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Online Books Buying & Selling Portal

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ABSTRACT: In this project, we develop Online Book Buying and Selling Portal in Java. This project is like an e-bookstore website where books can be bought from anywhere across world through the Internet. A user can buy the books or can upload their books to resell them on the online. An online bookstore is a virtual store on the Internet where customers can browse the catalog and select books of interest. User can select many books and those books stored in cart. At checkout time, the items in the shopping cart will be presented as an order. At that time, more information will be needed to complete the transaction. Usually, the customer will be asked to fill the basic details or select a billing address, a shipping address, a shipping option, and payment option such as cash on delivery or online payment etc. We provide 2nd hand buying & selling services also, so all people can afford the right to education across the world.

I. INTRODUCTION

The internet plays a very important role in today's society. Nearly all windows based applications have a web based equivalent. For example Microsoft word has an online version of the same application call Office Web Apps and Adobe Photoshop has its own online version called Photoshop express .The list is very long and it shows one trend that is happening this century on software. The internet is becoming more and more important in software development especially as it makes it possible for millions all over the world to access and use that application directly. The internet has produced and enhanced the growth of some popular brands like Google, Yahoo, Twitter and Facebook. Sometimes people want services directly without necessarily going to a shopping malls or stores. They will want to have the same service by just accessing the internet and making their purchases. This reduces transportation cost and time can be spent instead on other important activities and its environmental friendly .The is an increase in online usage and consequently an increase in online e – commerce. There is available technology to build such sites and provide secure and reliable services to customers. In this case, the online secondhand book shop is just one of them trying to use the power of internet and technology to develop a website that that can make book recycling and sales easier. Students need many different types of literature in their studies.

Related Work:-

The purpose of this project is to create a communication and user- friendly web portal for selling and buying secondhand books online.

The major goal for e-second book shop is that in future people, especially students should have an easy way to buy and sell secondhand books online. The users will be able to carry out all these in a secured and managed environment. The secondhand-eBook shop shall be easy to navigate and user friendly and easy to find books in various categories. It shall be easy to administer and handling of orders and sales processes shall be easy to handle by the administrator 8

Current Websites providing services on second hand books:-

They are many websites out there on the web that provide services on second hand books .My goal is to provide a better, faster and user friendly website with services that other websites might be be only focus on used books. Some available websites and their descriptions can be seen below.

1. Bokexpressen.se Sells secondhand books .It has no direct web shop and a payment service .The secondhand bookshop will provide this. The is a buyer to seller contact here .On the secondhand book shop there will be no direct contact between the seller and the buyer until a sale process has gone through. Hence assuring the buyer that if they pay for a book they are sure to get it else the Manager of the website can refund them directly. ┘ Has no online store ┘ Membership required to load books

2. Bokborsen.se Almost the same concept like the current project but sells music CDs, videos and films. Has a web based shop and membership .They have no single based focus compared to the secondhand bookshop that will focus on book sales and hence provide better information and details on books.Has an online store Registration required

How the Visitor is perceived to use the website For the website to fulfill its functionality three users are required for a successful purchase process to take place.:-

1. John (user one) creates an account because he wants to buy a book.
2. Mary(user two) creates an account because she wants to sell a book
3. Mary uploads a books
4. The book appears at the websites home page directly based on its category.
5. John fills his profile so that he can easily buy books.

II. EXISTING SYSTEM

- Lack of varieties, selling books & 2nd Hand option in online shopping
- Lack of interactivity between buyer and seller in online shopping
- Frauds in online shopping

Drawbacks of Existing System

- In Existing System the Customer is completely dependent on the manual process for buying the products, no selling options & no 2nd Hand buying options.
- Manual process is a time consuming factor. And when customer approaches for a manual shopping directly, actually he/she does not have an idea about things like, price range, items, etc.,
- The time which has been spent by the customer in manual shopping can equate to multiple number of shopping. As customer can sit at home and browse in a fraction of seconds.

III. PROPOSED SYSTEM

- Customers can get their book delivered instead of actually going and buying the book.
- An user can sell their second-hand books easily.
- Feasibility of making payment online itself.
- Managing of inventory of the books for user becomes easier as customers are not visiting and ordering it online.
- This system saves both time and travelling cost of customers.
- User can get to know different kinds of books that they were unaware of by just searching in the system using keywords.

Advantages of Proposed System

- It saves the time and the user spending cost.
- It is allow the user to dynamically create a new file through the web.
- In this system each schedule can be tracked from the start till the end of the Project cycle.
- User friendliness is provided in the application with various controls.
- The system makes the overall book management much easier and flexible.
- Readily uploads the latest updates and allows users to interact.
- There is no risk of data mismanagement at any level while the project is being developed.
- It provides a high level of security with different levels of authentication.

