DESIGN AND DEVELOPMENT OF AN ECOMERCE SITE NAMED "ONLINE BOOKSHOP"



DAFFODIL INTERNATIONAL UNIVERSITY DHAKA, BANGLADESH DECEMBER 2019

DESIGN AND DEVELOPMENT OF AN ECOMERCE SITE NAMED "ONLINE BOOKSHOP"

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This Report is presented in Partial Fulfillment of the requirements for the Degree of Bachelor of Science in Computer Science and Engineering.

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APPROVAL

This Project titled "Online Bookshop", submitted by Urmi Roy, ID No: 141-15-076, S. M. Ashraf Siddiqui, ID No: 143-15-228 to the Department of Computer Science and Engineering, Daffodil International University has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of Bachelor of Science in Computer Science and Engineering and approved as to its style and contents. The presentation has been held on 26-11-2019.

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We hereby declare that, this project has been done by us under the supervision of Ms. Shayla Sharmin, Lecturer, Department of CSE, Daffodil International University. We also declare that neither this project nor any part of this project has been submitted elsewhere for award of any degree or diploma.

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Finally, we must acknowledge with due respect the constant support and patients of our parents.

ABSTRACT

The main objective of the project is to create an online bookshop that allows users to search and purchase a book online. The selected books are displayed in a tabular format and the user can order their books online through B-kash or rocket payment. The user can login using his account details or new customers can set up an account very quickly. They should give the details of their name, contact number and shipping address. The books are divided into many categories based on subject like Art, Photography, Business and finance, Drama, Friction, Science, History, and Horror etc.

TABLE OF CONTENTS

CONTENTS	PAGE
Title Page	i
Approval	ii
Declaration	iii
Acknowledgment	iv
Abstract	v
List of Tables	vi
List of Figures	viii
CHAPTER	
CHAPTER 1: INTRODUCTION	1-2
1.1 Overview	1
1.2 Benefits of the Project	1
1.3 Motivation and Purpose	1
1.4 Goal of the Project	2
1.5 Methodology	2
1.6 Summary	2
CHAPTER 2: BACKGROUND	3-5
2.1 Overview of the Project	3
2.2 Website Features	3
2.3 Summary	5

CHAPTER 3: REQUIREMENT SPECIFICATION	6-9	
3.1 Hardware Requirements	6	
3.2 Implementation Requirements	6	
3.3 Software Requirements	6	
3.4 Server Requirements	7	
3.5 Use Case Diagram	8	
3.6 ER Diagram	9	
CHAPTER 4: DESIGN SPECIFICATION	10-20	
4.1 Front End	10	
4.2 Back End	20	
CHAPTER 5: IMPLEMENTATION AND TESTING	28-29	
5.1 Implementation of Database	28	
5.2 Implementation of Interactions	28	
5.3 Testing Implementation	29	
5.4 Test Result and Reports	29	
CHAPTER 6: CONCLUTION AND FUTURE SCOPE	30	
6.1 Discussion and Conclusion	30	
6.2 Outcome	30	
6.3 Limitation of the System	30	
6.5 Future Scope	30	
REFERENCES	31	
PLAGIARISM	32	

LISTS OF FIGURES

Figure 3.5 Use Case Diagram	8
Figure 3.6 ER Diagram	9
Figure 4.1.1 Home Page	13
Figure 4.1.2 Registering Users	14
Figure 4.1.3 Book Details	15
Figure 4.1.4 Search Books	16
Figure 4.1.5 Shopping Cart	17
Figure 4.1.6 Order Confirmation	18
Figure 4.1.7 Message of User	19
Figure 4.2.1 Admin Login Page	20
Figure 4.2.2 Admin Home Page	21
Figure 4.2.3 Add Category	22
Figure 4.2.4 Add Book	23
Figure 4.2.5 Manage Books	24
Figure 4.2.6 Manage Book Category	25
Figure 4.2.7 Order Details	26
Figure 4.2.8 Users Messages	27
Figure 5.1 Database Tables	28

CHAPTER 1

INTRODUCTION

1.1 Overview

Online shopping is one of the most popular things in internet that using by hundreds of people. This online shopping system makes our life easier and saves our time. Our system Online Bookshop is a shopping system where people are able to buy books from home very easily. Our system is an ecommerce-based system from where anyone can buy their desired books and purchase it. There is a b-kash and rocket system is available in our site. We also have a message system from where they can contact with us.

