

**DESIGN AND IMPLEMENTATION OF AN ONLINE  
BOOKSTORE  
(A CASE STUDY OF UNIVERSITY OF BENIN BOOKSHOP)**

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**DECEMBER, 2022**

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**A PROJECT SUBMITTED TO THE DEPARTMENT OF COMPUTER  
SCIENCE, UNIVERSITY OF BENIN IN PARTIAL FULFILMENT FOR  
THE REQUIREMENTS FOR THE AWARD OF BACHELOR OF SCIENCE  
(B.Sc.) DEGREE IN COMPUTER SCIENCE**

**DECEMBER, 2022**

## **CERTIFICATION**

This is to certify that this project work on “Design and Implementation of an Online Bookstore” was carried out by IJOGBE ODION MARTINS with matriculation number PSC1707493 of the Department of Computer Science, University of Benin, Benin city, under the supervision and its adequate in scope and content for the award of Bachelor of Science (B.Sc.) degree in Computer Science of the University of Benin.

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**DR. (MRS.) V.I. OSUBOR**

**(Project Supervisor)**

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**DATE**

## **APPROVAL**

This project work is hereby in partial fulfilment of the requirements for the award of a Bachelor of Science (B.Sc.) degree in Computer Science of the University of Benin, Benin-city, Edo state, Nigeria.

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**Prof. (MRS.) A.O. EGWALI**  
**(Head of Department)**

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**DATE**

## **DEDICATION**

This report is dedicated to my lovely and caring parents, my wonderful brothers and sister for their love and encouragement, my amazing uncles for their unconditional support in my life. I also want to dedicate this project work to my supervisor Dr. (Mrs.) V.I. Osubor for the continuous help and assistance she showed me during the course of this project

Finally, I'm dedicating this project work to God Almighty to whom I owe all I've been able to achieve.

## **ACKNOWLEDGEMENT**

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## **ABSTRACT**

An online book store is a web-based program which allows customers to order books online from anywhere at any time. This online bookstore created for the use of The University of Benin provides two modules which are admin module, customer module and one back-end database to store the information. In the admin module we can add books, categories, subcategories as well as receive queries from users. In the customer module, registered users can buy the various books or bunch of books that admin has added through its admin module, users can search the books that they want but for all this they have to create our account through the registration page. Users may log in using his/her login credentials, or new users can simply register an account. Customers must submit their full name, contact details, and shipping address. Also, users can search for a book by its title or author, later can add it to the shopping cart. For successful and safe delivery, users have to fill right information in shipping details page. The books are classified into different categories depending on the department, such as Computer Science, Physics, Chemistry and Architecture etc. Customers can shop online at the online book Store website using a web browser like chrome. The online bookstore was created with PHP and web programming languages and hosted locally.

## **CHAPTER ONE**

### **INTRODUCTION**

#### **1.1 INTRODUCTION**

It is quite obvious that the internet and the World Wide Web are growing faster than they were estimated in the past decades. The Internet Technology unequivocally has dramatically reduced the world into a global village where every information is very obtainable. Shopping which is one of the essential parts of the real-world activities has made its mark and found its way into the internet. It is commonly referred to as E-shopping which means electronic shopping or online Shopping.

Online shopping is the process whereby consumers directly buy goods, services etc. From a seller interactively in real-time without an intermediary service over the internet. Online shopping is the process of buying goods and services from merchants who sell on the Internet. Since the emergence of the World Wide Web, merchants have sought to sell their books to people who surf the Internet. Shoppers can visit web stores from the comfort of their homes and shop as they sit in front of the computer. Consumers buy a variety of items from online stores. This pattern of trade conducted through the internet has grown extraordinarily simultaneously with wide spread use of the internet. This new trend in fact has contributed immensely to the growth of E-business and particularly in E-education. The number of transactions grows every day, spurring and drawing innovations in the E-Library System and E-Commerce, Electronic Fund Transfer, Tuppy Chain Management, On-line Transactions Processing and Internet Marketing.

In fact, people can purchase just about anything from companies that provide their books online. Books, clothing, household appliances, toys, hardware, software, and health insurance are just some of the hundreds of books consumers can buy from an online store. Many people choose to conduct shopping online because of the convenience. For example, when a person shops at a brick-and-mortar store, she has to drive to the store, find a parking place, and walk throughout the store until she locates the books she needs. After finding the items she wants to purchase, she may often need to stand in long lines at the cash register (Josh, 2022). In this era of highly advanced software, one can observe a lot of progress in the zone of architectural design and its principles (Prasad, Varun and Omprakash, 2020). On-line Bookshop normally makes use of the World Wide Web (www) to an extent in the transaction life cycle; it also involves shopping of the physical items requested on-line.

## **1.2 BACKGROUND OF THE STUDY**

In the world of software development there lots of improvement in the area of Architectural design and principles. The Internet has been favored by more and more people for its high efficiency and richness, and e-commerce has emerged (Yunkai and Wei, 2017). The philosophies and implementation details are changing as the people guiding the development of the application. In this fantastic and yet sometimes complex world of software development there are some tried and true architecture patterns and software development guidelines employed by most architects. Also, your design must have an ability to turn towards innovation instead of lending itself to common practices. Web services are one such area where architects must lean on their creative side and hope that their solutions are still successful. In this report we will explain an exciting voyage down the road of Web services application. From requirements to use cases, to database design, to component frameworks, to user interfaces, we will cover each and every

aspect of system design required to build an application with collaborative Web services. The reason why we selected online Bookstore web service is everybody walking down the street has some idea about bookstores. The objective of this project is to develop an e- book store where books can be bought from the comfort of home through the Internet. Using the online bookstore system has a lot many benefits. There is absolutely no necessity for a consumer to go out looking for a particular book (Prasad, Varun and Omprakash, 2020).

An online book store is a virtual store on the Internet where customers can browse the catalog and select books of interest. The selected books may be collected in a shopping 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 or select a billing address, a shipping address, a shipping option, and payment information such as credit card number.

In Nigeria, as a fast developing nation, online shopping has become a trend in the last decade and as such online book stores have popped up here and there like Laterna Books, Roving Height and The BookMarketng but the mention stores don't offer customers the option of a useable web based book store so this problem on its own may limit Nigerians on the amount of books they have access to so the need to create a working online books store is on the rise.

University of Benin, Ugbowo is one of the Higher Institutions of Learning the Federal Government can boast of because of the quality of graduates it produces. It was established with the aim of providing and equipping adequate and edifying information and motivation for the students who enroll there for studies. It is located in the southern part of Nigeria.

In this school is cited the school bookshop located close to Faculty of Education. It was established not only for the precipitate need of investment or source of revenue for the school. It was built to aid students in their learning by providing books for them at a cheaper rate with less compulsion.

UNIBEN as a school with large amounts of students, lecturers and other customers has a bookstore with large amounts of books available for all to get access to but an online book store is not an option given to both students and lecturers. Having access to an online book store available to one anywhere you are and at all times will always be considered a positive.

### **1.3 PROBLEM STATEMENT**

The process of buying books from the UNIBEN book shop requires that students and lecturers must move with cash in which is not always a safe option and goes against the current trend of online shopping.

Most items can be bought online these days so an online bookstore would be a positive development for the benefit of both the school and the students and lecturers as it will be available anywhere at any time, as not having an online bookstore can only be considered a negative.

The amount of time wasted in order for students and lectures to leave their home, hostel or place of work to get the required books.

With the use of an online bookstore, it would be easier to keep records of daily transactions unlike the manual system that is in use.

### **1.4 AIMS AND OBJECTIVES OF THE STUDY**

The main objective of the project is to create an online book store that allows students and lecturers to search and purchase a book online based on title, author and course. Many students find textbooks too expensive to buy at school bookstores and many courses only use the required textbooks a few days in a semester. This becomes very wasteful and frustrating for students and lecturers. This online bookstore provides a solution to this. It will provide a service in which students can buy books online without any trouble. All in all, the online book store allows for students and lecturers to get easy access to books without needing to physically go a bookshop. This project will be tested based on the following aims and objectives:

- i. To examine the recent procedures used in UNIBEN with regards to buying of books at the school bookstore.
- ii. To design a new system that will improve on the existing system
- iii. To implement the new system and make sure it is accessible to users in and outside the school premises

### **1.5 SCOPE OF THE STUDY**

The main scope and deliverables of the project would be to:

- i. Understand and prepare detailed requirement and specifications
- ii. Prepare high level and detailed design specifications of the system
- iii. Develop the system and coding
- iv. Implementation of the new system

### **1.6 SIGNIFICANCE OF THE STUDY**

The end product of this project is to design and develop a web-based book store that when implemented will be very useful for students and lecturers in UNIBEN. It will help reduce the stress all possible users will go through when trying to get a book in a safe and secure manner.

## **1.7 JUSTIFICATION FOR THE NEW SYSTEM**

The new system was designed to solve problem affecting the manual system in use. It was designed to be used online thereby relieving both student and lecturers from much stress as experienced from the manual system.

The proposed system also had some other features like.

- i. Accuracy in handling of data
- ii. Fast rate of operation and excellent response time.
- iii. Flexibility, that is to say, it can be accessed at any time
- iv. Easy way of back up or duplicating data in diskette in case of data loss.
- v. Better storage and faster retrieval system.
- vi. Accessibility from anywhere in school premises

## **1.8 LIMITATIONS OF THE STUDY**

The limitations are based on financial insufficiencies, also the researcher could not get enough data pertaining to the study due to lack of existing online book store in the University, which evolves the problem of insufficient analysis and fact finding.

## **CHAPTER TWO**

### **LITERATURE REVIEW**

The review of literature discusses or deliberates on the inspection and examination of the various areas in this chapter that will appear or contribute in the writing of this project such as E-commerce, concept of E-shopping, concept of computer networking and the internet, internet access, developing an online store, needs for an online bookshop, book management system. Books, journals and unpublished thesis were consulted.

All these will in one way or the other be part of the breaking down of this project topic.

