Design and Development of an Ebook E-commerce Website

BY

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This Report 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 "Design and Development of an Ebook E-commerce Website", submitted by Md. Ruhul Kuddus, ID No: 201-15-14171 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 B.Sc. in Computer Science and Engineering and approved as to its style and contents. The presentation has been held on 19 January, 2023.

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We hereby declare that this project has been done by us under the supervision of **Dr Sheak Rashed Haider Noori, Professor, Department of CSE** Daffodil International University. We also declare that neither this project nor any part of this project has been submitted elsewhere for the 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

E-books are available on the Internet generally. People are used to reading eBooks in pdf format. There are many websites to find free or paid eBooks, but they're hard to find the right websites to find original books. The idea behind this project is to make a unique platform where readers can find original books from real authorities. "Ebook Ecommerce" is a web-based platform where people can buy and sell eBooks, can share eBooks, can give informative reviews of books and can see tracking their reading of books. Sometimes unauthorized people sell eBooks without permission from writers and publishers. For this reason, people buy duplicate or corrupted books. So, this way harmed readers, writers and publishers. This project will help authors and publishers to reach their original books to readers or customers. My project has engaged verified authors and publishers. So, those who have a smart device and the internet can easily get their necessary eBooks from our site. In our project, we used HTML, CSS, Bootstrap, and JavaScript for the front-end, PHP and Laravel for the back-end and MySQL for the database. It is believed that this project would help knowledge seekers collect eBooks from authorized writer and publisher and keep studying more books.

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CHAPTER 1

INTRODUCTION

1.1 Introduction

We live in the age of electronic everything. eCommerce, eBanking, eTickets and the list goes on. Similarly, we are familiar with eBooks. An E-book, in an electronic book there have containing images and text. eBooks use for carrying easily anywhere outsides. Most people have electronic devices like mobile phones, laptops, desktop computers and tabs. Nowadays ebook is going popular because the electronic device is very user-friendly. Books are the best source of information and knowledge. Readers are used to reading ebooks to acquire knowledge.

Here, "Ebook Ecommerce" is a web-based platform where ebooks will be available in PDF format. We will make a relationship between a reader and the author and a publisher, where readers can buy real ebooks from authentic authors and publishers. People also get free ebooks that are shared by authors and publishers. People also find audiobooks here. People can customize their profiles and enrol on ebooks. People can give a constructive review of books. As a result, another reader can easily understand what books he needs to read.

I try to use unique features for this web application. Some updated computer languages are used in this project what explain in the design chapter. Online transaction processing systems are included in this project. This project is very helpful for readers who can buy ebooks free or paid process through an internet connection on a mobile or computer sitting at home.

1.2 Motivation

People search for a book but sometimes they cannot find that book in hard copy for staying in another country or unavailability in their nearest place. For that reason, sometimes people looking soft copies or e-books from authorized authors and publishers but they cannot find them. And Also, sometimes authors or publishers want to publish the eBook of their books on a real platform. People are looking for a review of their wanted books. Here has my motivation I want to make a platform where people find eBooks from the right author and publications and authors and publishers publish their eBooks on the right platform to gain profit from other facilities. And also, my project has a feature where people can give reviews of books and other people can find authentic reviews. Our country has no familiar eBook eCommerce online so in this situation, we want to make an extraordinary website where users can get easily eBooks from authentic sources.

1.3 Objectives

- To create an online platform the users can get ebooks easily from authentic sources.
- "Ebook Ecommerce" is a web based digital publishing platform with a goal and focus on eBook publishing.
- "Ebook Ecommerce" will have available ebook store to help you find and read your favourite books easily.
- To develop a website that allows users to get ebooks from anywhere.
- To create a website that allows users to buy ebooks online with free or paid subscriptions.
- To create a website that allows authors and publishers to publish ebooks online with free or paid subscriptions.
- To create an online platform where the users find audiobooks.
- Users can give constructive feedback or reviews of books and see others' reviews.
- User can easily customize their profile.
- Users can show tracking readings of enrolled ebooks in their profile.
- Administrators can control all functionalities of this web application.

1.4 Expected Outcome

- Easy way to get eBooks from authenticated sources.
- E-book buying and sharing by authorized person and publication.
- People find a common platform for giving and finding reviews of books.
- Reduce the cost of buying hard copies of books.
- People can track reading books and fulfil their targets.
- People find a great eBooks store website to help find and read their favorite books easily.
- Admin can control everything.
- Author and publisher, they have a control panel to manage their content.
- User have user profile they can edit their profile and read enrolled books easily.

Proposed solution

- Frontend for user panel
- Backend for admin panel
- User dashboard
- Author, publisher Dashboard
- Ebooks categories page
- Authors page
- Publisher page
- Books details page
- Book review page
- User, Author and Publisher login and signup page
- User Profile page
- Blog Page
- Audio Books page
- All books category wise page

1.5 Report Layout

All chapter of this report at a glance:

- In Chapter 1, I have mentions ideas of this project. Here I also introduced my project motivation, objectives and expected outcomes.
- In Chapter 2, I have mentioned my web project's background. Here I also introduced related works, explain comparative analysis and expected outcomes and scope of the problem.
- In Chapter 3, I have explained requirements analysis. Business processing model, use case, design requirements and logical model.
- In Chapter 4, I have explained design specifications. Here included frontend, backend and database features.
- In Chapter 5, I explained implementation and testing. Here introduced frontend, backend and database implementation tools.
- In Chapter 6, I have explained the impact on our society, the environment and sustainability value.
- In Chapter 7, I have explained the conclusion with discussion of the project and the future scope of work of the project.

CHAPTER 2

BACKGROUND

2.1 Preliminaries

Everything is now available online. People are very used to online in their regular life. They use social media, electronic media, e-learning, e-banking and e-mail are now used every moment. So Nowadays eBooks is going popular because electronic device is very user-friendly. Books are the best source of information and knowledge. Readers are used to reading eBooks to acquire knowledge.

