BOOKEX : A WEB BASED BOOK TRADE APPLICATION

Shreyas Lokhande[1] , Siddhant Kulkarni[2] , Prajwal Sonawane[3] , Dhruv Desai[4] , Manali Shimpi[5]

[1,2,3,4] Student, Dept of Computer Engineering , Dr.D.Y.Patil School of Engineering, Pune, Maharashtra, India
[5]Head of Dept, Dept of Computer Engineering , Dr.D.Y.Patil School of Engineering, Pune, Maharashtra, India

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Abstract – *A web application developed in Netbeans IDE using Java Servlet and having MySQL database that helps users to connect with one another for exchanging their books, with a basic registration fee of Rs 200.*

***Key Words*: Web Application, Netbeans IDE, MySQL, exchanging, books**

1.INTRODUCTION

The application will give students a platform to give their old books and in exchange get new books for free. The concept of the whole application is that students need to buy new books each semester and the books of last semester are eventually of no use. Many students go to local store and return their old books, in return they get some discount on new ones. Our application will allow students to get a new book free for exchange of old book.

1.1 Application overview

The application will display a home page with only one option until the user logs in. Once the user logs in the other options are available. These options contain pages for uploading old book details, viewing list of available books, request for a book etc.

All these pages are programmed in the netbeans ide, java servlets and html tags are the major part of the code. Each page has a separate .jsp page so that the editing, modifying and any other operation on a particular page is easier.

The User Interface of the application is just like any other online shopping website so that all users can operate it without any issue. This is a web based application so the compatibility of software doest come into consideration, the website does not have any advance level features so it works on all basic browser.

2. Exchange and purchase concept

When a registered user uploads details about "n" books, he/she can buys "n" no of new books for free. That is if you upload 2 books you get your first 2 books for free. If a user has uploaded 2 books but wants to buy 3 the he has to pay discounted price for the 3rd book.

Same goes for the users who don't have any books to exchange but want new books, the application will display the list of available books and user can select them and while checking out will have to pay amount for all the books, this amount will be displayed with the discount already applied, this discounted price will be cheaper as compared to market rates.

For this implementation, an if else ladder is included in the program, this decision making loop includes various variables:

To store the no of uploads of a user, to store current items in cart, to store previous orders if any etc.

These variables are arranged properly in the if else ladder that during the program implementation the correct output is displayed.

3. OBJECTIVES

1. Main objective is to provide a platform for students which acts like a mediator between seniors and juniors.
2. TO reduce student efforts of manually going to stores ad exchanging or buying books every semester.
3. Provide more number of books in a basic registration free.

4. FUTURE SCOPE

1. Larger database can accommodate more books
2. Can be used as a library management system if it has a larger database.
3. Online payment through various wallets can be added.

5. CONCLUSIONS

In this modern era of pdf's and e-books, the traditional method of studying that is studying from hard copy of textbooks remains the best. Our main focus is to provide a platform to students where they can connect to their colleagues and exchange books for free or buy books for a low price. Our application will reduce student efforts. It is economical too which is an important part in many student lives.

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