#### **2.1 E-COMMERCE**

Electronic Commerce (e-commerce) applications support the interaction between different parties participating in a commerce transaction via the network, as well as the management of the data involved in the process. The increasing importance of e-commerce is apparent in the study conducted by researchers at the GVU (Graphics, Visualization, and Usability) Center at the Georgia Institute of Technology. In their summary of the findings from the eighth survey, the researchers report that "e-commerce is taking off both in terms of the number of users shopping as well as the total amount people are spending via Internet based transactions". Over three quarters of the 10,000 respondents report having purchased items online. The most cited reason for using the web for personal shopping was convenience (65%), followed by availability of vendor information (60%), no pressure from sales person (55%) and saving time (53%) (Arif and Ahmad, 2017). Although the issue of security remains the primary reasons why more people do not purchase terms online, the GVA survey also indicates that faith in the security of ecommerce

is increasing. As more people gain confidence in current encryption technologies, more and more users can be expected to frequently purchase items online.

A good e-commerce site should present the following factors to the customers for better usability:

- i. Knowing when an item was saved or not saved in the shopping cart.
- ii. Returning to different parts of the site after adding an item to the shopping cart.
- iii. Easy scanning and selecting items in a list.
- iv. Effective categorical organization of products.
- v. Simple navigation from home page to information and order links for specific products.
- vi. Obvious shopping links or buttons.
- vii. Minimal and effective security notifications or messages.
- viii. Consistent layout of product information.

Another important factor in the design of an e-commerce site is feedback. The interactive cycle between a user and a web site is not complete until the web site responds to a command entered by the user. According to Norman, "feedback--sending back to the user information about what action has actually been done, what result has been accomplished--is a well-known concept in the science of control and information theory. Imagine trying to talk to someone when you cannot even hear your own voice, or trying to draw a picture with a pencil that leaves no mark: there would be no feedback". Web site feedback often consists of a change in the visual or verbal information presented to the user. Simple examples include highlighting a selection made by the user or filling a field on a form based on a user's selection from a pull-down list. Another example is using the sound of a cash register to confirm that a product has been added to an

electronic shopping cart. Completed orders should be acknowledged quickly. This may be done with an acknowledgment or fulfillment page. The amount of time it takes to generate and download this page, however, is a source of irritation for many e-commerce users. Users are quick to attribute meaning to events. A blank page, or what a user perceives to be "a long time" to receive an acknowledgment, may be interpreted as "there must be something wrong with the order." If generating an acknowledgment may take longer than what may be reasonably expected by the user, then the design should include intermediate feedback to the user indicating the progress being made toward acknowledgment or fulfillment.

Finally, feedback should not distract the user. Actions and reactions made by the web site should be meaningful. Feedback should not draw the user's attention away from the important tasks of gathering information, selecting products, and placing orders (Arif and Ahmad, 2017).

Almost every existing enterprise in this present age needs a website (E-Commerce) in order to communicate with customers (old and new), partners, and other business associates. So as to provide up-to-date information about the enterprise, its products and services to these external parties. E-commerce/E-business was described by IBM as "the transformation of eminent business processes using Internet Technologies (IT)". E-commerce had also been described by other scholars, Boone and Ganeshan (2011) define e-Commerce technologies as "using any digitally enabled inter- or intra- organizational IT or internet in order to achieve business processes

Before the advent of Internet, commercial activities had been carried out using different methods. Methods like Buying and selling has been used as means of exchanging of goods with services which can also be referred to as trade by barter and Vice Versa. Later the advent of money (Coins, notes) was developed which is also used in exchange for goods and services. After the

invention of the Internet, many improvements and activates have been carried out on the Internet Technology which might have been thought to be impossible in years back. Internet has been used to facilitate the process of trading thereby making the process of trading easy and fast compare to the traditional means of trading. Developing an E-commerce website requires designing a front-end and back-end technology. Front-End technology refers to the website interface in which the website user interacts with directly and it is developed using programs like:

- i. HTML
- ii. CSS
- iii. JavaScript.

Back-end service works in hand with the front-end technology. It's described as the working engine of an E-commerce website acting as support to the front-end services. It comprises of three parts The Application, server and the Database which can be designed using the following programs:

- i. PHP
- ii. MySQL
- iii. XAMP
- iv. PHPMYSQL.

Nowadays, various types of websites (including E-commerce) can be designed rapidly using Content Based Management Systems (CMS) (Josh, 2020). This helps in designing professional and beautiful websites faster which saves time, money and stress. A popular example of a CMS is WordPress and will be explained later on in this chapter.

During a summit, researchers report that “e-commerce is dominating in terms of users shopping as well as the amount of money users spend via Internet based Transactions”. Over three quarters of the 10, 000 respondents report having purchased items online. The most cited reason for using the web for personal shopping was convenience (65%), followed by availability of vendor information (60%), no pressure from sales person (55%) and saving time (53%)

(Josh, 2020).

### **2.1.1 EVOLUTION OF E-COMMERCE**

E-commerce is the act of buying and selling of products and services using electronic means over the Internet. Online shopping in the recent years has experienced rapid growth due to its unique advantages to customers and retailers. Advantages such as 24/7 shopping, decreasing dependencies on store visits, saving transportation cost, access to multiple options given to customers etc., has made e-commerce a huge success. According to a survey carried out by Internet Crime Compliant Center in 2009 on the world internet usage and population statistics, it reveals that 26. 6% of the total world’s population are internet users. This figure shows a growth rate of 399% per annum in the last 10 years.

With this type of growth rate, it is no news that the number of online shoppers has increased greatly over the years. Which was revealed by a research carried out by Nielsen Company on trends in online shopping. It was revealed that 85% of INTERNET users have purchased something over the INTERNET (Prasad, Varun and Omprakash, 2020). The recent growth in the trend on of online shopping was achieved due to the satisfaction user derived from shopping online. This satisfaction motivates online shoppers to return thereby increasing interest in online shopping among users.

It was discovered by Roy (2011) that the country with the highest number of online shoppers was South Korea (99%), while Egypt had the least number of online shoppers (67%). In previous studies, several factors affecting e-commerce and online shopping have been identified especially internet accessibility.

In contrast, majority of Nigerians do not have access to the internet. A major study on internet usage in Nigeria reveals that 16% of the total populations are internet users while less than 1% of the populace are broadband and internet subscribers (Prasad, Varun and Omprakash, 2020).

## **2.2 HISTORY OF ONLINE BOOKSHOPPING**

This brief history of on-line bookshop is taking its roots from the parent system which is the E-commerce also known as electronic commerce. Online book shopping is the buying and selling of books specifically over the internet. Unlike the general name E-commerce which involves buying and selling of all other goods and services. It is interesting to say that the relationship between them is that there is an exchange of goods instead of at the location of the store; it is conducted on-line and makes use of technologies such as electronic data interchange, E-mail, electronic fund transfers or smart cards to receive payment and keep track of transactions (Iwuaoku, 2011).

As history has it, at the close of the 20th century the bulk of on-line book shopping as a part of E-commerce transactions were retail transactions as security and encryption technology over the internet improved. It was affected by the explosive growth in E-commerce due to the expansion of the medium (internet) in the late 1990s.

It almost moved faster than other segments of E-commerce transactions due to the ease and interest in people to be more knowledgeable. It spiced up the transactions in E-commerce

because from the statistics E-commerce grew from \$11.2 billion in 1998 to \$31.2 billion in 1999, and in the year 2003, the transactions were predicted to grow to \$380 billion. All these came to be as on-line book shopping started to become one of the fastest growing segments of E-commerce. As it is said its transactions are business-to-business. Soon after then, companies like eBay created a new aspect of E-commerce which is the consumer-to-consumer transactions.

Conclusively, on-line book shopping joined as E-commerce became the ideal medium for markets to experiment with adjustments in their store environments and promotions to reach the most effective market target. Companies can now use the information they get from on line book shopping sites like [www.bookserve.ca](http://www.bookserve.ca) to find out what products are selling, where the bulk of their customers come from and what promotions and sales bring in the most customers.

### **2.2.1 CONCEPT OF ONLINE SHOPPING**

Literally, the word shopping denotes the activity of going to shops and buying things (Oxford Advanced Learners Dictionary).

According to Kiely (2012), On-line shopping is the buying and selling of goods or services on-line or via the internet or other networks. While Microsoft Encarta premium (2009) is of the opinion that it is the exchange of goods or services by means of the internet or other computer networks. This follows the basic principle of traditional commerce i.e. the buyers and sellers coming together to exchange goods for money and profit. This concept provides an opportunity or avenue for consumers and retailers to communicate with each other and carry out their objectives i.e. conduct business.

Rani (2010) defined On-line shopping as part of an on-line business where consumers meet their suppliers for goods and services while Christopher and Chris (2015), defined On-line shopping

as the process of managing on-line financial transactions by individuals and companies. This however, includes business-to-business (B2B), business-to-consumer (B2C) and business-to-government (B2G) transaction. However, On-line shopping launches its focus on the systems or methods and procedures whereby all financial documents and information are exchanged. The on-line financial statements are not left out. According to Christopher and Chris (2015) comments on this, on-line shopping is particularly concerned with the technologies that enable EPI systems function well on the internet.

Butt and Lee (2011) were of the opinion that there is no working and internationally recognized and agreed definition of on-line shopping. On-line shopping however has got to be defined with the three factors involved, which are the network which is the medium through which the relevant activities are carried out; the processes which are involved and to be included in the general domain of on-line shopping and lastly the actors which are the buyers or customers involved in the transactions.

## **2.2.2 CONCEPT OF COMPUTER NETWORKING AND THE INTERNET**

According to Microsoft Encarta premium (2009), computer networking is simply a system used in linking two or more computers. Networking itself is a group of connected computers that allow people share information and equipment. Computer networking uses a communication link or node through which the E-mails, files resources and other applications are sent and received. A computer system and a printer can both serve as communication links in a network. However, there are other devices.

It has layers, and criteria, parts and connection types, topology and types of networks, network peripherals and at areas of applications. All these a computer networking process must pass through to ensure effective on-line business.

Networks are specified through broad and narrow definitions. The broad definition considers an on-line transaction to be the sale or purchase of goods or services either between businesses, households, individuals, government, and other private or public organizations.

The role of networking in on-line book shopping is that of conveying, providing computer system and other resources and connecting them for the on-line transactions.