People search for a book but sometimes they cannot find that book in hard copy for staying in another country or unavailability in their nearest place. For that reason, sometimes people looking soft copies or e-books from authorized authors and publishers but they cannot find them. And Also, sometimes authors or publishers want to publish the eBooks of their books on a real platform. People are looking for a review of their wanted books.

Ebooks are available online, and day by day people are moving this technology to read more books. This is easy to gather information and collect eBooks online. Readers are used to reading eBooks to achieve knowledge.

We are developing an online-based system create an online platform the users can get eBooks easily from authentic sources. This project will help to sell and buy, share and manage eBook's in a secure way. [7]

2.2 Related Works

There are many kinds of online bookselling sites available in our country like bicroy.com, rokomary.com etc. But there is some website to find eBooks and they provide eBooks that are free with downloadable pdf.

Some examples are as follows:

- rokomari.com: There find only free and unpopular books available. [1]
- **bdebooks.com:** There find fiction and non-fiction and academic books and also free with downloadable pdf. [2]
- **boitoi.com**: There are more books available with a free and paid subscription. [3]
- **nctb.gov.bd:** This website provides only government academic books. [4]
- **ebanglapdf.com:** This website provides literature and poems with downloadable pdf. [5]
- **ebook.com.bd:** There are many books with free and downloadable pdf. [6]

2.3 Comparative Analysis

Comparative analysis needs to research running platform to investigate new ideas and challenges. There are many websites in the world that have different purposes. I research and study to analyses to find out unique ideas for my project. We are developing an online-based system that "Ebook eCommerce" to create an online platform the users can get eBooks easily from authentic sources. This project help to share, sell and buy, manage, tracking of reading of eBooks in a secure way. [7]

Some comparisons demonstrate as follows:

Name	Their work Principle	Our Working Principle
ebook.com.bd	free ebooksacademic books	free and paid ebooksnon-academic booksrelated academic books
rokomari.com	unpopular booksfree ebooks	popular and unpopularbooksfree and paid ebooks
boitoi.com	 fiction and non-fiction books free and paid fewer books mobile version 	more booksaudiobooksmobile and desktop version
bdebooks.com	random books without author's rights.downloadable pdf.	authors and publishers' role.directly ebook readable from website

2.4 Scope of the Problem

There have many drawbacks and challenges that I identified. I realized that there have many fake websites that have corrupted eBooks and many unusable things on their websites. I try to solve these problems. Like how to connect real authors and publishers with administrators, how to collaborate with administrators, and how to identify them they are the real authority. But after some investigation, we identify that if we conduct some authentic publishers and authors this reference will reach others to verify us. And another one is how to submit their eBooks and how to customize their content, after analyzing we ©Daffodil International University

find a solution that is if we give an admin-type access panel to the author and publisher they also customize their eBooks. And regularly they also see how many users enroll on their content. [8]

2.5 Challenges

From comparative analysis and my idea research I have faced many challenges in doing this project. Then the code has to be corrected. It took a lot of work to get the codes into good practices. Some challenges present in the following,

- First challenge to make a system to avoid download pdf from my website.
- Make an interactive platform to read eBooks from my platform.
- Make a bug free code with good practice of code.
- To make the system user-friendly.
- Outstanding User Interface (UI).
- Add more JavaScript features for past working.
- Add to separate authors and publisher content customization panel.
- Responsive for any devices.
- Make best API to handle more functionality.
- Finding and fixing all bags of codes in my project.
- To create a secure database.
- Most challenging is to make a strong secure system.
- Dynamic user signup and login.
- Ebook readable interface.
- Developing dynamic search of book, author, and publisher.

CHAPTER 3

REQUIREMENT SPECIFICATION

3.1 Business Process Modeling

Business process modelling gives organizations a basic way to better understand and develop optimizable workflows by construct data-driven representations of key features of business processes. There have some characteristics like business processes that may be improved, analyzed, searched and automated.

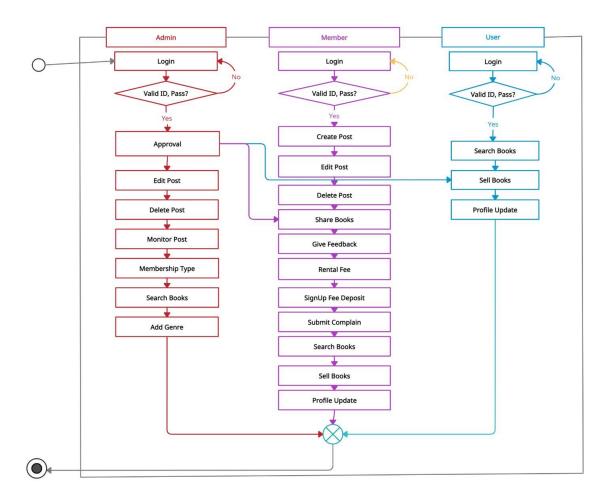


Figure 3.1.1: Business Process Modeling

3.2 Requirement Collection and Analysis

There have four types of users in "Ebook Ecommerce". Admin, author, publisher and user. Admin has main power. Admin can change everything. Admin approves author and publisher. Admin can add and update customization. There have some requirements we collect and then try to implement in my project.

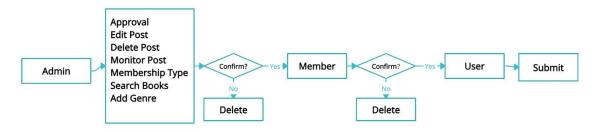


Figure 3.2: Requirement Collection and Analysis

3.3 Use Case Modeling and Description

The use case model represents a simple diagram of the user's working procedure and user interaction features. Users have some use cases; the author have some use cases and publishers also have this type of use case. They also solve some unique ideas problems.

[12]

Use cases have some characteristics:

- 1. Use to modify some interaction.
- 2. Modeling the objectives of some working process.
- 3. Show what working role of the user and the role of the project.
- 4. Detecting bugs need to apply use cases.