1.2 Benefits of the Project

- Suitability of online shopping.
- Clients can purchase items from the weal of their own homes or workplace.
- Online shopping saves time.
- Get clear information about the product.
- No time restriction

1.3 Motivation and Purpose

The reason of making an "Online Bookshop" as project is to all the users can buy their required books without any hassle. This website will contain only books. So, the people won't have to search books among other goods.

1.4 Goal of the Project

- We can see and choose the book at any time.
- No pressure for shopping.
- Design user-friendly User Interface (UI).
- Do necessary coding and build up a Website.
- Test this Website for bugs and other errors.

1.5 Methodology

The methodology for "Online Bookshop" was designed based on the guidelines given below:

- Collection of Information from Secondary Sources.
- Collection of Information from Field Survey.
- Preparation of Field Survey Plan.
- Questionnaire Survey and collect product inmate information.
- Report Preparation.
- Coding.
- ER Diagram Design.

1.6 Summary

Using this Website, we can see and like all things while sitting at home. We can order anything in our house. It's very easy to buy things for cash on the delivery system. We can see all product categories, type, size, color, and on this website. Sometimes we cannot go outside the house for a number of reasons, through this website, they can choose and buy from choices they like here.

CHAPTER 2

BACKGROUND

2.1 Overview of the Project

Online Bookshop is a website named which will help the user to find their desire books by different category. It will also help you to get the necessary product, choose and buy at anything at any time.

By this website, we can know about which product available on our site. The product cost will be automatically updated by synchronization. You can know the exact price and details of any product.

2.2 Website Features

The features of our website are:

- Home page with product catalog
- Search
- Book description
- Shopping cart
- Payment
- Administration

2.2.1 A Home Page with Product Catalog

From the home page the users will be able to see the menus.

2.2.2 Search

By using the search option, the users will be able to search books by book name. Users also can search books using ISBN number.

2.2.3 Book Description

If the user would like to know details about a book he can click on the title from where he will be directed to a Book description page. It includes the notes on the book content and also a link to Amazon.com to get the book review.

2.2.4 Shopping Cart

In the cart page user will see the books they have chosen to purchase. They will be able to update the number of books if they want. There is also an option of total cost in the cart page.

2.2.5 Payment

In this page the user will have to choose bKash or Rocket. Then the user will have to input there bKash or rocket account number.

2.2.6 Administration

The admin is able to:

- Control the website
- Control book categories
- Approve Pending Orders
- Update the price of books.

2.3 Summary

In the aforementioned chapter, we conferred about the full project inquire about the website feature, product details, cost, order system, confirmation system, and payment system. Also, we know hardware requirements, Project specialty, and specification of the requirement of this project.

CHAPTER 3

REQUIRMENT SPECIFICATION

For using any system there must have some requirements. For using our website following requirements are minimum and should have.

3.1 Hardware Requirements

This online Bookshop needs the following requirement,

- Operating System (Example: Windows, Linux, macOS)
- Ram1GB or Higher
- HDD 256GB
- Modem or Broadband

3.2 Implementation Requirements

The succeeding stuff and technology that we have an obligation to implement in this project are:

- Text Editor (Ex: Notepad, Sublime text, Atom, PHP Storm)
- XAMPP Server
- CSS3
- HTML5
- Internet Browser.

3.3 Software Requirements

- Internet Browser (Google chrome version 60 or above)
- Internet explorer
- Internet Browser (Firefox version 50 or above).

3.4 Server Requirement

Operating System (Windows/Linux/MacOS), MySQL database.

3.4.1 Operating Systems

Windows

Windows is the most popular operating system for computer users. Around 35.12% people of the world uses windows. Our website is compatible for Windows XP, Windows Vista, Windows 7, Windows 8, Windows 8.1, Windows 10.

Linux

Linux is the most popular open source operating system. Our website is compatible for Kali Linux, Fedora, Arch Linux, Ubuntu, Ubuntu mate.