The internet on the other hand is a computer based global information system. It is composed of many interconnected computer networks. Each network may link tens, hundreds or even more. The satellite systems are vital tools/equipment in internet computer network. Its role is of paramount importance. It includes advertising the books selling, buying delivery and providing other customer services.

Meanwhile, the narrow definitions of Batty and Lee (2011) have it that internet transaction (on-line shopping) to the sale or purchase of goods and services whether between businesses; households' individual's governments and other public or private organizations are conducted over the internet. The goods and services are ordered over the internet, but the payment and the ultimate delivery of goods or services may be conducted on or off line.

### **2.2.3 INTERNET ACCESS**

According to Microsoft Encarta premium (2009) Internet Access technological refers to the communication between residences or a business and the ISP (internet services provider) that

connects them to the internet. They are of three types namely; dedicated, dial up and wireless internet access.

It is therefore the communication that is going to exist between the customer, the ISP and the bookshop through the internet. It is all about the easy accessibility the customers will enjoy.

#### **2.2.4 THE CONCEPT OF INTERNET GATEWAYS**

The computer system hardware contains software that connects networks that use different protocols (the rules the hardware components and the software components use to communicate) or that transfers data between two incompatible applications on a network. It reformats data so that it is acceptable to the receiving network application. The term internet gateway is usually used to describe any computer that transfers data from one computer system to another (Iwuaoku, 2011).

#### **2.2.5 THE WORLD WIDE WEB AND ITS BENEFITS**

This refers to all the public websites or pages that users can access on their local computers and other devices through the internet. These pages and documents are interconnected by means of hyperlinks that users click on for information (google.com, 2022). This is the multimedia interface that connects us to resources or the customers to the documents, goods, services, e-mails, chats about the books and other websites available on the internet. The World Wide Web which is abbreviated www is the window from which we see the information in the internet.

It all began in 1992, prior to it, the internet was just an ordinary text, documents without pictures, sounds or video, it is through the website that we will carry out the on-line book shopping. The benefits accruing from the use of the World Wide Web are so numerous. To

mention but a few, the ease it has given to people to send and receive messages to study and even purchase goods on-line and to know and see things and other people in other parts of the world.

### **2.2.6 SYSTEM USER ANALYSIS**

The online bookstore's main users are divided into two categories, one is the front user, one is the background user. Front-end users are mainly customers who consume online bookstores. Front-end users can register, login, query, join shopping cart, place orders, submit orders, modify personal information, confirm receipt and add comments on the website. And add, modify or delete the book classification; add, modify or delete the book information, manage the order information and reply to the user's comments. The user is the administrator, the administrator to play the role of overall planning, master and control the front information and so on (Yunkai and Wei, 2017).

### **2.2.7 SYSTEM FUNCTION ANALYSIS**

The online bookstore is opened in the network, not a physical store but a virtual store. In order to improve the efficiency of the query, the site can not only use a single condition query, but also can use multiple conditions to achieve accurate query, the query will be added after the shopping cart function, the query function, And then you can purchase to submit orders, generate orders and payment to complete the entire purchase process function, the user can submit orders before the order to modify, when the seller after the shipment can also confirm the receipt of the operation to complete the transaction , After the completion of the transaction the user can comment on the corresponding book, the other unregistered users cannot purchase books or add to the shopping cart operation, the user must first register as a member of the bookstore, log in before the above operations. In addition to the foreground function, the need for background management, administrators can log in through the corresponding Web site background, after the

classification of the book catalog and book information to add, modify and delete, but also the order information management, Such as the cancellation of unpaid or unpaid orders, the payment of orders for delivery operations, etc., can also reply to the user's comments, you can reply to each comment, and the client's book details page is displayed (Yunkai and Wei, 2017).

## **2.3 DEVELOPING AN ONLINE BOOKSTORE**

According to Josh (2020), an online Book-store is an automated Bookshop which helps in automating every activities of a Bookshop which includes order processing, account management and stock management. Before developing an automated Book-store, we need to look into the concept of automated Book-store. Automation of any event or process is when a system is programmed to carry out an event or process activity automatically when the process is triggered to carry out the process which it is design for.

There are other examples of automation like self-destruction process in some devices, auto piloting in the aircraft systems, and also in-home appliances (fire alarm, smoke detecting devices, security systems e. g. doors, and so on).

In this project, I try to develop an online automated Book Shop which provides all service of Book shop automatically. For example, any customer or reader who wants to purchase book on the Book shop platform, he or she first search for the book he wants to purchase in the system's platform. After he/she has seen the desired book which he searched for he can then add the book to cart, pay for the books online and invoice will be issued immediately after purchase.

This Book Store is built to model and carry out the activities of traditional bookstores. This book store can detect the status of every book in the store. Users can also search for other available bookstore to get hard copies of books not found in the Book store.

### **FEATURES OF AN ONLINE BOOKSTORE**

A Book store should provide the following features to its user for better usability:

- i. Shopping Link or buttons should be clearly defined.

- ii. Easy navigation to any part of the site before and after adding item to the shopping cart.
- iii. Simple navigation from homepage to any other link or information on the website.
- iv. Minimal and effective security notification or messages.
- v. Consistency in site's layout for product information.
- vi. Effective categorization and organization of products.
- vii. Effective feedback between user and the Book store.

### **NEEDS FOR AN ONLINE BOOKSTORE**

The need for an online Book Stores arises due to the challenges faced at physical Book store during the purchase of a Book or resource material. The stressful process of sourcing through thousands of book catalogs in large collection of books. And the enticing presentation of Books in Book store which can sometimes make customers spend more than budgeted on books and sometimes purchasing books which Users don't even need.

This Bookstore is also created so that book readers can also purchase books from the convenience of their home, books can also be delivered to customers anywhere according to their shipment details. After searching through the web, I discovered that there is no Online Bookstore that offers home delivery (in Nigeria) to customers and also direct customers to locations where books can be easily bought in order to reduce the stress of searching for desired books at different location (Josh, 2020).

Due to factors stated above which serves as challenges to Book readers the need for online book shop has been an arising issue in some academic areas.

### **2.3.1 WEAKNESSES ASSOCIATED WITH ONLINE SHOPPING FACILITIES**

The INTERNET is a very big network comprising of different networking technologies. While shopping on the Internet is more convenient, security and payments technology have been improved to threshold problems encountered by online shoppers. Developing trust and confidence into user is one of the major challenges on online shopping which may be overcome by carrying out door-to-door shopping. Other limitations to online shopping are:

- i. Receiving wrong products
- ii. Damaging products during delivery transfers
- iii. Delay in product delivery
- iv. Product rejection by customers
- v. Worries when buying from foreign Companies
- vi. Online Scams.

### **2.3.2 TECHNOLOGICAL OVERVIEW**

This section provides a critical review of various technologies which are used in maintaining online shopping facilities. This section further categories developments into front-end and back-end technologies.

### **2.3.3 THE FRONT-END TECHNOLOGY**

The front-end technologies as listed above are described below:

### **i.       HYPERTEXT MARKUP LANGUAGE (HTML)**

HTML is short for Hypertext Markup Language, and it primarily developed by Tim Berners-Lee in 1990. It is used for creating web or electronic documents which are mostly displayed on the Internet. Each of this page can contains series of connections to other pages or any part of the page. These connections are called Hyperlinks. There are different versions of HTML with the current version to be HTML5, any web page on the internet is written with either this version of HTML or any other version.

Without HTML, Internet browser will not know how to present content of the Web pages. Therefore, HTML codes ensures that page content are well formatted with information so that Internet browsers may display them as they are intended to look. HTML contents may include text, images, icons, videos, audios etc.

### **ii.       CASCADING STYLE SHEET (CSS)**

CSS is short for Cascading Style Sheet primarily developed by Hakon Wium Lie in 1994. In December 1996, CSS was made a specification by the W3C and today it is used by web developers to control and manipulate the layouts and appearances of their webpages. CSS can be used to control fonts and style texts on webpage, it can also be used to create beautifully blended colors on webpages and so on. CSS has evolved over the years and more functions have been added to this web technology consistently.

### **iii.       JAVASCRIPT**

JavaScript is originally known as LiveScript, was developed by Brendan Eich and was later renamed to be JavaScript. JavaScript is an interpreted client-side scripting language that grants web developers the power to insert scripting codes into their webpages. JavaScript is commonly

placed and run alongside with HTML or ASP files, and it runs directly from web pages. It is popularly used for task which are impossible using HTML code. Example are creating calendar, manipulating time, and performing complex calculations, creating motion pictures and so on.

### **2.3.4 BACK-END TECHNOLOGY**

Back end technologies that will be adopted for the implementation of the proposed system model are described below:

#### **i. PREPROCESSOR HYPERTEXT (PHP)**

PHP is an acronym with the full meaning Preprocessor Hypertext. It is language used to code the back-end of a website otherwise known as server-side part of a website and it is a scripting language for communicating with server. It is the most widely-used and general-purpose open source scripting language. It is mostly embedded into HTML codes and a full website can be built with PHP and HTML only. PHP is an Object-Oriented programming language, using this language complex and useful website using functions and procedures. This language uses the concept of encapsulation allowing to associate values and function into one unit. PHP is also used to build dynamic and interactive webpages. PHP can directly access the websites' server and carry out basic operations (e. g. open, delete, create etc.) on the database.

#### **ii. MYSQL**

This is a language for manipulating and accessing a database. MYSQL queries are used to execute queries against the database. Different query operation can be performed on the database e. g. Insert, delete, update, drop, select etc. MYSQL can also be used in creating new database and also in populating these databases. Data in the database are in form of tables so, MySQL can set permission, procedures and different views on the exist tables and can also create new ones.

[image: ]Figure: A SQL syntax sample (SELECT statement). MYSQL is commonly used for webpages and has replaced the traditional database system due to its reliability, speed and flexibility.

PHPMYADMIN is used to manage MYSQL servers and databases. It combines PHP an SQL into one engine which can be used to perform operations using Graphic User Interface (GUI). PHPMYADMIN is basically designed to query the database using the GUI displayed above. The system can also perform operations like exporting data sets in PDF, LATEX, CSV format etc.

