

TITLE PAGE

DEVELOPMENT OF AN ONLINE SALES AND INVENTORY
MANAGEMENT SYSTEM
(A CASE STUDY OF E-BOOKSHOP)

WRITTEN BY

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APPROVAL PAGE

This is to certify that this research work is an authentic work carried out by **DURU UGOCHUKWU SAMUEL** of the Department Of Computer Science, Federal Polytechnic Nekede, Owerri, Imo State, and is acceptable in partial fulfillment for the requirements of the award of Higher National Diploma in Computer Science.

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DEDICATION

I dedicate this project to God Almighty and to my wonderful parents

ACKNOWLEDGEMENT

I acknowledge God Almighty for the life giving to me and to my sponsor Chief Tony Ekerou God bless you Sir and to my wonderful husband Mr. Anayo Okoro and to my beloved father Mr. Lawrence Agwa and to Mr. Uzo God bless you all.

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ABSTRACT

Online purchases from e-stores are getting popular among Internet users. Although many e-commerce activities, such as auctions, bargaining, and recommendation services are available, most e-stores lack clerk-like mechanisms to persuade potential buyers into buying products and to bargain with them for making a good deal. The objective of this research is to develop an online shopping system that permits a customer to submit online orders. The online shopping system presents an online display of an order cutoff time and an associated delivery window for items selected by the customer. The system accepts the customer's submission of a purchase order for the item in response to a time of submission being before the order cutoff time. The online shopping system does not settle with a credit supplier of the customer until the item (e-book) selected by the customer is picked from inventory but before it is delivered. Therefore, the customer can go online and make changes to the order. In addition, available service windows are presented to the customer as a function of customer selected order and service types; and further, the order picking is assigned in accordance with a picker's preference.

CHAPTER ONE

1.1 INTRODUCTION

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. If an intermediary service is present the process is called **electronic commerce**. An online shop, e- shop, e-store, internet shop, web shop, web store, online store, or virtual store evokes the physical analogy of buying products or services at a bricks-and-mortar retailer or in a shopping mall.

The metaphor of an online catalog is also used, by analogy with mail order catalogs. All types of stores have retail web sites, including those that do and do not also have physical storefronts and paper catalogs. Online shopping is a form of electronic commerce used for business-to-business (B2B) and business-to-consumer (B2C) transactions.

1.2 PURPOSE OF STUDY

With the advancement in file saving and file retrieval system, organizations cannot afford to be ignorance of the basic tool, which is the driving force behind technological oriented administration.

Much can be achieve if an organization have a well organized database system. Information can be easily access with the search tools/engine if the database system is enhanced. This research is to find a way of increasing the quality database system in polytechnic administration.

1.3 LIMITATION OF STUDY

Usually, every work has some limitations and this study is not exempted.

The two major limitations of this study are the time limits within which the study is expected to be completed as well as financial constraints. The time constraint prevents the researcher to have an in depth study and analysis on the subject matter. While the issue of financial constraint limits the frequency of investigation to the company toward gathering the necessary information relevant for the study.

1.4 SCOPE OF STUDY

The research will center on the design and implementation of an online sales outlet for the sales of e-books from all level of life. It provides an opportunity for different individual to upload their own books for sale.

1.5 RESEARCH QUESTION

These include;

1. What is the web program to be use?
2. What are the limitations?
3. How can people from different parts of the world reach out to the site and get what they want?

1.6 STATEMENT OF THE PROBLEM

Our research is aimed at seeing ways to overcome the problem in regular shopping. When a person decides to shop at a regular superstore, she has to drive to the store, find a parking place, and walk throughout the store until she locates the products she needs. After finding the items she wants to purchase, she may often need to stand in long lines at the cash register.

1.7 SIGNIFICANCE OF THE STUDY

Since the emergence of the World Wide Web, merchants have sought to sell their products 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. In fact, people can purchase just about anything from companies that provide their products online. Books, clothing, household appliances, toys, hardware, software, and insurance scheme are just some of the hundreds of products consumers can buy from an online store.

1.8 DEFINITION OF TERMS

HTML CODE- HTML stands for Hyper Text Markup Language. It is a type of computer language that is primarily used for files that are posted on the internet and viewed by web browsers. HTML files can also be sent via email.

Markup language - A markup language is a combination of words and symbols which give instructions on how a document should appear. For example, a tag may indicate that words are written in italics or bold type.

Web browser - A Web browser is a software program that interprets the coding language of the World Wide Web in graphic form, displaying the translation rather than the coding. This allows anyone to “browse the Web” by simple *point and click* navigation, bypassing the need to know commands used in software languages.