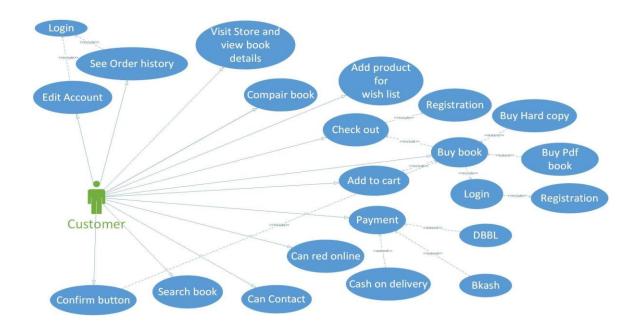


Figure 3.3.1: Use Case Model for User.

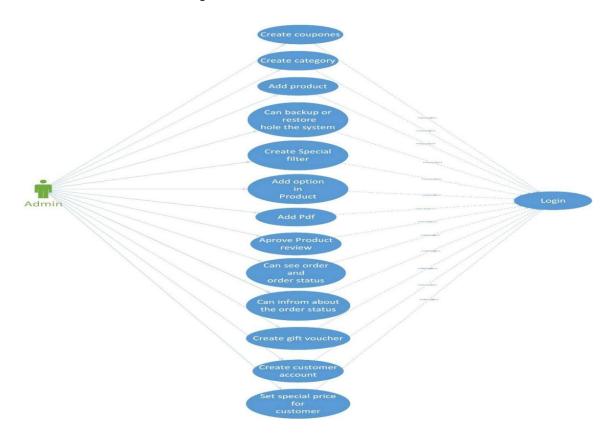


Figure 3.3.2: Use Case Model for Admin.

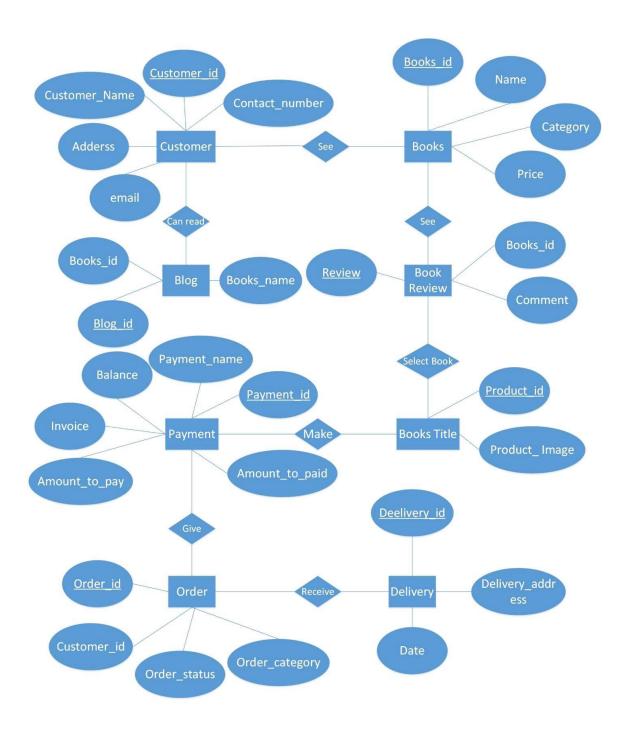


Figure 3.3.3: E-R diagram for User

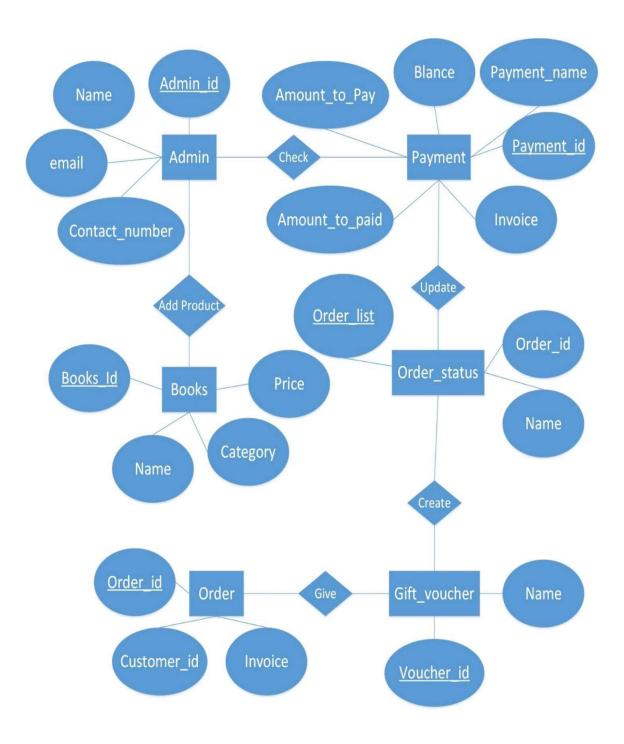


Figure 3.3.4: E-R diagram for Admin

3.4 Logical Data Model

The Logical data model is used to demonstrate the structure of dataset elements to set relationships between them. It shows how to connect a user and admin connect with the database and works this automatically takes data from the database. [12]

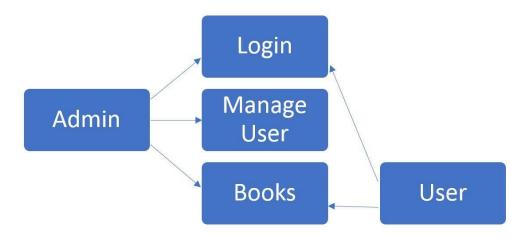


Figure 3.4: A sample of the Logical data model.

3.5 Design Requirement

Design requirements are most important for a web application. Reliable for the user to use Market research can be a good decision to make a good interactive website. We need to pay sincere attention to designing the database and user interface. I try to add some features of design requirements for interactive user interface for use "Ebook Ecommerce" websites so much more user friendly.

Interactive design is very important for the updated technology era. So, I introduced these features of web design base ideas. A dashboard have all pages of frontend where customized all features of pages. The front-end or user interface needs to be very interactive to user friendly. So, I use front-end design HTML, CSS, Bootstrap JavaScript, and jQuery. For the responsive design, we use bootstrap technology for use on any device with flexibility.