MacOS

MacOS is also another popular operating system for apple users. Our website is compatible for Kodiak, Cheetah, Puma, Jaguar, Panther, Tiger, Leopard, Snow Leopard, Lion, Mountain Lion, Mavericks, Yosemite, El Capitan, Sierra, High Sierra, Mojave, Catalina.

3.4.2 MySQL Database

XAMPP

XAMPP is a software distribution which provides the Apache web server, MySQL database, Php and Perl all in one package. It is available for Windows, MAC and Linux systems. No configuration is necessary to integrate Php with MySQL.

3.5 Use Case Diagram

Use case diagrams are the blueprints for a system. A standard notation for modeling for real-time objects and systems is known as UML (Unified Modeling Language) in which use cases deployed.

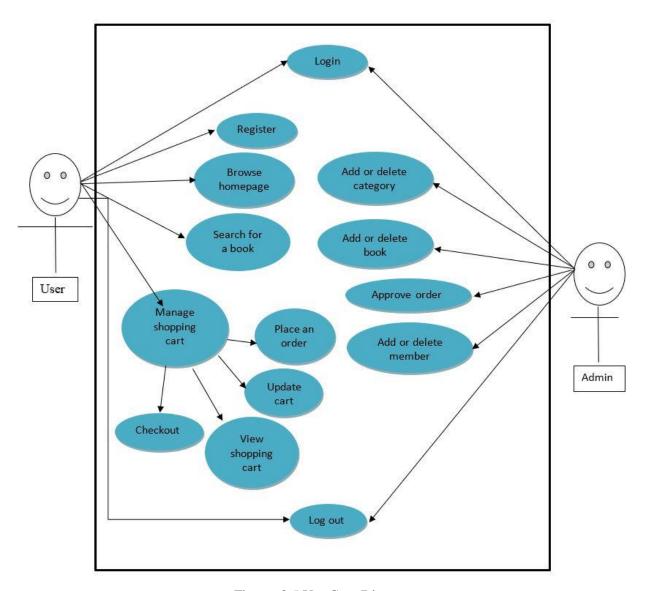


Figure: 3.5 Use Case Diagram

3.6 ER Diagram

The ER or (Entity Relational Model) is a high-level conceptual data model diagram. Entity-Relation model is based on the notion of real-world entities and the relationship between them. ER modeling helps you to analyze data requirements systematically to produce a well-designed database. So, it is considered a best practice to complete ER modeling before implementing your database.

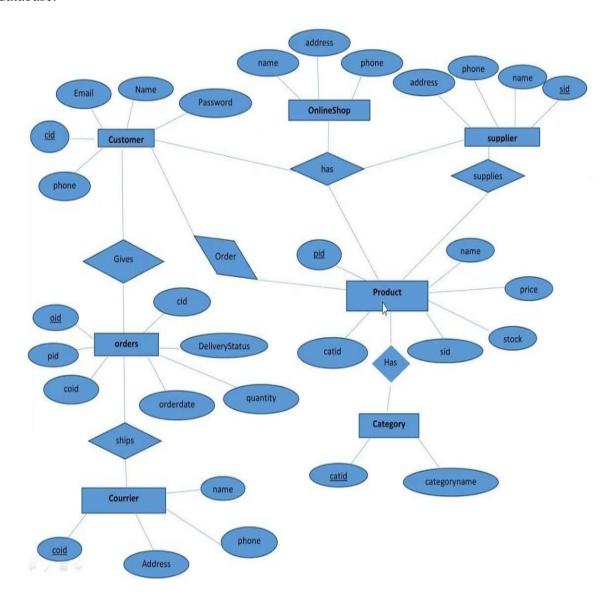


Figure: 3.6 ER Diagram

CHAPTER 4

DESIGN SPECIFICATION

4.1 Front End

The website is designed with -

- HTML
- CSS
- JavaScript.
- Bootstrap
- Laravel
- MYSQL

HTML

HTML is basically the backbone of a website. So, we have used it to make the main structure of our website.

CSS

CSS stands for Cascading Style Sheet. It is used to design a webpage. So, we have used it to design our website.