### **iii. XAMPP**

XAMPP stands for extensible as for “cross platform” (X), Apache (A), MYSQL (M), PHP (P), Perl or Python (P) and all of this are installed in this single package (XAMPP). It’s cross platform due ability to work on multiple operating systems. Similarly, there exist other software which performs same function as that of XAMPP, we have WAMP, LAMP and MAMP. This similar software performs same function as that of XAMPP but they are not cross platform. XAMPP is used for developing website locally on the User’s Personal Computer (PC). It is used instead of an online server, it comprises of all the server part all in one Package (Josh, 2020).

### **iv. ABANTECART**

AbanteCart is an open source e-commerce solution for small and midsize businesses that helps users create online stores to sell products and services. Key features include HTML5 responsive templates, catalog management, a discount coupons system, multi-store management, a shopping cart feature, channel management and SEO management. AbanteCart allows users configure the images, categories and products that appear on their site. Multi-store capabilities allow users to manage multiple stores from a single platform. On the customer management side,

AbanteCart offers a discount coupon system, customer account management and order monitoring by email and text message notification. AbanteCart supports various payment options including Stripe, PayPal, MOLPay, BitcoinPay and SagePay.

This software will be used for developing the proposed system in order to save cost and time. In building the system, the software requires manipulating the database and editing the bookstore interface via admin page which has been provided by the software.

## **2.4 BOOKSTORE MANAGEMENT**

Book store management is designed to deal with the customer queries regarding information about different types of books (Pradeep, 2021). This is an online System that matches the customer queries regarding the author, publishers, title, price, latest updates, storage information, upgrades etc. against the information stored in the centralized database. Improved customer satisfaction by reducing the need for customers to fill out forms and provide information about their book to customer service representatives during the check-in process. The representatives can more quickly access the book history and suggest which periodic maintenance services should be performed. They can also determine what parts are in stock for the various publications, which helps customer service representatives keep customers informed about their queries while respecting their time. This improved level of service results in higher customer loyalty. The customers of today are not only attracted because online shopping is very convenient, but also because they have broader selections, highly competitive prices, better information about the product (including people's reviews) and extremely simplified navigation for searching regarding the product. Moreover, business owners often offer online shopping options at low rates because the overhead expenses in opening and running a physical store are higher. Further, with online shopping, their products have access to a worldwide market, which

increases the number of customers from different ethnic groups, adds customer value, and overall sustainable in the marketing. To develop an easy to use web-based interface where users can search for products, view a complete description of the products and order the products. A search engine that provides an easy and convenient way to search for products specific to their needs. The search engine would list a set of products based on the search term and the user can further filter the list based on various parameters (Pradeep, 2021).

## **2.5 PROBLEMS OF EXISTING SYSTEM**

Having overviewed the existing system (in Nigeria), the following problems noticed are:

- i. There is no appropriate search engine in some of the online bookstore.
- ii. The websites layout and graphics are not attractive.
- iii. There are no devices which gives users the impression of visiting the website again.
- iv. Some of the So-called online bookstores are not actually performing their purposes.
- v. There is no means of purchasing the e-version of various books online.
- vi. There are no reviews and feedback given to new customers about book purchase.
- vii. These systems are not scalable.

## CHAPTER THREE

### SYSTEM ANALYSIS AND DESIGN

#### 3.1 INTRODUCTION

This section of the project deliberates on the source of information about the current system organization and maintenance. The problems of this system will be outlined carefully.

Finally, the proposal of the system to be developed, its exploration, input and output specifications, requirements and the scope will be expressed.

#### 3.2 RESEARCH METHODOLOGY

The methods of research concerning this project include:

**i. INTERVIEWS:** Interviews with bookstore staffs and several students involved at the bookshop was conducted and interview questions were answered to the best of their knowledge, some of the interview questions include:

- i. How often they visit the bookstore?
- ii. How bookstore records are being kept?
- iii. If they are convenient with distance to the bookstore?
- iv. How long it takes to get attended to at the bookstore?
- v. If they are convenient with the opening and closing time of the book store?
- vi. If they are convenient with selection of books available at the bookstore?
- vii. What are other problems encountered when visiting the bookstore?

viii. What are possible solutions to problems encountered when visiting the bookstore?

**ii. REFERENCE TO ONLINE AND OFFLINE DOCUMENTS:** In addition to the interviews conducted, articles, journals and online research were also used as a means of fact finding in this project. All these helped to make it possible for the completion of this project work.

### **3.3 ANALYSIS OF CASE STUDY**

University of Benin bookshop is a bookshop like other shops established with the aim of generating some worthwhile revenue through the sale of textbooks and other learning materials to customers, the students precisely. The bookshop is located beside 1000lt, Faculty of Education, University of Benin, Benin City, Edo. Its missions are to provide students with quality and edifying books for their use with ease at affordable prices.

### **3.4 PROBLEMS ASSOCIATED WITH THE CURRENT SYSTEM**

The current system involves a manual in person process which at times brings about some of the following problems:

i. Difficulty in keeping record of quality books and daily transactions: Due to the quantity of books that are brought in and taken out, difficulty in keeping accurate records may occur.

ii. Manual Book sorting: This problem results in a waste of time in sorting out books into shelves when new books come in

iii. Limitation of equipment: There will always be a limited number of books and stationaries that can be kept in a single bookstore.

iv. Slow services: There is always problem of slow service because only a certain number of customers can be attended to at a time.

v. Location: The location of the bookstore may be off people's route, or is located far from students or staff's homes and this makes getting an item from the book store inconvenient

### **3.5 THE NEW SYSTEM DESIGN**

In the process of evaluating the solution and the specifications of a detailed on-line based solution, there is need for the system design. In designing the new system, the software and hardware aspects were taken into considerations in order to produce a website that will allow all customers (school staffs, students and customers outside the school) search for and buy books online.

#### **SYSTEM DESIGN**

System design represent the overall concept on how the system works. In our system there are two modules. They are system module and admin module.

#### **USER MODULE**

- i. Only registered user can login into the website.
- ii. Users who are not registered must register first by filling the necessary requirements such as name, email, user name, contact number and password.
- iii. Users can search for books on the website
- iv. Users can also contact the admin using the contact us option

#### **ADMIN MODULE**

- i. Admin can add and remove books.
- ii. Admin can check and verify a customer order detail

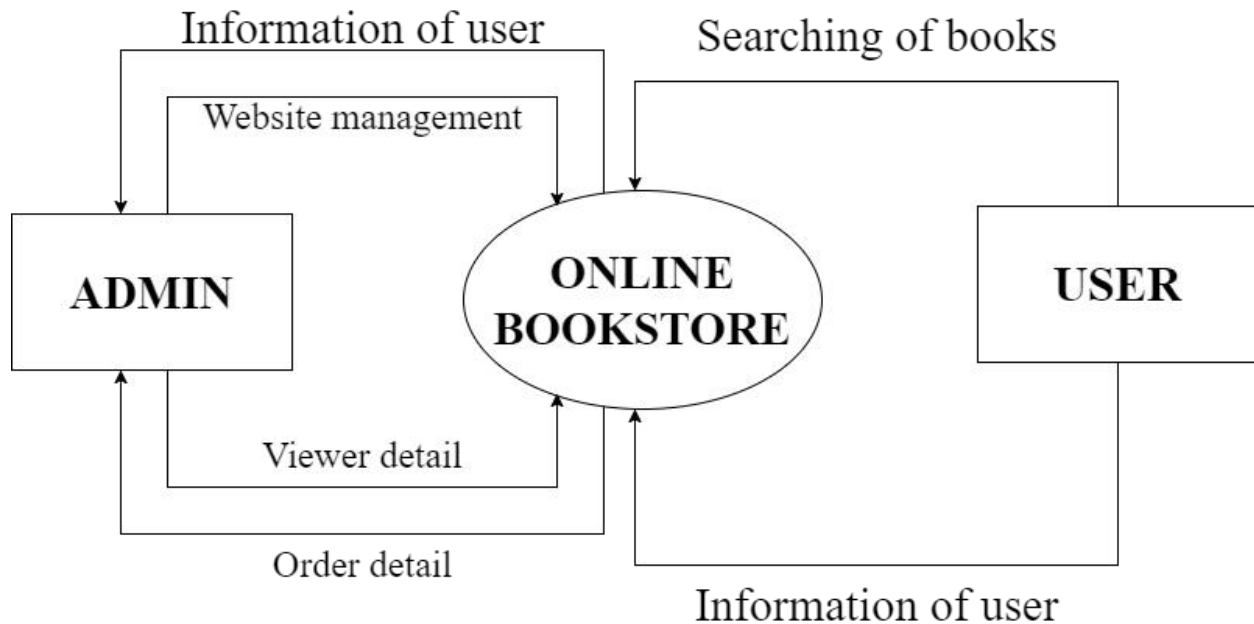


Fig 3.1: System Design of Online Book Store

### 3.6 THE DATA FLOW DIAGRAMS

Data Flow Diagrams show the flow of data from external entities into the system, showed how the data moved from one process to another, as well as its logical storage. There are only four symbols:

- i. Squares representing external entities, which are sources or destinations of data.
- ii. Rounded rectangles representing processes, which take data as input, do something to it, and output it.
- iii. Arrows representing the data flows, which can either, be electronic data or physical items.
- iv. Open-ended rectangles representing data stores, including electronic stores such as databases or XML files and physical stores such as or filing cabinets or stacks of paper.

Data Flow Diagrams are nothing more than a network of related system functions and indicate from where information is received and to where it is sent. It is the starting point in the system that decomposes the requirement specifications down to the lowest level detail.

These are data flow diagrams of various processes that go on in an online book store.