CHAPTER 4 DESIGN SPECIFICATION

4.1 Front-end Design

Basically, Front-end design is the most important part of any website. Because our website targeted users don't see the backend environment, they see only the frontend. So, I try to add some features of design requirements for interactive user interface for use "Ebook Ecommerce" websites so much more user friendly. The design of my Ebook Ecommerce web application is given below: [15]

4.1.1 Home Page

In the home page I include many sections like a header section, menu, banner slider, book content slider, best seller eBooks section, popular author section, free eBook and footer section.

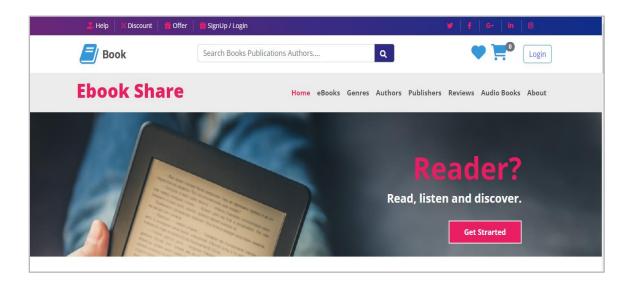


Figure 4.1.1.1: Home page header, menu bar and banner slider.

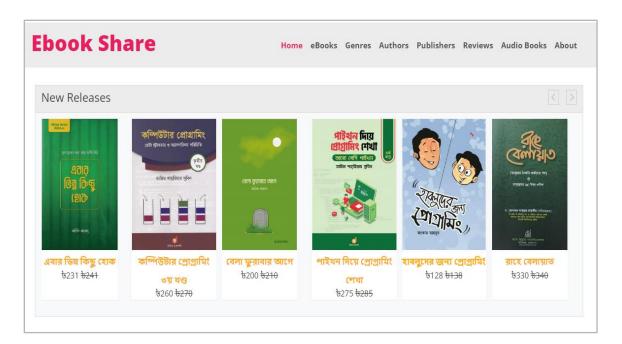


Figure 4.1.1.2: Home page eBooks slider section.

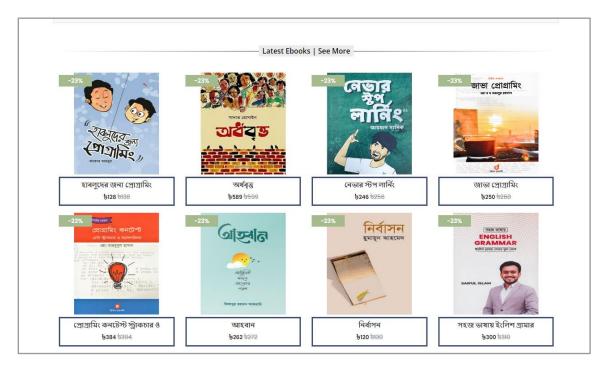


Figure 4.1.1.3: Home page feature eBooks section.

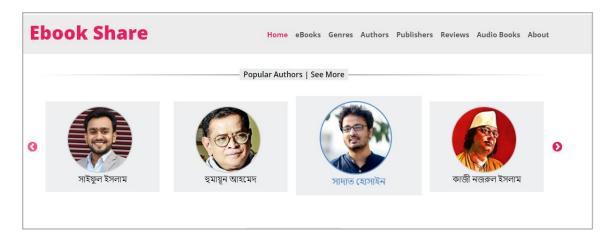


Figure 4.1.1.4: Home page popular authors section.



Figure 4.1.1.5: Home page categories section.



Figure 4.1.1.6: Home page footer section.

4.1.2 Ebook Page

All eBooks with all category's books, authors' books and publisher's books include here.

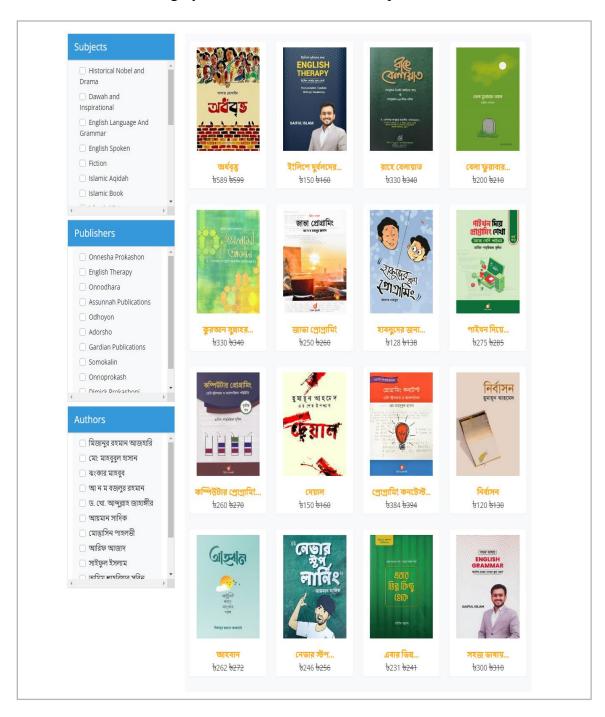


Figure 4.1.2: eBooks page

4.1.3 Genres Page

All eBook categories and category-wise book count are shown here. if click on a category then shows all ebooks of that category.