JavaScript

JavaScript is used to give dynamicity of a static webpage.

Bootstrap

Bootstrap is used to help us to design websites. It includes a lot of CSS. To use bootstrap anyone will have to call the particular class in HTML.

The main features of bootstrap are it is very simple and easy to use, hug JavaScript plug-in are available, easily design mobile friendly website.

Laravel

The idea behind Laravel is, it makes common development tasks easy such as routing, authentication, sessions, and caching. Let's dive into some of the main reasons that many people are choosing to use the Laravel web framework.

Here are some of the best features of PHP Laravel Framework which makes it popular among developers and businesses.

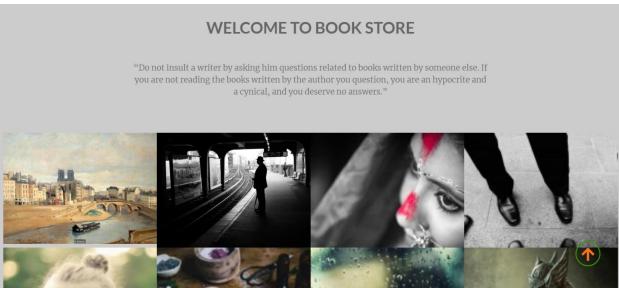
MySQL

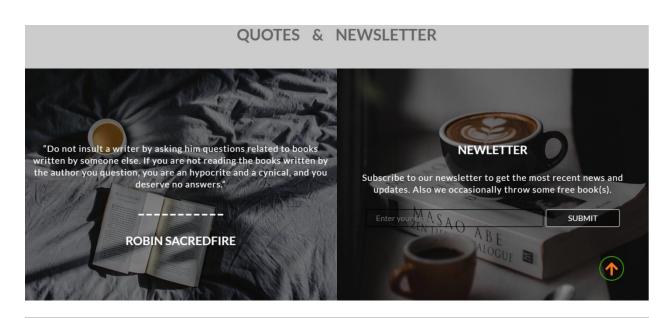
MySQL is used to store informations, modify, delete as per requirements. We have used MySQL to store the data of users, books and admins.

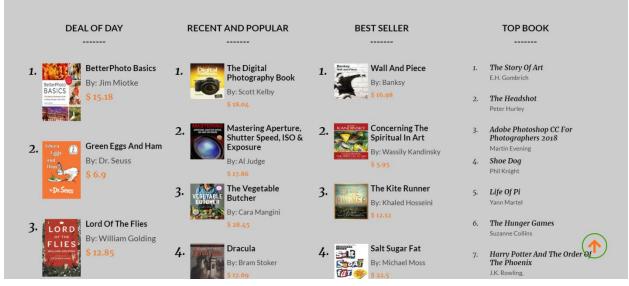
4.1.1 Home Page

From the home page the customers will get an overview of the website.