File extension - A file extension is the suffix at the end of a filename that tells a computer, and the computer user, which program is needed to open the file. Also called a filename extension, this suffix preceded by at least one period, is

generally one to five characters long but the norm is usually three characters in length.

Email - Email, also sometimes written as e-mail, is simply the shortened form of electronic mail, a protocol for receiving, sending, and storing electronic messages. Email has gained popularity with the spread of the Internet. In many cases, email has become the preferred method of communication.

TCP/IP - This often used but little understood set of operations stands for Transmission Control Protocol/Internet Protocol. TCP/IP is the combination of the two and describes the set of protocols that allows hosts to connect to the Internet. In actuality, TCP/IP is a combination of more than those two protocols, but the TCP and IP parts of TCP/IP are the main ones and the only ones to become part of the acronym that describes the operations involved

TEXT FILE - A text file is a computer file that stores a typed document as a series of alphanumeric characters, usually without visual formatting information. The content may be a personal note or list, a journal or newspaper article, a book, or any other text that can be rendered accurately in typewritten form.

Hyper Link - A hyperlink is a graphic or a piece of text in an Internet document that can connect readers to another webpage, or another portion of a document. Web users will usually find at least one hyperlink on every webpage. The simplest form of these is called embedded text or an embedded link.

www – acronym for World Wide Web

CHAPTER TWO

LITERATURE REVIEW

2.1 INTRODUCTION

Online marketing is today's most popular method of marketing, ahead of television, radio and print. Online marketing is the way of the future; the internet now a preferred communication medium for businesses, brands and organizations in the world today.

Online marketing, where products and services are promoted via the web, facilitates customer engagement through marketing strategies such as search engine optimization (SEO), search engine marketing, email marketing, and web 2.0.

A website can be the most effective marketing tool for many businesses; therefore online marketing strategies need to be customized to achieve quality results. Online marketing is proven and cost effective, delivering proven and measurable marketing results easily and immediately. The expansion of the World Wide Web has allowed companies to maximize their marketing potential, online marketing allowing businesses to reach a wide audience for a fraction of traditional advertising costs.

The internet as a marketing medium allows consumer convenience, businesses gaining the advantage of customer appeal. Online marketing lets consumers research and purchase services and products at their own convenience, whilst tracking behavior to measure.

Online marketing strategies and statistics can be traced, measured and tested; easily and inexpensively. Advertising methods can vary and marketing experts can determine which marketing strategy is successful. Campaign results can be calculated and tracked immediately, unlike traditional advertising mediums.

2.2 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. If an intermediary service is present the process is called electronic commerce. An online shop, e-shop, e-store, internet shop, web shop, web store, online store, or virtual store evokes the physical analogy of buying products or services in a shopping mall.

The metaphor of an online catalog is also used, by analogy with mail order catalogs. All types of stores have retail web sites, including those that do and do not also have physical storefronts and paper catalogs. Online shopping is a form of electronic commerce used for business-to-business (B2B) and business-to-consumer (B2C) transactions.

2.3 HISTORY OF ONLINE SHOPPING

Online Shopping pre-dates the IBM PC, Microsoft Apple Inc., and the Internet/www. In 1979 Michael Aldrich, an English inventor, connected a modified 26" colour domestic TV to a real-time transaction processing computer via a domestic telephone line and invented online shopping. The first recorded B2B online shopping was Thomson Holidays 1981. The first recorded B2C online home shopping was Gateshead SIS/Tesco in 1984. The world's first recorded online home shopper was Mrs. Jane Snowball, 72, of Gateshead, England in May 1984. During the 1980s Aldrich sold many systems mainly in the UK to large corporations, including Ford, Peugeot {then trading as Talbot Motors}, General Motors and Nissan. Case studies of some of these systems have survived. The Nissan system of 1984/85 was revolutionary. It enabled a car buyer on a dealer's lot to buy both car and finance online including credit check. Aldrich was copied and his ideas were plagiarized. His 1980s systems

were as fast as 2010 internet shopping systems but they worked only on dial-up and leased telephone lines. There was no broadband at the time. He never patented his shopping system and his ideas are the basis of internet home shopping.

In 1990 Tim Berners-Lee created the first World Wide Web server and browser. It opened for commercial use in 1991. In 1994 other advances took place, such as online banking and the opening of an online pizza shop by Pizza Hut. During that same year, Netscape introduced SSL encryption of data transferred online, which has become essential for secure online shopping. In 1995 Amazon expanded its online shopping, and in 1996 eBay appeared. More recently Overstock has also become one of the world largest and reliable online shopping stores.