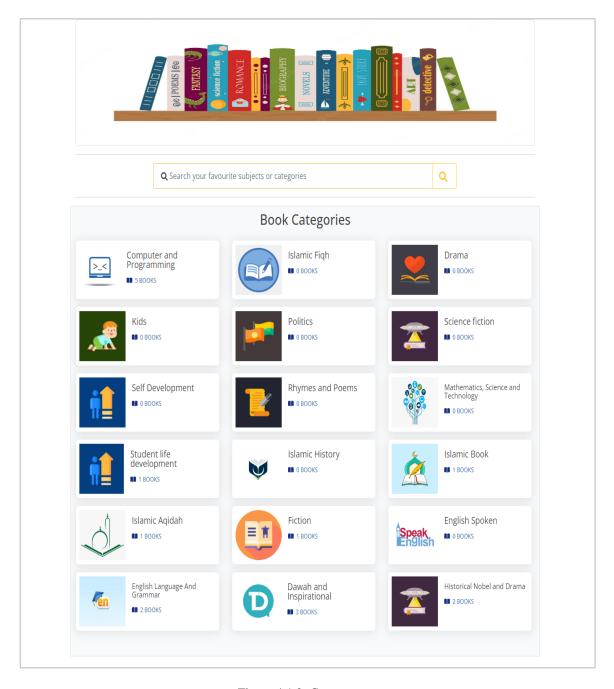


Figure 4.1.2: Genres page

4.1.4 Author Page

All eBooks of authors and author-wise book count are shown here. if click on an author then shows all eBooks of that author.

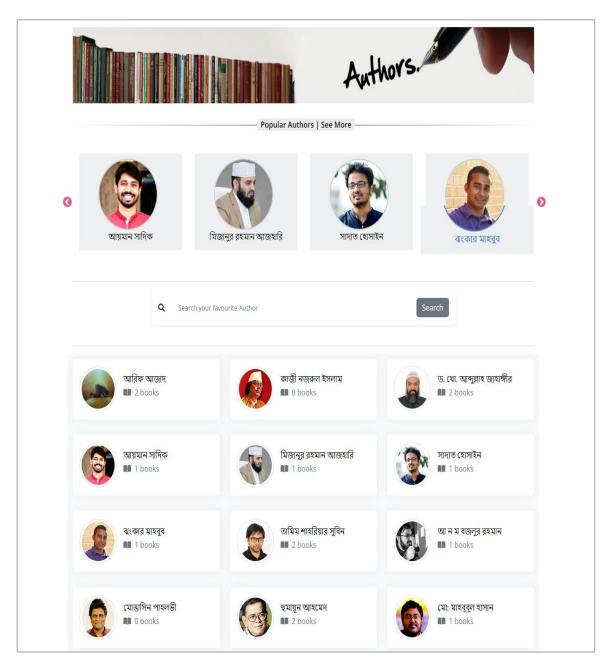


Figure 4.1.2: Author page

4.1.5 Publisher Page

All eBooks of Publisher and publisher-wise book count are shown here. if click on a publisher then shows all eBooks of that publisher.

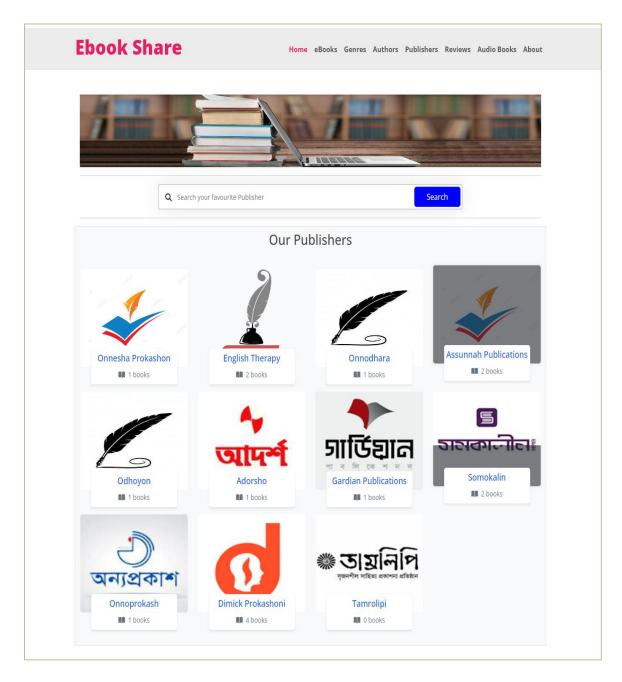


Figure 4.1.2: Publisher page

4.1.6 Book Details Page

When clicking customer any book the customer sees the below page. here include book details, author, publication name, rating and reviews, price etc.

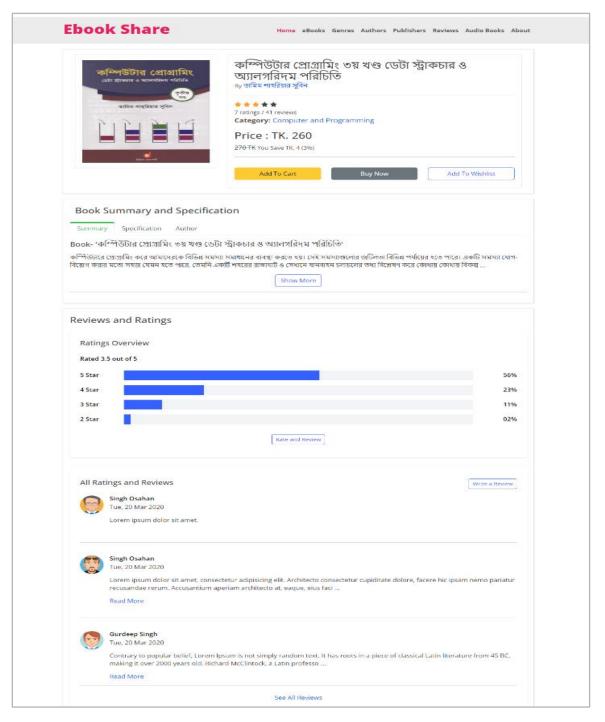


Figure 4.1.6: Book details page.