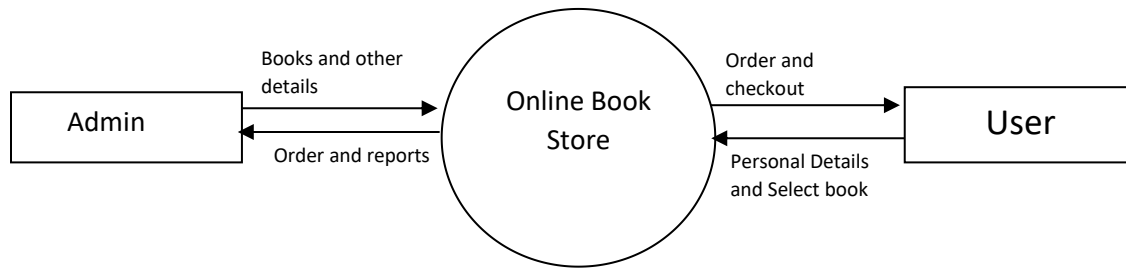


Fig 3.2: Data Flow Diagram for Online Book Store

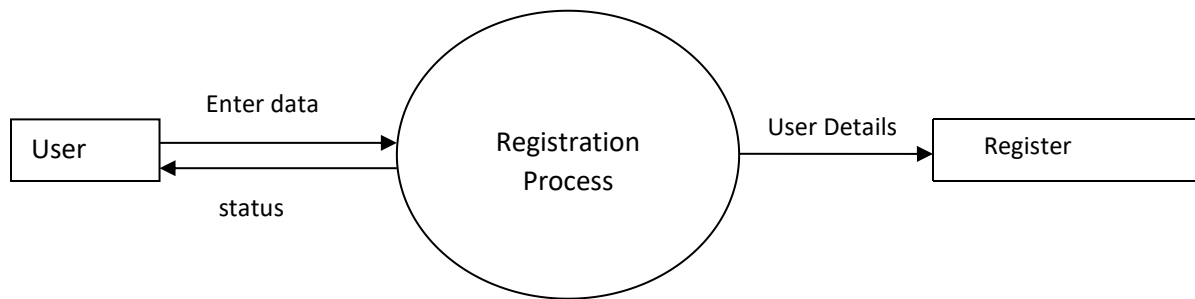


Fig 3.3: Data Flow Diagram for User Registration

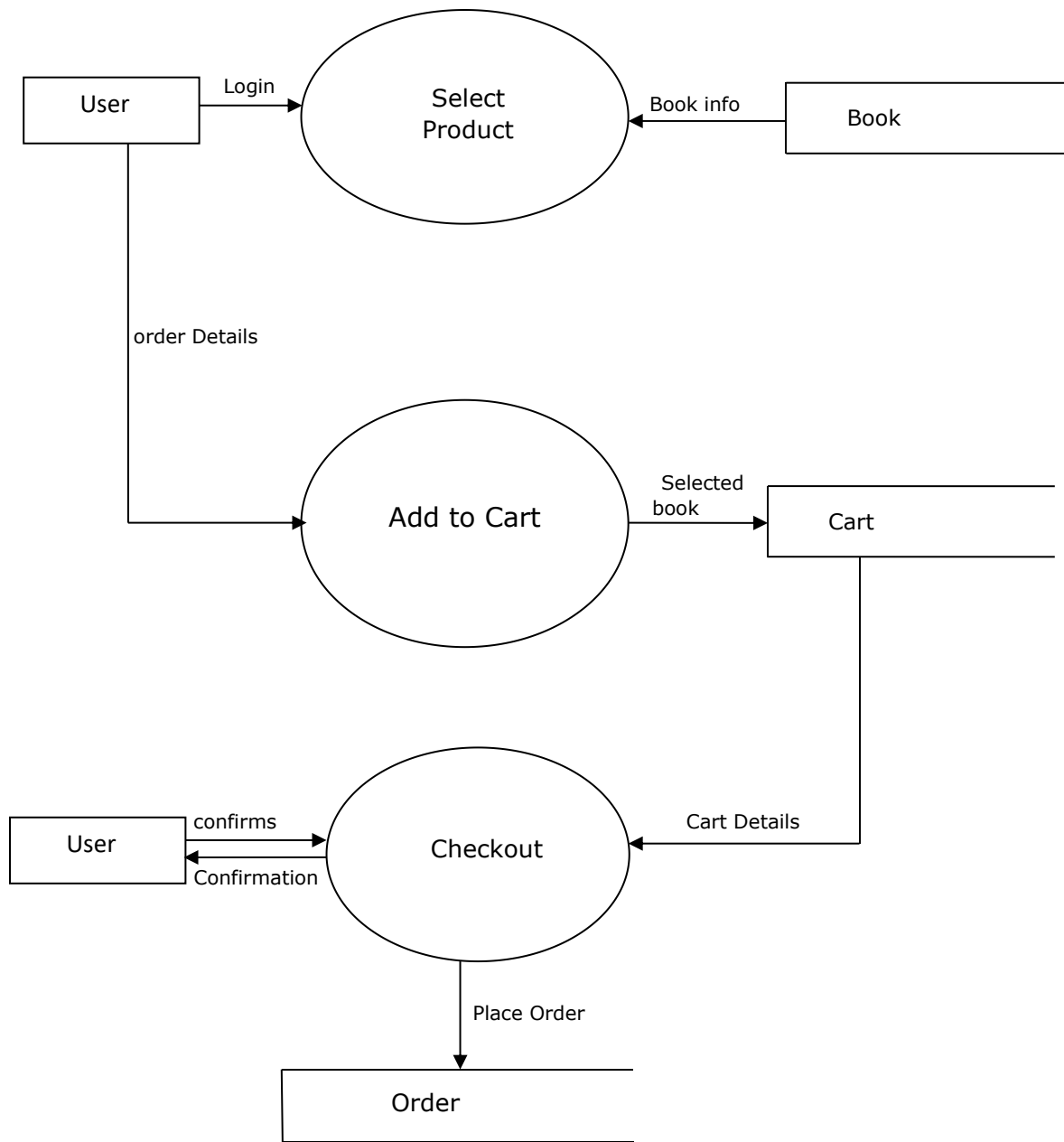


Fig 3.4: Data Flow Diagram for shopping and ordering

### **3.7 THE OBJECTIVES OF THE DESIGN**

The purpose of this project is to design an online system where students, lecturers and even customers from outside the school can purchase their books with reduced stress and at cheaper rate. This will bring the school bookshop and our school to a greater height. Other purpose of designing this system includes the following:

- i. To be able to conduct business 24 x 7 x 365 days. This asserts that the system will operate 24 hours a day, 7 days of the week and 365 days of the year.
- ii. The online book shop always allow people to do their transactions faster without waiting for the shop keeper to sort them out.
- iii. The internet as a global market will make it easy for students to make their search and orders without having to search long for it.

## CHAPTER FOUR

### SYSTEM IMPLEMENTATION AND DISCUSSION

#### 4.1 LANGUAGE SPECIFICATION AND CODING

**PHP (Processor Hypertext):** It was considered suitable for this project because it is a powerful server-side scripting language for creating dynamic and interactive websites. PHP is a widely used, free and efficient alternative to other competitor scripting languages such as Microsoft ASP. PHP is perfectly suitable for web development and can be embedded directly into the HTML code. It is often used together with Apache (web server) on various operating systems. It also supports ISAPI and can be used with Microsoft IIS (Internet Information System) on Windows. Scripts in a PHP file are executed on the server that is why it is more sophisticated than other programming languages. It runs on different platforms, (Windows, Linux, Unix etc). Below is an example of a simple PHP script

```
<!DOCTYPE HTML>

<html>

<head>

<title>Example of PHP script</title>

</head>

<body>

<?php

echo "Hi, I'm a PHP script!";
```

?>

</body>

</html>

## **4.2 SYSTEM REQUIREMENTS**

### **Hardware requirements:**

i. 320GB Hard Disk Drive

ii. 2GB ram

iii. Intel Pentium or higher

iv. Printer

v. External HDD

vi. Mouse

vii. Keyboard

viii. VGA Colour Monitor

### **Software requirements:**

i. Microsoft Windows 10 Pro or higher: Operating System

ii. Draw.io: Application software used for drawing diagrams

iii. MySQL: It is a Relational Database Management System (RDBMS)

- iv. Chrome: Web browser used to access/host the website
- v. XAMPP: Application used to serve the webpage of the website
- vi. phpMyAdmin: Used to handle the administration of MySQL database

### 4.3 DATABASE TABLES

The general theme behind a database is to handle information as an integrated whole. A database is a collection of inter-related data stored with minimum redundancy to serve single users quickly and efficiently. The general objective is to make information necessary, quick, inexpensive and flexible for the user.

**TABLE 4.3.1: CATEGORY TABLE:**

This contains the categories in the SQL database

<b>cat_id</b>	<b>cat_nm</b>
<b>1</b>	<b>Architecture</b>
<b>2</b>	<b>Arts</b>
<b>3</b>	<b>Animal Science</b>
<b>4</b>	<b>Physics</b>
<b>5</b>	<b>Geology</b>
<b>6</b>	<b>Computer Science</b>
<b>7</b>	<b>Accounting</b>
<b>8</b>	<b>Chemistry</b>
<b>9</b>	<b>Mathematics</b>
<b>11</b>	<b>Statistics</b>

<b>12</b>	<b>Law</b>
<b>13</b>	<b>Medicine</b>
<b>14</b>	<b>Computer Engineering</b>
<b>15</b>	<b>Microbiology</b>

**TABLE 4.3.2: CONTACT TABLE:**

This contains the record of users who contact the admin

<b>con_id</b>	<b>con_nm</b>	<b>con_email</b>	<b>con_query</b>
<b>3</b>	<b>odion ijogbe</b>	<b>odionijogbe@gmail.com</b>	<b>I need a book on programming languages</b>

**TABLE 4.3.3: SHIPPING\_DETAILS TABLE:**

This table contains the shipping details of users that have ordered books

<b>id</b>	<b>name</b>	<b>address</b>	<b>postal_code</b>	<b>city</b>	<b>state</b>	<b>phone</b>	<b>f_id</b>
<b>2</b>	<b>Odion</b>	<b>UNIBEN main gate</b>	<b>2022</b>	<b>Benin</b>	<b>Edo</b>	<b>8132822516</b>	<b>123</b>

**TABLE 4.3.4: SUBCAT TABLE:**

This table contains the sub categories in the database

<b>subcat_id</b>	<b>parent_id</b>	<b>subcat_nm</b>
<b>1</b>	<b>1</b>	<b>Architecture</b>
<b>2</b>	<b>2</b>	<b>Arts</b>
<b>3</b>	<b>3</b>	<b>Animal Science</b>