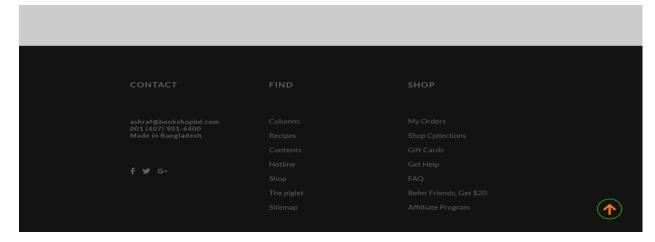


Figure: 4.1.1 Home Page

4.1.2 Registering Users

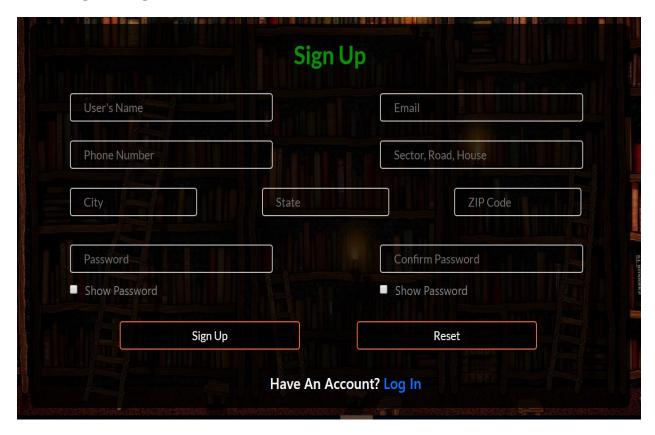


Figure: 4.1.2 Registering Users

4.1.3 Book Details

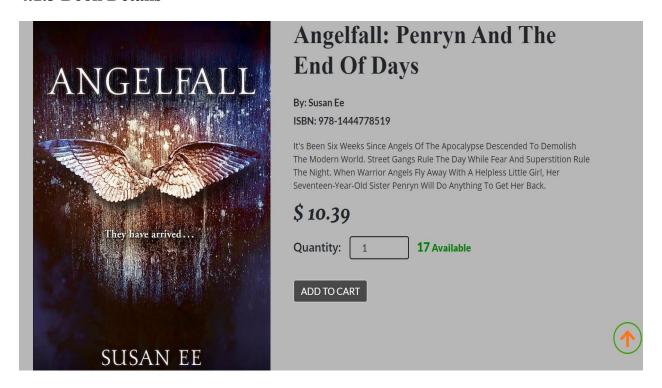


Figure: 4.1.3 Book Details

4.1.4 Search Books

Search Items **Product Name Author Name** Book Price Available THE STORY OF ART The Story of Art E.H. Gombrich 978-0714832470 \$23.66 18 pcs Umberto Eco, Girolamo De 978-0847826469 \$55.11 History of Beauty 5 pcs Michele H.W. Janson, Anthony F. History of Art 978-0810934429 \$ 17.24 24 pcs Janson Pirates: A New History, from Vikings to Somali Raiders Peter Lehr 978-0300180749 \$23.07 23 pcs