4.1.7 User Signup Page

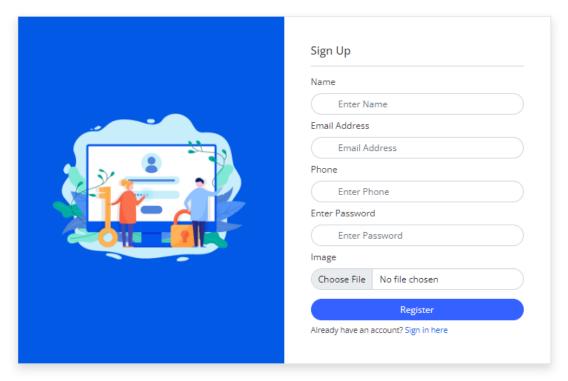


Figure 4.1.7: Signup page

4.1.8 User Login Page

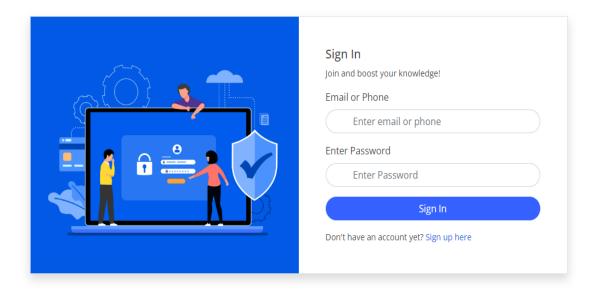


Figure 4.1.8: Login page

4.1.9 User Profile Page

This page user can access when the user into login. Users can edit information. Users can access eBooks that user enrolled in.

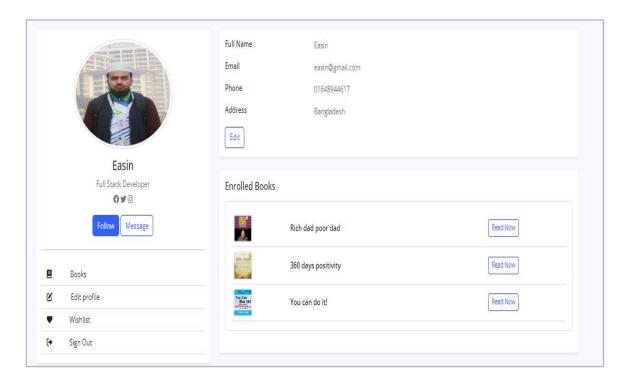


Figure 4.1.3: User Profile page

4.2 Back-end Design

In back-end design interactive design is not important here need more functionality to produce more data securely. Generally, the Back-end design part works with a database showing data on the server side. The back-end design has some pages like the product, author, publisher and category customization page. In backend customize all pages and added more content in that pages. Describe in the following, [13]

4.2.1 Dashboard

This is the home page of the backend. This page has an overview of all pages in the backend. There has admin see some icon on the features page and then click on the icon to go that pages.

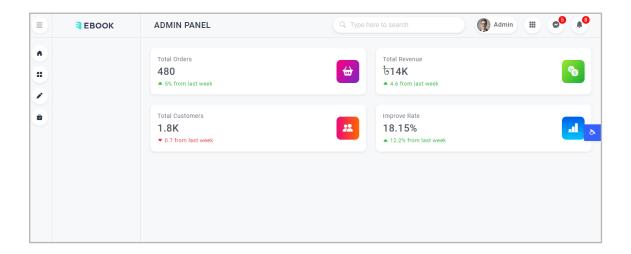


Figure 4.2.1: Dashboard home page

4.2.2 Product add page

Where all book information takes by input field and then save data in the database by Laravel MySQL query.

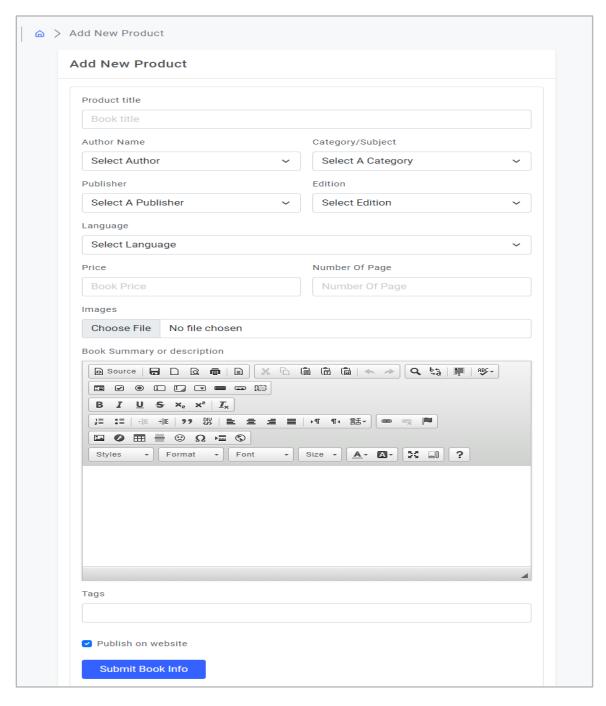


Figure 4.2.2: Product add page

4.2.3 Product manage page

We can see what products are added and here we can publish and unpublish. and also can go edit the page from this page and also delete products from this page.

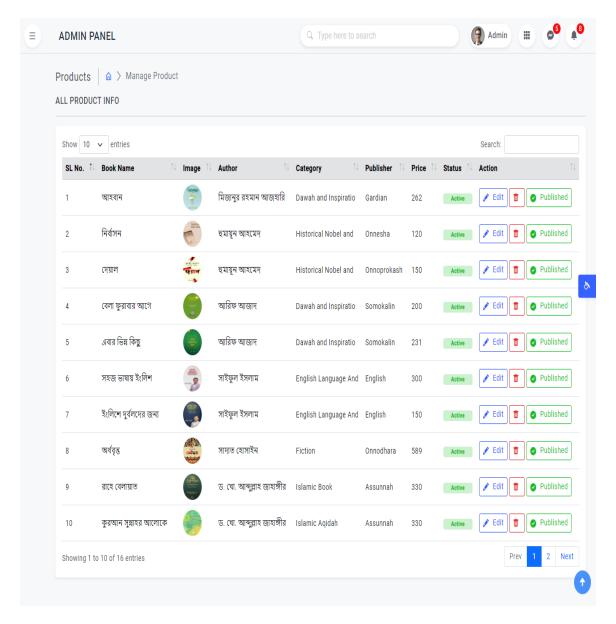


Figure 4.2.3: Product manage page

4.2.4 Add Category Page

On this page admin can add the category of books.