SYSTEM ARCHITECTURE:-

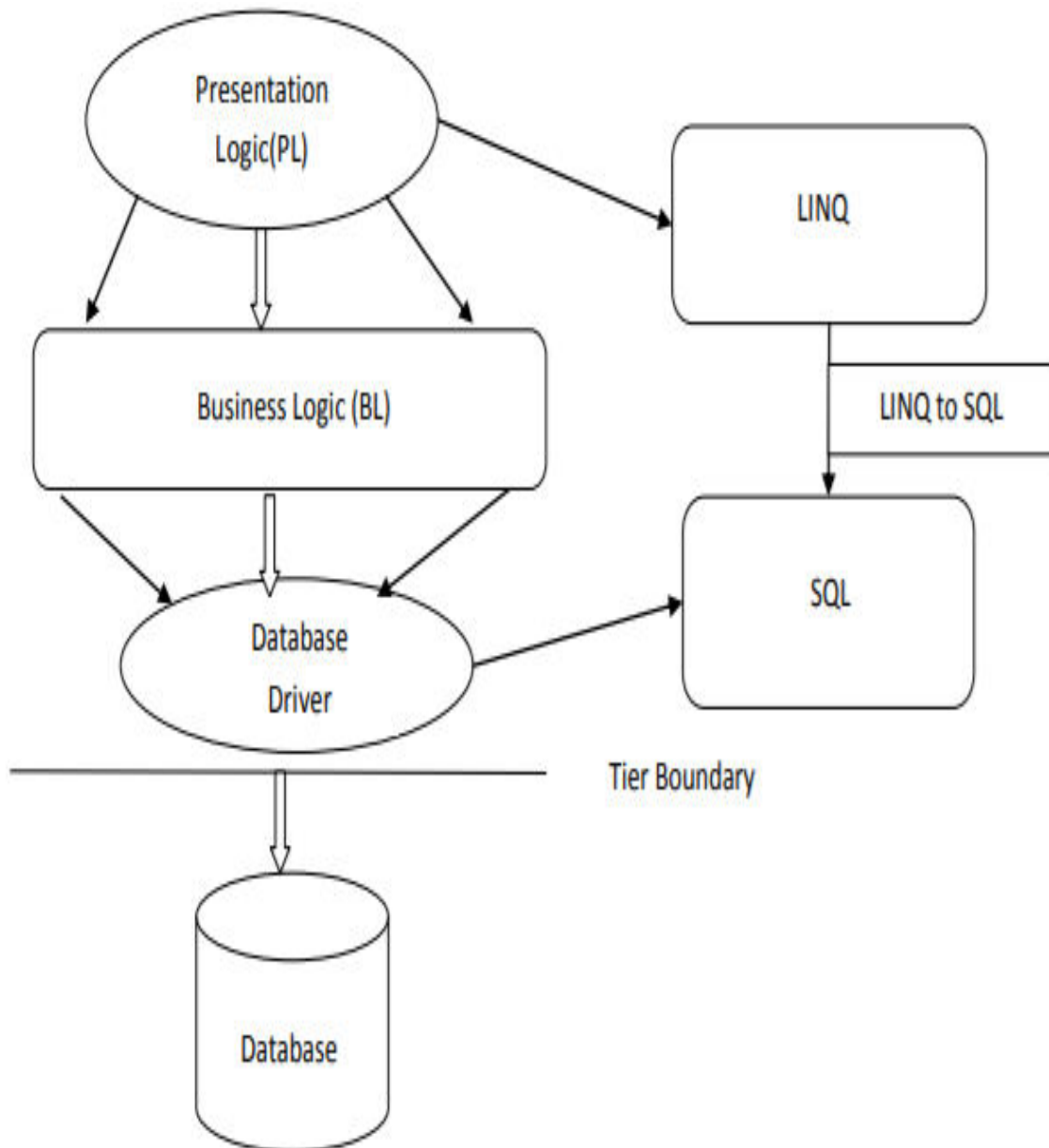


Fig: 1 Two tier distributed System Architecture

MODULES :-

1. User:

1. **Registration:** User need to register first with their basic registration details and need to create a valid login id and password.
2. **Login:** Using valid login credentials, user need to login into the system in order to access the system.
3. **View Books:** Once user is logged into the, he/she may view all the added books with their details.
4. **Buy Books:** User can surf various book of their choice and buy them.
5. **Add Books:** System allows user to sell their books online buy added the book name and its details.
6. **Upload Books:** User need to upload a book if he/she wants to sell a book.



7. **My Orders:** All the purchase history of user will be displayed with details.
8. **View Buyer:** If any buyer is interested in buying a book or anyone buys a book from the user then buyer's details will be displayed.

2.Admin:

1. **Login:** Using valid login credentials, admin need to login into the system in order to access the system.
2. **View Books:** Admin can view all the added books online with their details.
3. **View Transaction:** System allows admin to view all the transaction details of buying and selling a book.
User: All the registered user details will be displayed to the admin

IV. CONCLUSION

Our goal was to create an application where people will upload books and be able to sell them online. The current application has fulfilled these goals. I followed the specifications strictly but enhanced some of the features when there was need for it to be done. With the goals achieved the basis of the application and this project has been achieved. Building this web application has been challenging and enriching because throughout the project I learnt a lot about .Net and understand what it takes to build an E-commerce store. There have been challenges especially when it came to the payment gateway and making sure that the application responses in a predictable. Careful planning made my job easier because I had to carefully think about the type of architecture, the design, the database types to use and what type of business objects to create. When this was done I proceeded with implementation. Choosing the .Net framework for this project made the project to be realizable in that amount of time because the framework handled most of the heavy burden in underlying connections, security, portability and functionality. I could focus on the creation of the application and hence in this amount of time could develop a complete online shopping cart and membership site. As I came to the end of the project I realized that there are many enhancements that can be made on the application. Some of these ideas came from those who tested the application and some of them from me. I decided to follow the specification because there were realistic to achieve in this given amount of time. Any other enhancements to the application can be done in future development of the application.

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