



## **Android Based Application for Book Store**

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**Abstract**—The main objective of this project is to create book shop application which allows users to purchase and sell various books. Users can search and purchase a book online based on title, author and subject. The selected book are displayed in tabular format. And user can order books online through credit card payments or can contact the seller for more. Using this android application user can purchase online instead of going out to a book shop. The user can login using his account details or new user can sign up or register by providing details such as name, contact email-id and shipping address. The books are divided into many categories based on the subject. Were Administrator will have additional functionalities compared to the common user. He can add, update and delete the book details, book categories, information of members and also confirm a placed order.

**Keywords**—*Java, PHP, HTML, MYSQL.*

### **I. INTRODUCTION**

Book shopping application allows users to search for various books instruments and purchase them. The project consist of list of books displayed based on the categories. The user may browse through these products as per the category. If the user want to purchase the book he can add it his shopping cart. This application has an innovative floating cart that is available on each page, which shows the items that are currently in the cart with minimum detail. User must first register into the app and then is eligible to check for products. The user can purchase books through payments methods such as credit card or cash on delivery. The front end of app is done using Android Studio and back end is done using SQL server to store list of books and inventory data. The books are added by the admin, the admin part uses PHP, CSS, HTML and MySQL. Thus the online books shopping project brings an entire Book store online and makes it easy for buyers and sellers for deals on books. And admin is responsible for changing the status of the orders.

### **II. METHODS AND MATERIAL**

#### **A. Project overview**

There are many online book stores like Amazon, Powell's, Airtel books which were designed using HTML. This project has following functionalities:

- **A Home page with product catalog:** This is the page where user will directly enters after the successful login. This will display the books categories and will have a search keyword options where user can search for the required books.
- **Book description:** User would like to know details about a book he can click in the book image where he directed to a book description page.
- **Shopping cart:** User can manage a shopping cart which will include all the books that he selected. User can edit, delete and update his shopping cart.

- **Managing user accounts:** Each user should have an account to all the functionalities of application. User can login through login page and logout using logout option. All user session will be saved in the database.
- **Administration:** The admin will have special additional functionalities like add or delete the book category, add or delete the member, manage member orders.

## B. Architecture

Three-tier (layer) is a client-server architecture in which the user interface, business process (business rules) and data storage and data access are developed and maintained as independent modules or most often on separate platforms.

The Architecture of Online Book Store is based on three-tier architecture. The three logical tiers are:

- Presentation tier
- Middle tier
- Data tier



*Figure 1: 3-Tier Architecture*

For online Android bookstore the 3-Tier architecture is considered for the following three reasons

- Flexibility
- Reusability
- Security

## III. DESIGN AND IMPLEMENTATION OF ANDROID BASED ONLINE BOOK STORE

The application focuses on secure online shopping. This system is designed for users to who reads other books information, upload or purchase second hand books. Some of the module of the proposed system are user login, book details, sell the books, admin login, floating cart, credit card payment, cash on delivery.

- **Login:** If the user wants get access to all the functionalities of online book store, user should login using his username and password.
- **Signup:** If user doesn't have an account then he will be asked to register. The user will enter the register form according to the required field. The fields include first name, second name, address, mobile number, email id.
- **User:** User will select a category and enter title in a textbox provided. User can search for a book of his choice by selecting category and title.

- **Logout:** If the administrator/user wants end his session and sign out of the web site and then he can use the log out option.

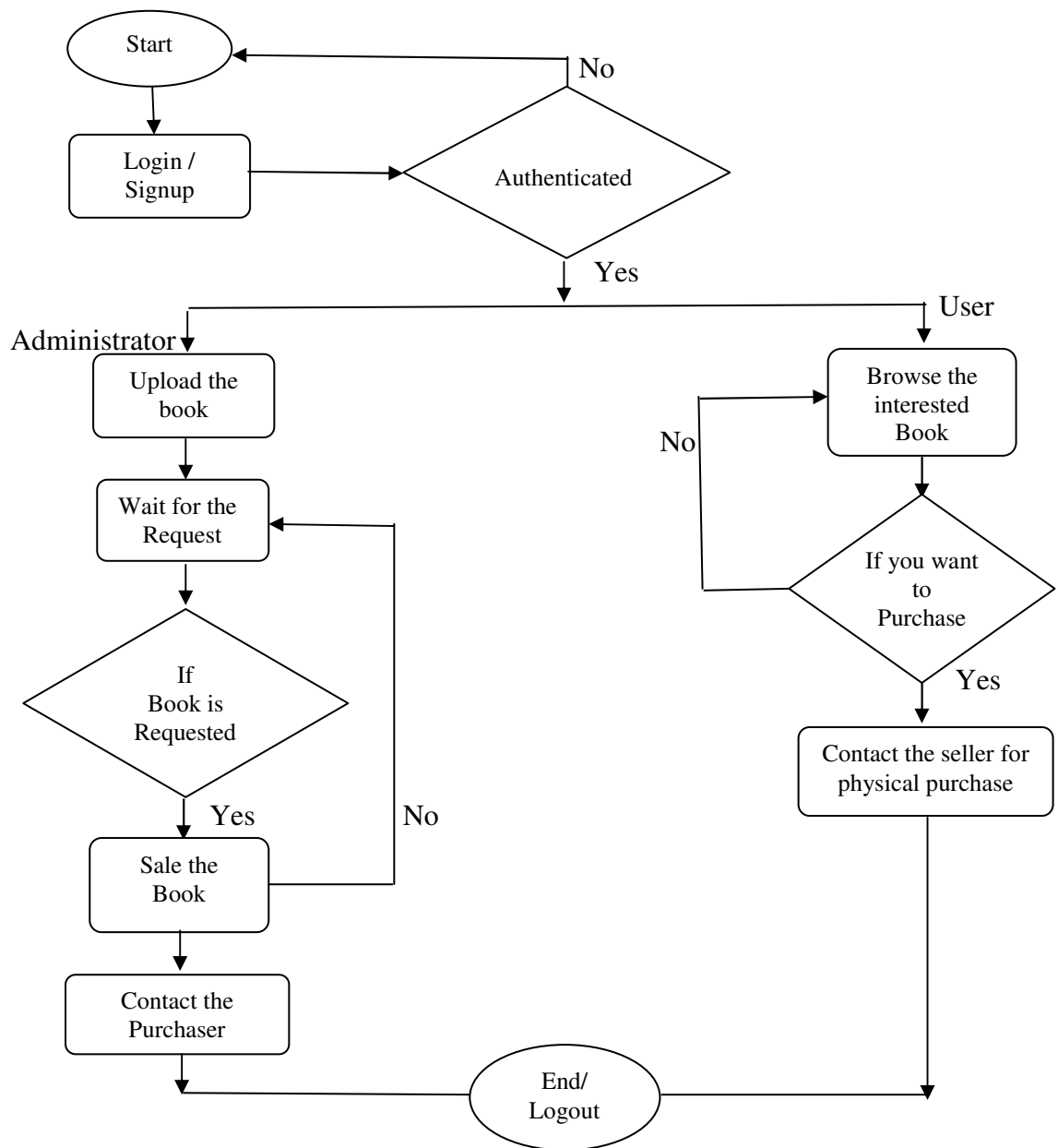


Figure 2: System overall design of flowchart

#### IV. CONCLUSION

Book have played such large role in human history that it is bitter sweet to replace them. Online book store is an online web application where the customer can purchase books online. Through this android application user can search for book by its title or author, later user can add to the cart and then can purchase books. The helpful for easy access for everyone cheaper book along with saving natural resource.

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