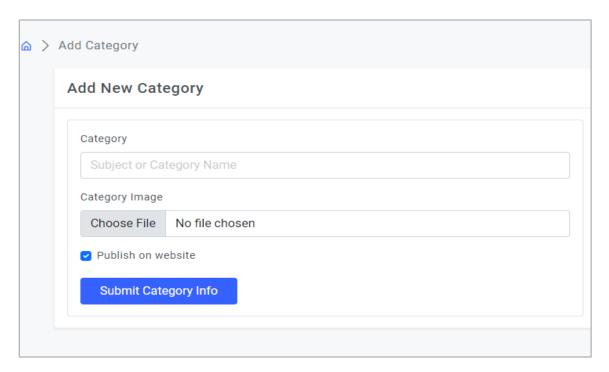


Figure 4.2.4: Add category page

4.2.5 Edit Category Page

In this page admin can change category information and update the database.

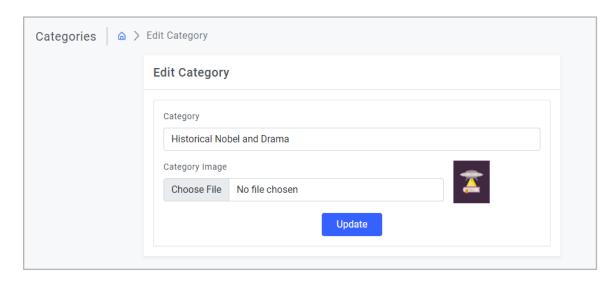


Figure 4.2.5: Edit category page

4.2.6 Add Author Page

In the author page admin can add information about the author or the biography of the author added here.

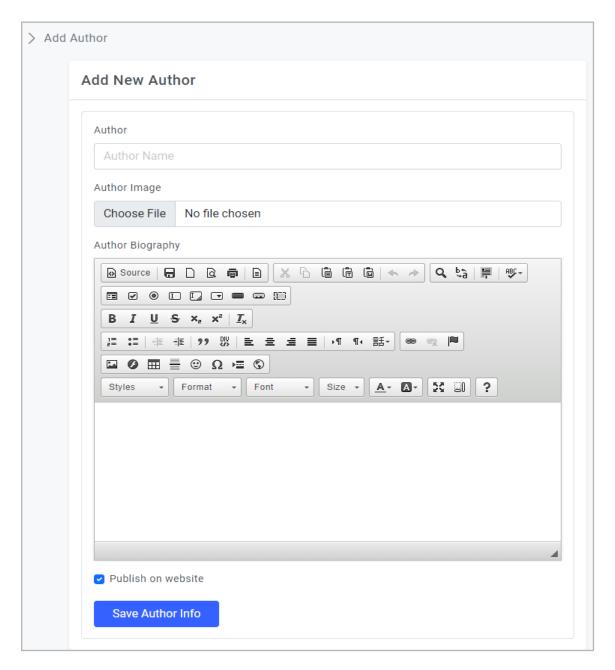


Figure 4.2.6: Add author page

4.2.7 Add Publisher Page

In the publisher page admin can add publisher information added here.

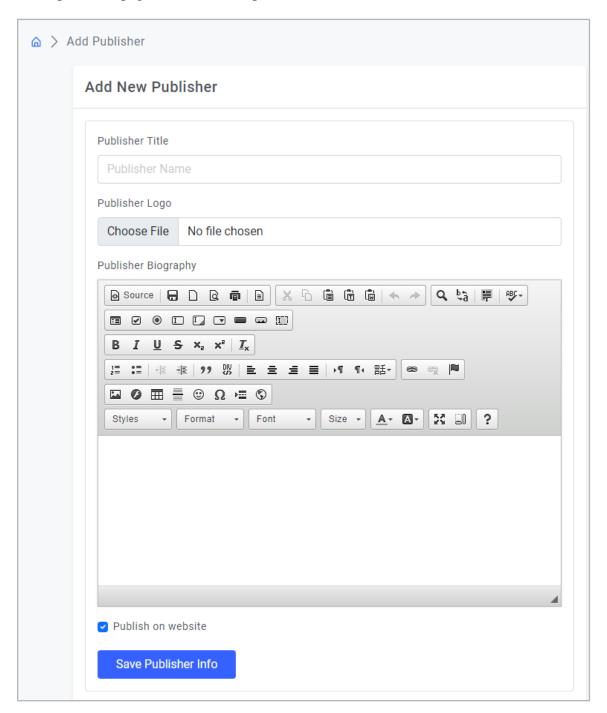


Figure 4.2.7: Add publisher page

4.2.8 Database interface

In the "Ebook Ecommerce" database we make some tables like authors, categories, publishers, customer info and password.

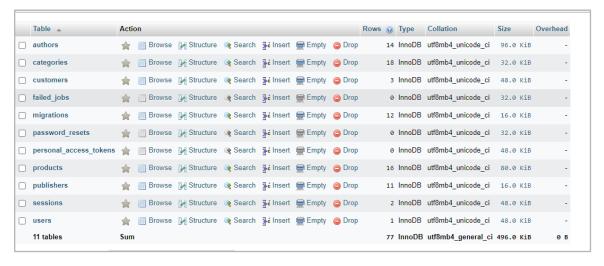


Figure 4.2.8: Database home page

4.3 Interaction Design and User Experience (UX)

User experience (UX) design is the procedure of creating an optimal experience for the user when they interact with a digital or physical product that provide creative mastermind. UX design include of process of all features of design to integrating the product and involving aspect and usability of function.

In this project, I added to the UX design is smooth and also simple. If UX design is more user-engaged over the entire experience of a user interface then users are interacting with an interactive product. So that the user has interacted with their desire, we know that a web application will achieve more visitors if the UX design is most user-friendly and useful.

