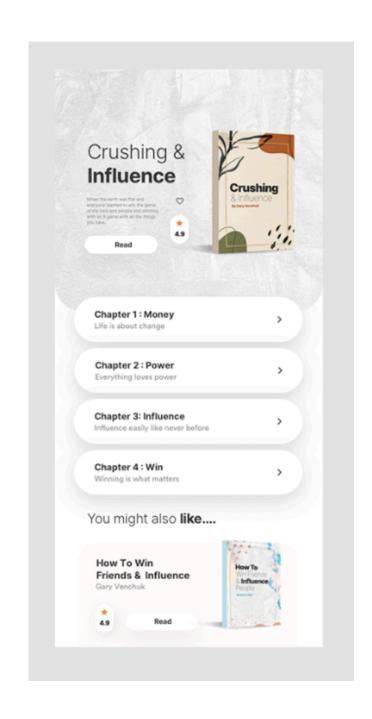
000

- Book Reader (Adjustable fonts, Night Mode, Page Navigation)
- Bookmark & Notes (Save progress, Highlight text, Add notes)
- Download & Offline Mode (Access e-books without an internet connection)
- Recommendations & Reviews (Personalized suggestions, User ratings)

SCREENSHOTS

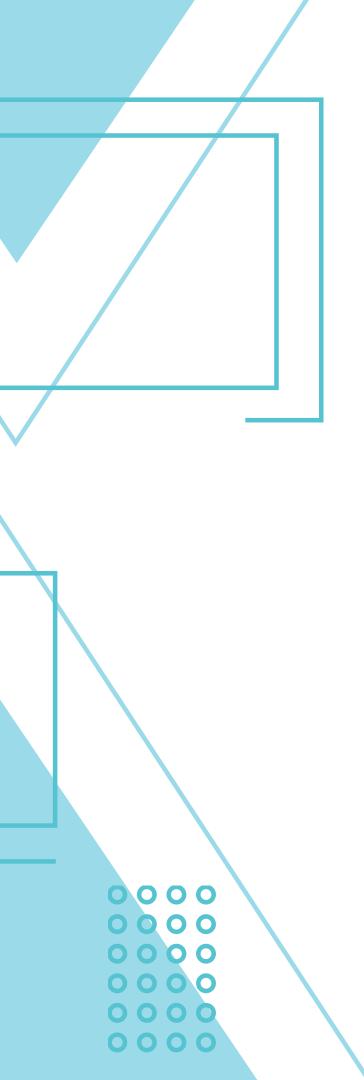






CONCLUSION

- The e-book app provides an efficient and user-friendly digital reading experience.
- Flutter ensures a seamless cross-platform UI with high performance.
- The app enhances accessibility with features like offline reading, bookmarks, and customization.
- Secure authentication and cloud-based storage improve user data management.
- Continuous improvements can be made to enhance user engagement and personalization.



THANK YOU

By Yugesh T