Figure: 4.1.4 Search Books

4.1.5 Shopping Cart

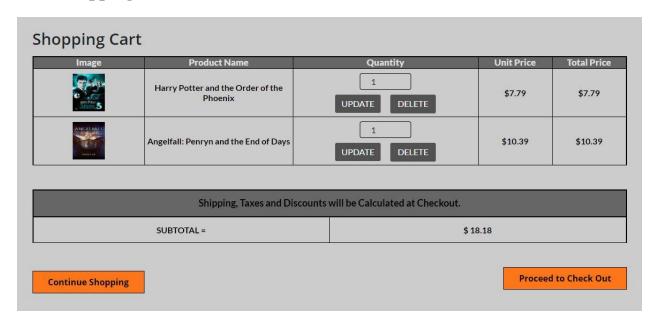


Figure: 4.1.5 Shopping Cart

4.1.6 Order Confirmation

Payment

Accepted Cards





Input Your Account Number

01671 XXX XXX

Confirm Order

Figure: 4.1.6 Order Confirmation

4.1.7 Message of User



Figure: 4.1.7 Message of User

4.2 Back End

4.2.1 Admin Login Page

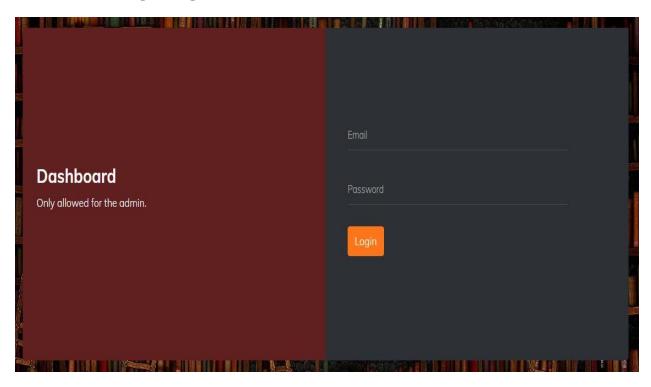


Figure: 4.2.1 Admin Login Page

4.2.2 Admin Home Page

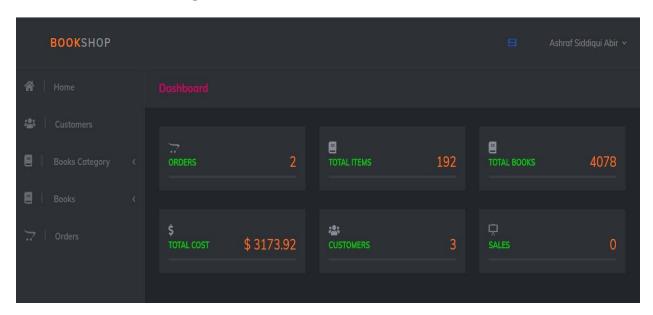


Figure: 4.2.2 Admin Home Page

4.2.3 Add Category

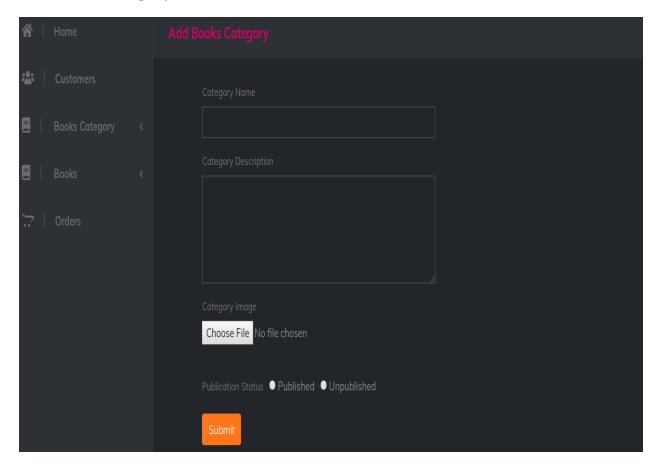


Figure: 4.2.3 Add Category

4.2.4 Add Book

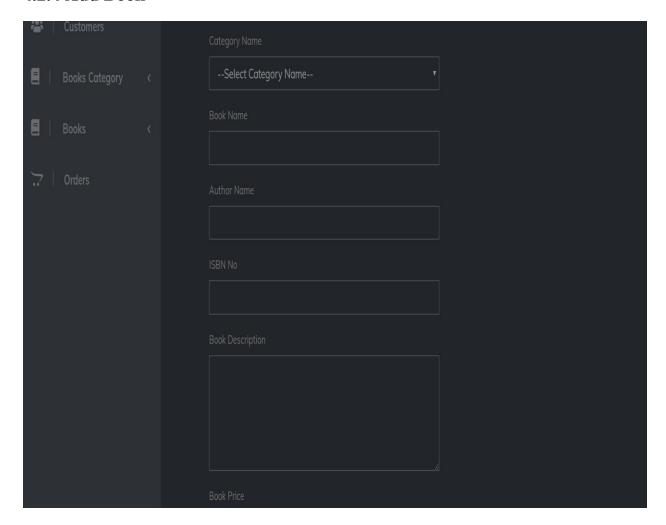


Figure: 4.2.4 Add Book

4.2.5 Manage Books

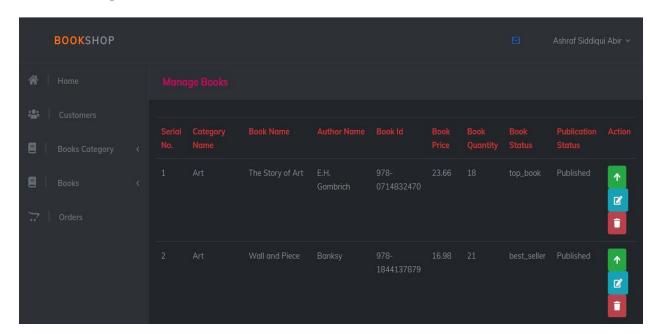


Figure: 4.2.5 Manage Books

4.2.6 Manage Book Category

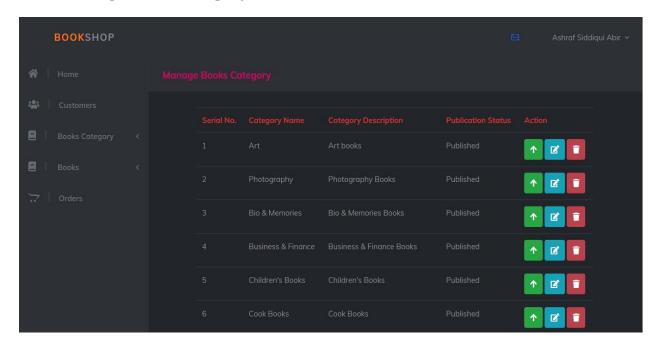


Figure: 4.2.6 Manage Book Category

4.2.7 Order Details

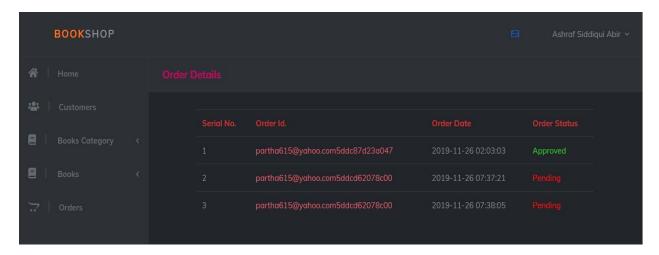


Figure: 4.2.7 Order Details

4.2.8 Users Messages

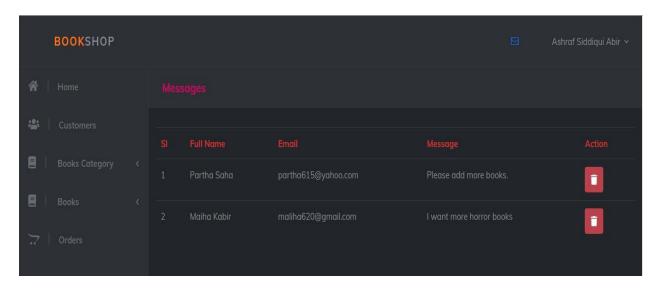


Figure: 4.2.8 Users Messages

CHAPTER 5

IMPLEMENTATION AND TESTING

5.1 Implementation of database

Here is the data base of our website. This database contains the data of all users, books, admin, orders, messages.

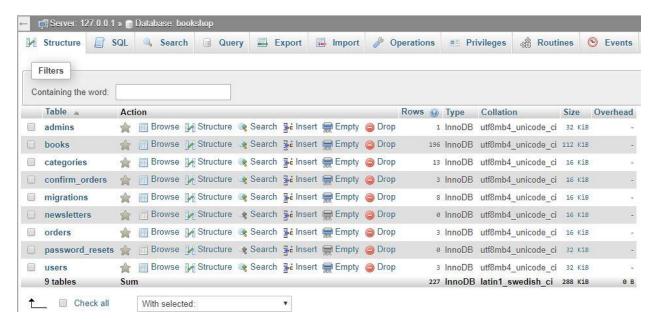


Figure 5.1 Database Tables

5.2 Implementation of Interactions

Interaction means action between two things. In our website, the interaction works between database and the design is pathway of JavaScript and Laravel backend. For server side we used php and for client side we used HTML, CSS, JavaScript, and Bootstrap. All this interaction things are very fast and smooth.

5.3 Testing Implementation

Theme unit Testing

Unit testing is a process of software development. Unit testing is individually and independently scrutinized for proper operation.it is done manually, often its automated.

5.4 Test result and Reports

Basically, test report is generated for testing a system in a formal way it gives an opportunity to check every portion of the system. Test result is needed for users acceptance because it helps the system developers to make the system more efficient and user friendly.

CHAPTER 6

CONCLUTION AND FUTURE SCOPE

6.1 Discussion and Conclusion

Online Bookshop is an online site from where we can easily buy books. It is a time saver ecommerce website for us. If anyone want to buy a book which is not available in our site, he/she can give us a message in our page to order for the books.

Now a days everyone is using online shopping for their comfort life style. This is a website from where they can buy books at home and the payment method is also easy. We do have home delivery system.

6.2 Outcome

- Learned, how to architecture an online website
- Know the details of the different language like HTML, CSS, JavaScript and Laravel.

6.3 Limitation of the system

Our website has some limitations. They are:

• Credit card system is not available.

6.4 Future scope

We are trying to add credit card system. In future we also add rating system for this system. So that users can give a feedback for the books.

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