4.4 Implementation Requirements

For implementing of this project, we need some software, hardware requirements and many types of software development tools. I have discussed the following implementation features, [19]

Hardware Requirements:

- High configurational PC
- Database server
- High storage capacity RAM.
- Reliable machinery
- High Speed internet connection
- High speed processor

Software Requirement:

Database:

MySQL

Server:

Apache

Editor:

- PHPstrom
- VScode
- Sublime text
- Notepad
- Notepad++

Browser:

- Chrome
- Firefox
- MS Edge

Designing Technology:

- HTML 5
- CSS 3
- Bootstrap 5
- JavaScript
- jQuery Library

Development Technology:

- PHP 8.1
- Laravel 9x
- jQuery
- JavaScript

Other Tools

- Git
- GitHub
- Creately
- Canva
- Stack overflow
- Laracasts

CHAPTER 5 IMPLEMENTATION AND TESTING

5.1 Implementation of Database

Basically, for database implementation we need a Xampp server. Then we go to PhpMyAdmin then create a database name then create a database table. [18]

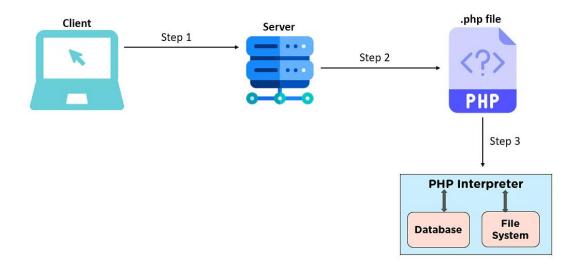


Figure 5.1.1: Database compilation steps.

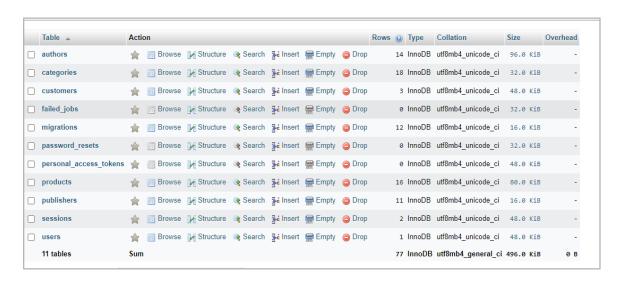


Figure 4.2.1: Database all tables of "Ebook Ecommerce" application.

Implementation Tools:

- MySQL
- APACHE

5.2 Implementation of Front-end Design

In the implementation of frontend design, we consider all updated technology and programming languages in the below mentioned.

For implementing front-end-design we use the following technology:

Editor:

- PHPstrom
- VScode
- Notepad++

Browser:

- Chrome
- Firefox
- MS Edge

Designing Technology:

- HTML 5
- CSS 3
- Bootstrap 5
- JavaScript
- jQuery Library

5.3 Testing Implementation

The testing implementation procedure basically refers to the process of testing implementation of all technical terms. This process finds out of all legacy and specification errors. Then programmers and coders solve this problem and upgrade of systems. After testing basically, we find all implementation errors and then we can utilize these errors and solve problems. The software tester completes this work after the developer solves all testing implementation findings problems.

Some testing procedures like

- Test plan.
- Unit Test
- System Test
- Usability Test
- Compatibility Testing

5.4 Test Results and Reports

After testing basically, we find all implementation errors and then we can utilize these errors and solve problems. This process finds out of all legacy and specification errors. Then programmers and coders solve this problem and upgrade of systems. The testing result generally improves any type of project. Testing is very important for a web application. After the result, we find documentation reports that have all testing features included. The software tester completes this work after the developer solves all testing implementation findings problems.

CHAPTER 6

IMPACT ON SOCIETY, ENVIRONMENT AND SUSTAINABILITY

6.1 Impact on Society

In our society, this type of system is not available but here have more ebook-shareable websites. If we develop an ebook e-commerce system properly users can get easily more books from authentic sources. They can read real books. Through this platform, they cannot find corrupted or copy books they find only original books.

6.3 Ethical Aspects

- user get more books easily
- user cannot find any fake books
- user find authentic sources of real books
- user can give constructive reviews
- user can pay for books easily
- user can read books by digital devices

6.4 Sustainability Plan

We want to make a unique platform for ebook eCommerce where authors and publishers publish or sell their ebooks and user or reader can find original books from authentic sources. We want to make an easy payment system for buying ebooks from anywhere. Users find more books from any country and any author. We want to make a reliable system for ebook buying and selling website. Many people have to work this platform and can make money by this platform. Many users can get real services by this platform. So, I want to this platform make a sustainable environment to grow knowledgeable person.

CHAPTER 7 CONCLUSION AND FUTURE SCOPE

7.1 Discussion and Conclusion

Basically, my project going to work for ebooks selling, buying and sharing systems in online. If I complete this project for primary production it will impact positively to readers. In conclusion, my aspect is this project will be a more effective project, I continuously update this project. For this reason, this project regularly needs to grow up-skill and need focus on problems to solve and take on new challenges. I confidently say that this project help author, publisher, reader and user to make an authentic platform to find ebooks.

7.2 Scope for Further Developments

I have more plans to make this project impactful. I have plan to make a great platform of ebook ecommerce. I plan to engage many author and writer from national and internationally. I want to make a platform where user can make easily interact of this website from any place of world. I want make easy selling and buying system. I want to make easy payment gateway. I want to make a platform where user can track of book reading. User can set a goal of book reading. I have plan to add audio books in my project. Day by day I update features and take on new challenges. According to our target user, we focus on user-friendly features. So, we find new challenges and ideas through user feedback and implementing my ideas. Regularly try to update new features to make effective, interactive web applications.

APPENDIX

HTML, CSS, BOOTSTRAP, JavaScript, PHP, LARAVEL Codes.

A1

```
| Be | Edit | View | Bevigate | Code | Editation | Run | Jovis | Sit | Window | Edit | Author/Controller.php | Author/Controll
```

Α2

```
| File | Edit | Yew | Navigate | Code | Befastor | Run | Tools | St | Window | Media | Mindow | M
```

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PLAGIARISM REPORT

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