<b>4</b>	<b>4</b>	<b>Physics</b>
<b>5</b>	<b>5</b>	<b>Geology</b>
<b>6</b>	<b>6</b>	<b>Computer Science</b>
<b>7</b>	<b>7</b>	<b>Accounting</b>
<b>8</b>	<b>8</b>	<b>Chemistry</b>
<b>9</b>	<b>9</b>	<b>Mathematics</b>
<b>11</b>	<b>11</b>	<b>Statistics</b>
<b>12</b>	<b>12</b>	<b>Law</b>
<b>13</b>	<b>13</b>	<b>Medicine</b>
<b>14</b>	<b>14</b>	<b>Computer Engineering</b>
<b>15</b>	<b>15</b>	<b>Microbiology</b>

**TABLE 4.3.5: USER TABLE:**

This table contains registered users in the database

<b>u_id</b>	<b>u_fnm</b>	<b>u_unm</b>	<b>u_pwd</b>	<b>u_gender</b>	<b>u_email</b>	<b>u_contact</b>	<b>u_city</b>
<b>3</b>	<b>Odion</b>	<b>Martins</b>	<b>123</b>	<b>Male</b>	<b>odionijogbe@gmail.com</b>	<b>+2348132822516</b>	<b>PEL</b>

**TABLE 4.3.6: BOOKS TABLE:**

This table contains some of the books in the database

<b>b_id</b>	<b>b_nm</b>	<b>b_sub cat</b>	<b>b_desc</b>	<b>b_publish er</b>	<b>b_editio n</b>	<b>b_isbn</b>	<b>b_page</b>	<b>b_price</b>	<b>b_img</b>
<b>1</b>	<b>Introduction to Architecture I</b>	<b>1</b>	<b>Introduction to Architecture I</b>	<b>THE BOOK SHOP</b>	<b>2022</b>	<b>89564</b>	<b>200</b>	<b>500</b>	<b>imgfile.jp g</b>
<b>2</b>	<b>Introduction to Architecture II</b>	<b>1</b>	<b>Introduction to Architecture II</b>	<b>Prof. Odion Ijogbe</b>	<b>2022</b>	<b>8184-6</b>	<b>250</b>	<b>1000</b>	<b>imgfile.jp g</b>
<b>4</b>	<b>Architectur al Design I</b>	<b>1</b>	<b>Architectura l Design I</b>	<b>Jeffrey E. Otohor</b>	<b>2020</b>	<b>87558</b>	<b>300</b>	<b>1000</b>	<b>imgfile.jp g</b>

#### **4.4 SYSTEM INSTALLATION**

The website has been developed as a full package and can be run on any system using windows operating system. The following is the process on how the website can be hosted locally on a PC assuming the PC has a web browser and XAMPP installed.

- i. Once the code of the website has been developed, copy it from original location and paste it in the file path (C:\xampp\htdocs)

- ii. Launch the XAMPP application and start Apache and MySQL modules
- iii. Launch web browser (Chrome, Firefox, Opera)
- iv. Type in the domain name <http://localhost/Online%20Book%20Store/index.php>
- vi. The locally hosted website should be displayed on the screen

The website can be edited to better suit the needs of the school as this project is an initial proposal of a new system.

## 4.5 SYSTEM INTERFACE

### INDEX/HOME PAGE:

This is the first page of the website which welcomes visitors. It also contains login, search and categories modules.

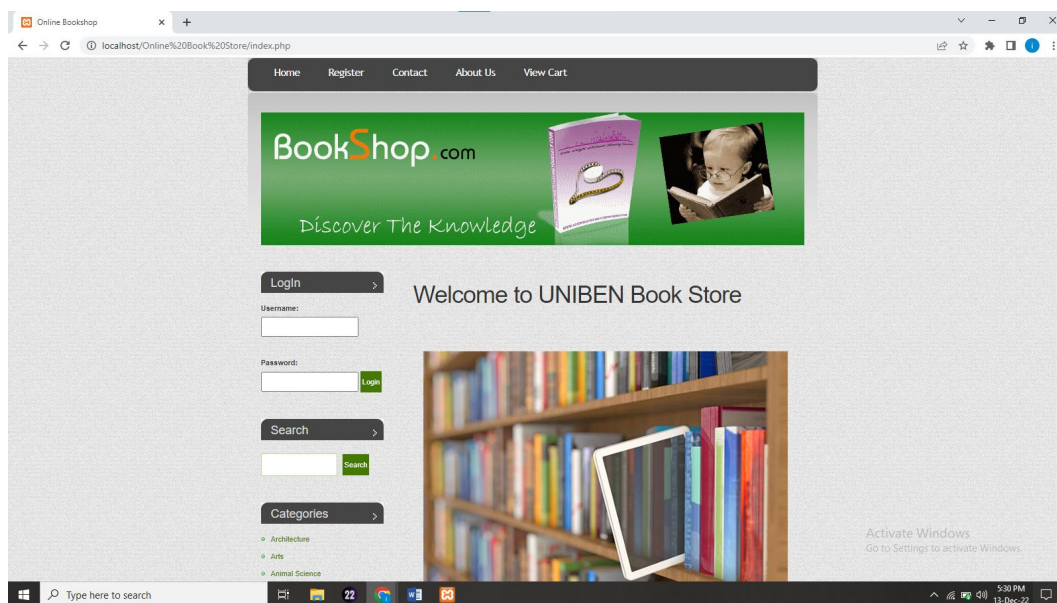


Fig 4.1: Index/Home Page

## REGISTRATION/LOGIN PAGE:

This is the page where new visitors can register by filling their personal details to become registered users in the website and can also login in order to be able to order books.

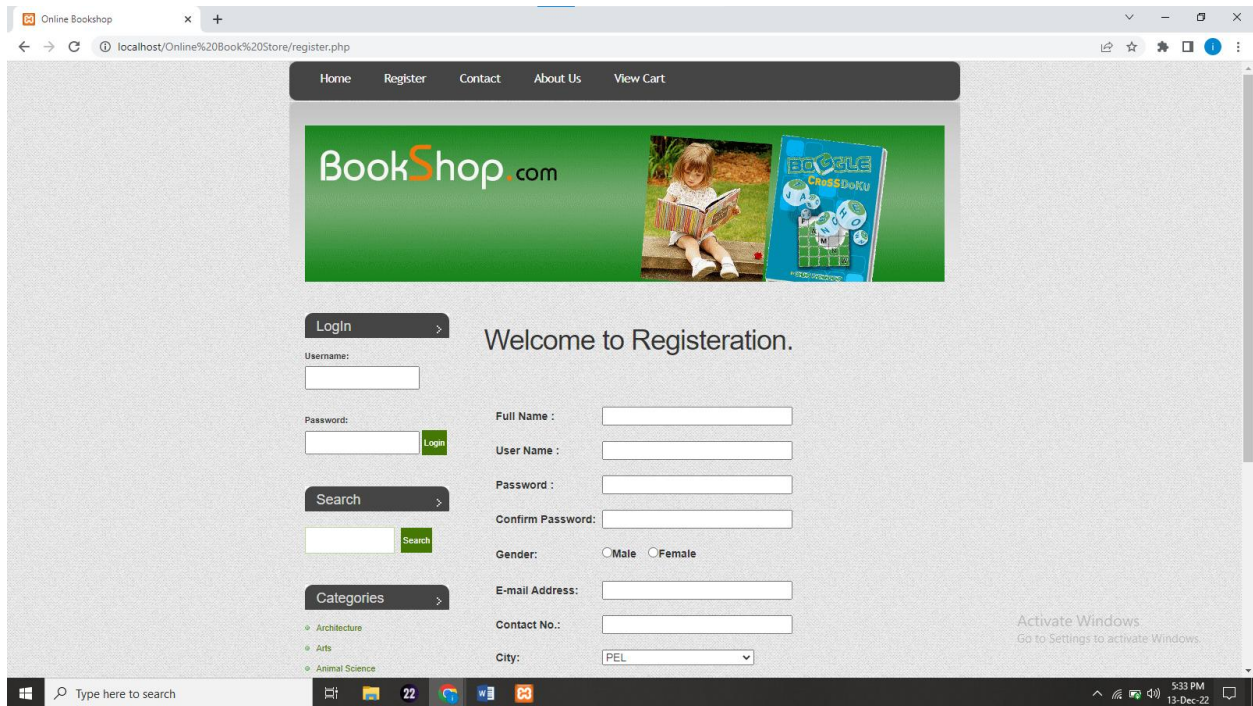


Fig 4.2: Registration/Login Page

## BOOK LIST PAGE:

This page contains the books under a category. Users can choose their preferred books on this page

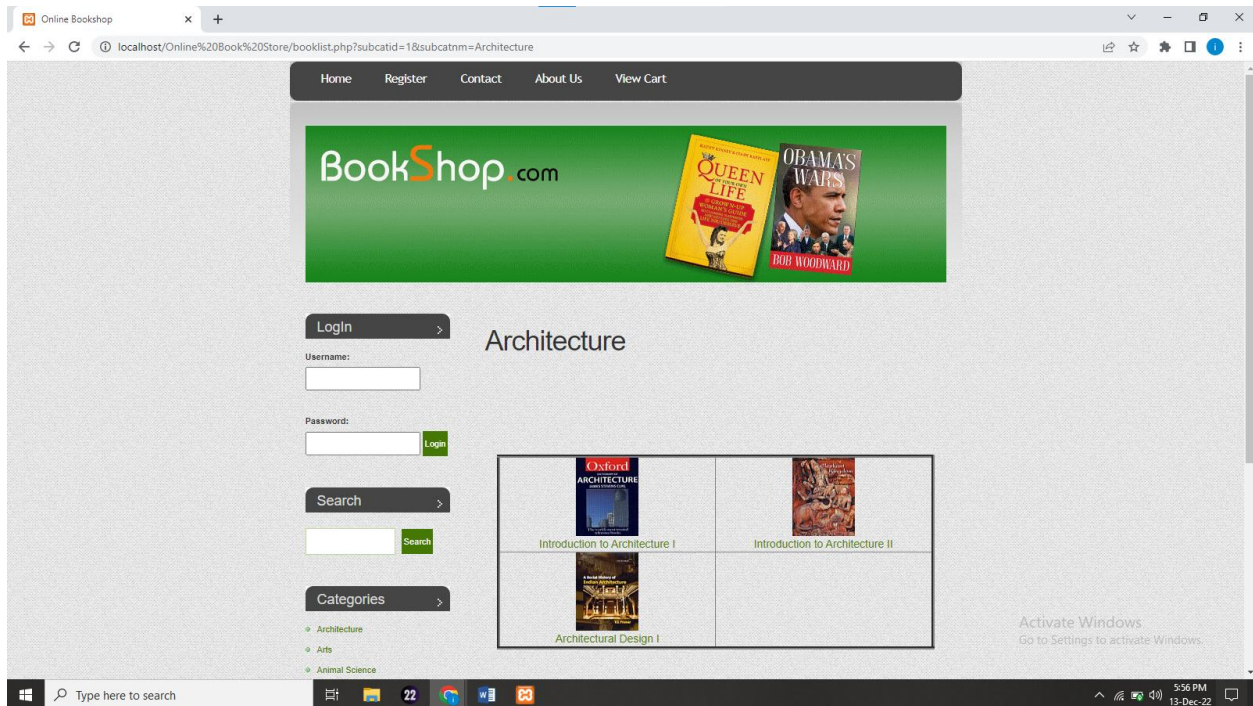


Fig 4.3: Book List Page

## BOOK DETAIL PAGE:

This page shows users more info about their desired book like

- i. Publisher
- ii. ISBN
- iii. Pages
- iv. Price
- v. Description

Users can also add desired books to cart on this page.

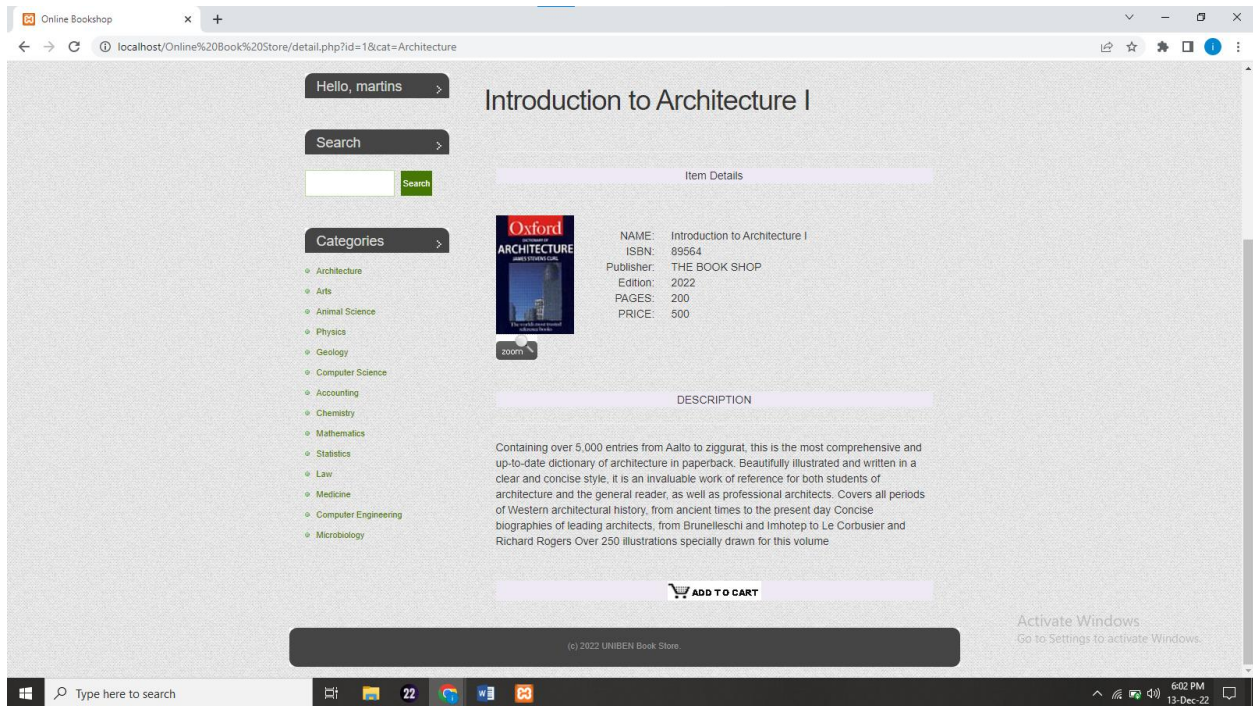


Fig 4.4: Book Detail Page

## VIEWCART PAGE:

This page shows users the all books added to cart with its price, quantity and total amount to be paid. It also allows users to delete books added to the cart and also proceed to the shipment details page.

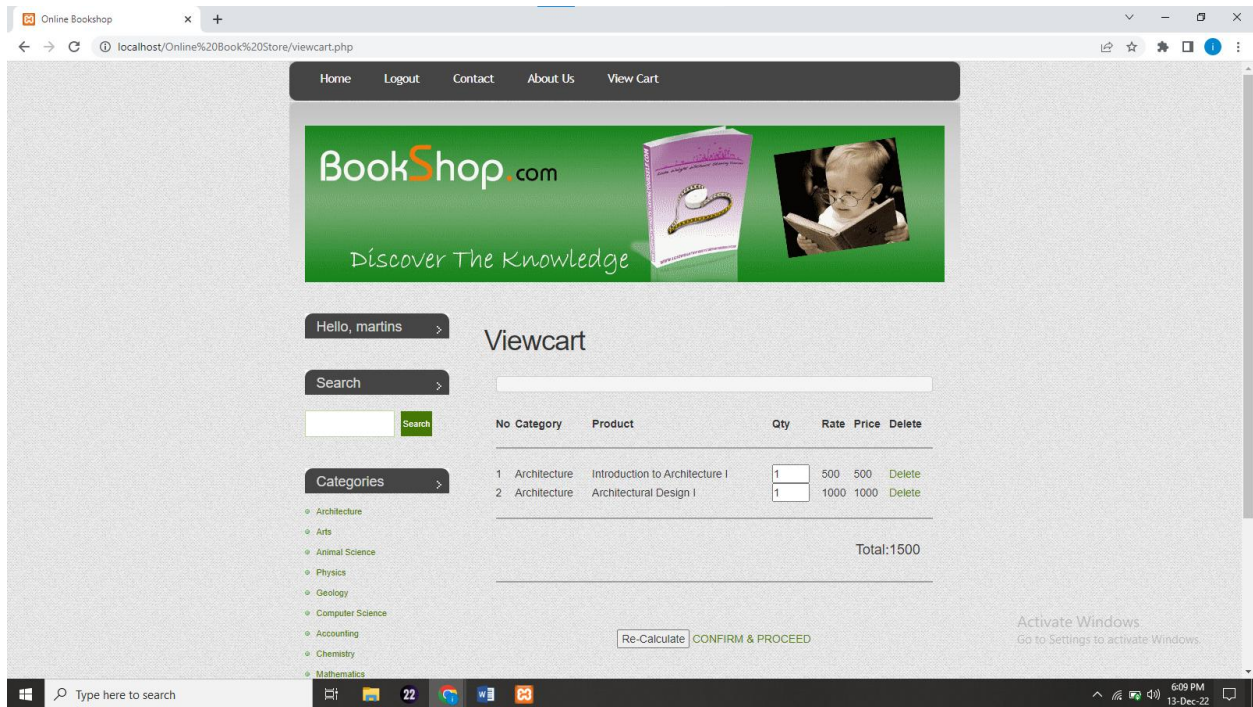


Fig 4.5: Viewcart Page

### SHIPPING DETAILS PAGE:

In this page, users are to fill in their shipping details accurately so their ordered book get to them as soon as possible. Required details include:

- i. Full name
- ii. Address
- iii. Postal code
- iv. Phone number
- v. State

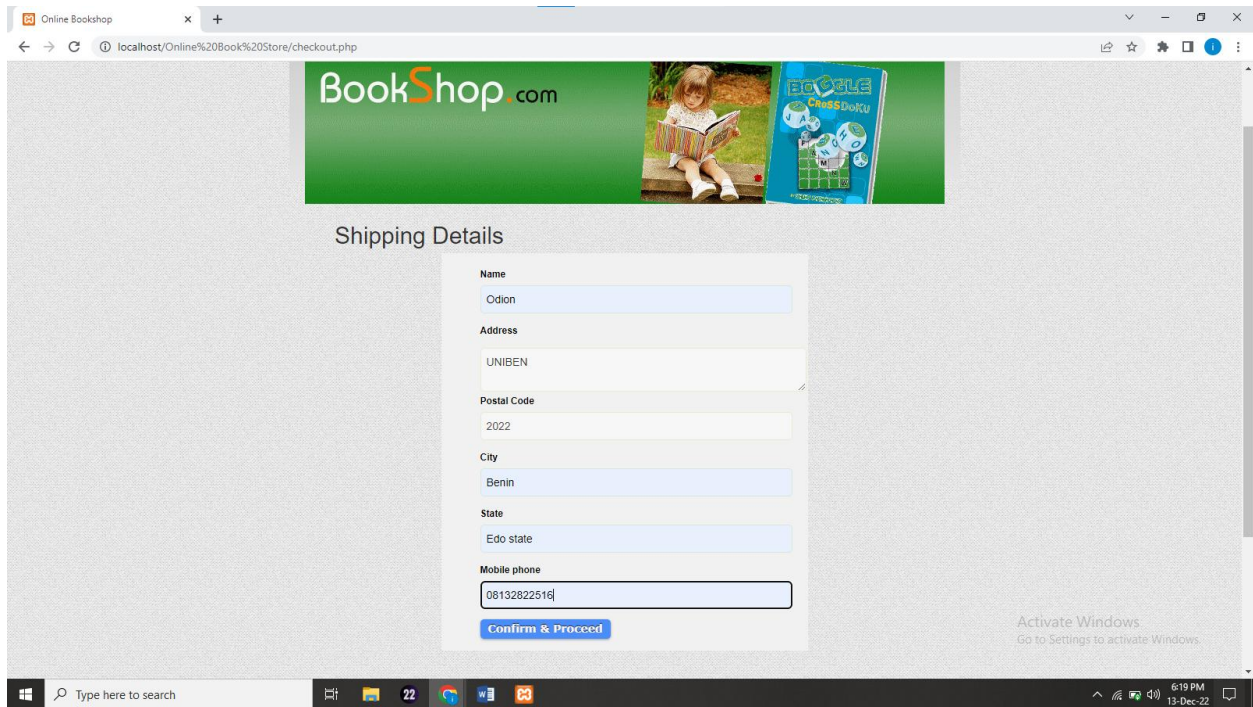


Fig 4.6: Shipping Details Page

### **PAYMENT OPTION PAGE:**

This page offers various payment options to users that want to order books. Payment options may include:

- i. Quickteller
- ii. Paypal
- iii. PayStack
- iv. Cash on Delivery

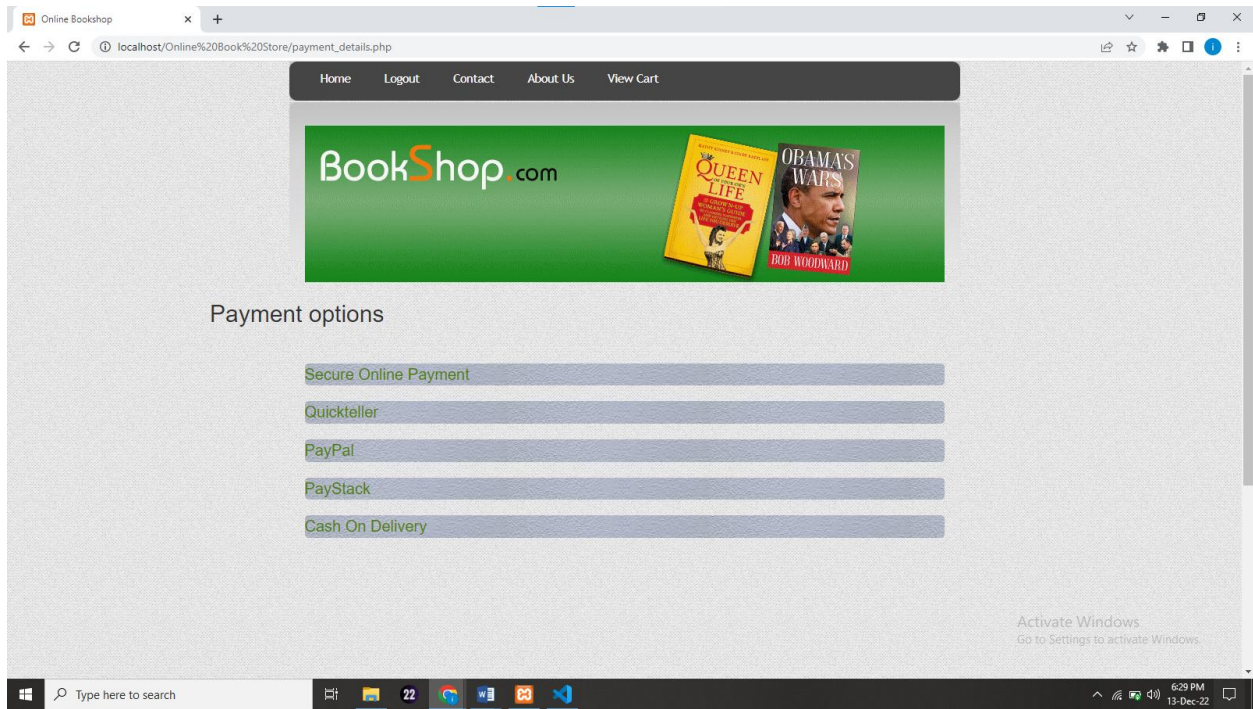


Fig 4.7: Payment Option Page

### **ADMIN PAGE:**

This page is only accessible to the admin and it allows the admin to do the following:

- i. Add or delete categories
- ii. Add or delete books
- iii. Receive queries from users

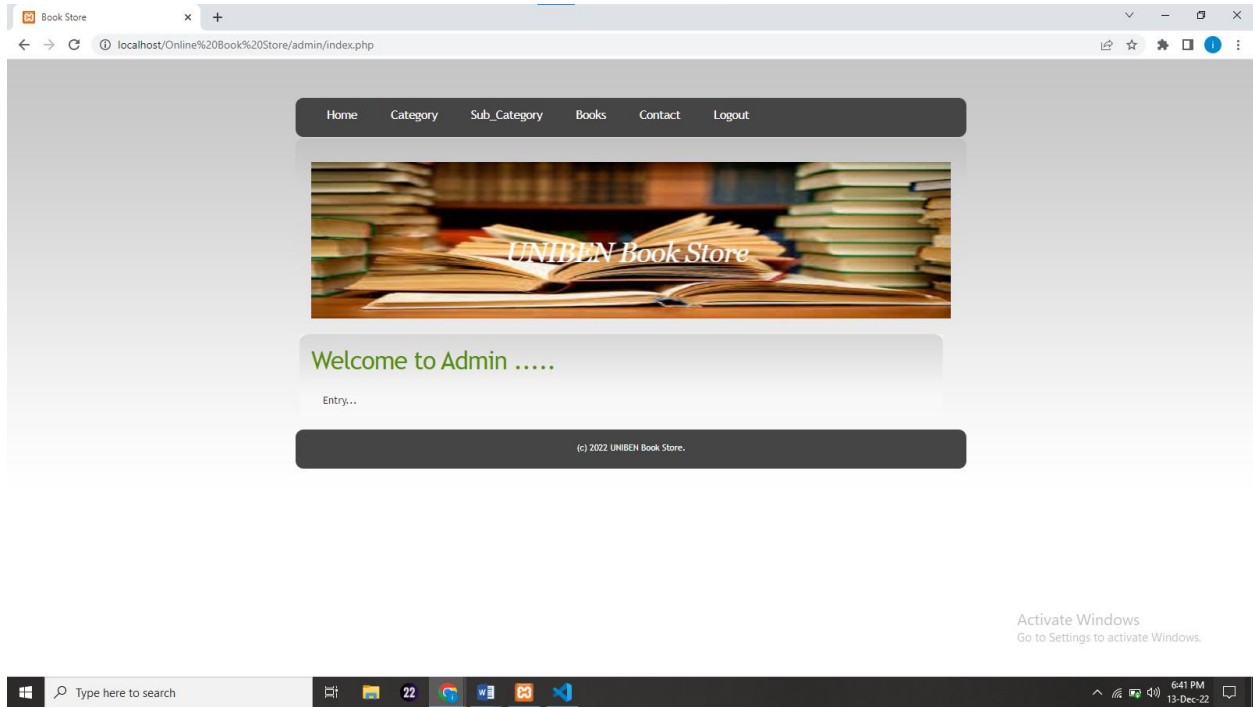


Fig 4.8: Admin Page

## **CHAPTER FIVE**

### **SUMMARY, CONCLUSION AND RECOMMENDATION**

#### **5.1 SUMMARY OF THE STUDY**

This project work proposes an online system that will synthesize and increase the functionality of book sales in general.

The existing manual system has a lot of drawbacks which may hinder students and staffs and can most definitely be improved upon which is why this study has been carried out to come up with a new effective and efficient online system that will alleviate current problems with the existing system. A complete description of the proposed system has been provided in the implementation stage of this study.

Although, lots of online systems have been designed and hosted to achieve a lot of goals in other forms of E-commerce, but this proposed system is exclusively designed for University of Benin bookshop which will go a long way in boosting and aiding the students, staffs and even customers outside the school premises and their method of acquiring materials for study or research purposes.

#### **5.2 CONCLUSION**

In conclusion, based on research and findings, the proposed system will be big positive for the University as it is a user-friendly website designed for online buying and selling of books. It is a system that inculcates the new web technology in its full design. When this is fully implemented it will promote and improve the standard of operations of the bookshop which is entirely manual.

Furthermore, as the whole wide world is moving towards living in a global village, the university's bookshop will now fit into the global market village and be recognized by all. The inconveniences and drawbacks faced by students and staffs will be alleviated.

### **5.3 RECOMMENDATION**

Having presented all that is required for the successful implementation of this project research work, the following are suggested by the programmer aimed at improving and eliminating the problems encountered each day by both students and the management. The measures are as follow;

- i. The server should be managed by a database administrator who has undergone training on using MYSQL database.
- ii. There should be a regular update of the online book store so as to compete and give round the clock service to users.
- iii. There should be no hesitation in attending to the needs of the new system designed. System should be upgraded if need be.
- iv. The online book store should not be exclusive to students and staffs, various persons outside the school should be able to get access to the online store as this will benefit both parties.

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## APPENDIX A

### SOURCE CODE

#### HOME PAGE/INDEX

```
<?php session_start();?>

<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">

<html xmlns="http://www.w3.org/1999/xhtml">

<head>

    <?php
        include("includes/head.inc.php");
    ?>

</head>

<body>

    <!-- start header -->
        <div id="header">
            <div id="menu">
                <?php
                    include("includes/menu.inc.php");
                ?>
            </div>
        </div>

        <div id="logo-wrap">
            <div id="logo">
                <?php
                    include("includes/logo.inc.php");
                ?>
            </div>
        </div>

    <!-- end header -->
```

```

<!-- start page -->
<div id="page">
  <!-- start content -->
  <div id="content">
    <div class="post">
      <h1 class="title">Welcome to
      <?php
        if(isset($_SESSION['status']))
        {
          //echo $_SESSION['unm'];
          echo 'UNIBEN Book Store';
        }
        else
        {
          echo 'UNIBEN Book Store';
        }
      ?>
      </h1>
      <div class="entry">
        <br>

        <br>

        <!--<object width="550" height="400">
          <param name="movie" value="somefilename.swf">
            
          </embed>
        </object>-->

```

```
        
        <br><br>
    </div>
</div>
</div>
<!-- end content -->
<!-- start sidebar -->
<div id="sidebar">
    <?php
        include("includes/search.inc.php");
    ?>
</div>
<!-- end sidebar -->
<div style="clear: both;">&nbsp;</div>
</div>
<!-- end page -->

<!-- start footer -->
<div id="footer">
    <?php
        include("includes/footer.inc.php");
    ?>
</div>
<!-- end footer -->
</body>
</html>
```