2.4 WEB DESIGN

Web design is the skill of creating presentations of content (usually hypertext or hypermedia) that is delivered to an end-user through the World Wide Web, by way of a Web browser or other Web-enabled software like Internet television clients, microblogging clients and RSS readers.

The intent of web design is to create a web site—a collection of electronic documents and applications that reside on a web server/servers and present content and interactive features/interfaces to the end user in form of Web pages once requested. Such elements as text, bit-mapped images (GIFs, JPEGs) and forms can be placed on the page using HTML/XHTML/XML tags. Displaying more complex media (vector graphics, animations, videos, sounds) requires plug-ins such as Adobe Flash, QuickTime, Java run-time environment, etc. Plug-ins are also embedded into web page by using HTML/XHTML tags.

Improvements in browsers' compliance with W3C standards prompted a widespread acceptance and usage of XHTML/XML in conjunction with Cascading Style Sheets (CSS) to position and manipulate web page elements and objects. Latest standards, and proposals, aim at leading to browsers' ability to deliver a wide variety of content and accessibility options to the client possibly without employing plug-ins.

Typically web pages are classified as static or dynamic:

Static pages don't change content and layout with every request unless a human (web master/programmer) manually updates the page. A simple HTML page is an example of static content.

Dynamic pages adapt their content and/or appearance depending on end-user's input/interaction or changes in the computing environment (user, time, database modifications, etc.) Content can be changed on the client side (end-user's computer) by using client-side scripting languages (JavaScript, JScript, Actionscript, etc.) to alter DOM elements (DHTML). Dynamic content is often compiled on the server utilizing server-side scripting languages (Perl, PHP, ASP, JSP, ColdFusion, etc.). Both approaches are usually used in complex applications.

With growing specialization in the information technology field there is a strong tendency to draw a clear line between web design and web development.

Web design is a kind of graphic design intended for development and styling of objects of the Internet's information environment to provide them with high-end consumer features and aesthetic qualities. The offered definition separates web design from web programming, emphasizing the functional features of a web site, as well as positioning web design as a kind of graphic design.

The process of designing web pages, web sites, web applications or multimedia for the Web may utilize multiple disciplines, such as animation, authoring, communication design, corporate identity, graphic design, human-computer

interaction, information architecture, interaction design, marketing, photography, search engine optimization and typography.

Markup languages (such as HTML, XHTML and XML)

Style sheet languages (such as CSS and XSL)

Client-side scripting (such as JavaScript)

Server-side scripting (such as PHP and ASP)

Database technologies (such as MySQL and PostgreSQL)

Multimedia technologies (such as Flash and Silverlight)

Web pages and web sites can be static pages, or can be programmed to be dynamic pages that automatically adapt content or visual appearance depending on a variety of factors, such as input from the end-user, input from the Webmaster or changes in the computing environment (such as the site's associated database having been modified).

With growing specialization within communication design and information technology fields, there is a strong tendency to draw a clear line between *web design* specifically for web pages and *web development* for the overall logistics of all web-based services.

2.5 CHOOSING THE WEB DESIGN SOFTWARE

The best web design software may depend on many factors. How advanced needs to be determined, as well as how easy to use. For a professional web designer, software with all the latest features will be needed. On the other hand, for an inexperienced designer with computers and wish only to create a site featuring pictures of family or a blog, a simpler program would be better suited to your needs.

There are many web design software programs in the market, and new ones are released all the time, as technology advances. For professional designer, you will need to find a design software that supports complex computer

programming language. Some may even allow you to code the language you are using directly into the software.

These complex web design programs are necessary for larger sites which require sophisticated common gateway interface (CGI) scripts and other backend commands. More complicated scripts are important in order for the site to read and send forms, online payments, display graphics and videos, and provide other technologically advanced features. When picking out software for professional use, be sure it says on the site or packaging that it is suitable for professional designers.

For novice designer who needs web design software more for personal use than professional, a simple program is probably more suitable. There are many commercial software applications available that allow everyday consumers to create very attractive sites with little or no technical knowledge. Generally, these programs provide a simple layout that can be altered with text, graphics, and colored backgrounds.

2.6 WYSIWYG WEB BUILDER / WEB DESIGN SOFTWARE?

WYSIWYG is acronym of What You See Is What You Get. It simply means that the software provides an editing interface which resembles how the page will be displayed in a web browser. And it does not require any HTML knowledge or experience for creating a web page or site. This makes the program simple and easy to use, especially for average computer users. And the program makes web design process faster and easier than using text editor or HTML editor.

All of the WYSIWYG web design provides easy to use drag and drop feature which allows user to add image, text, link and other web elements by using mouse clicks. The good program supports many web languages including HTML, XHTML, CSS, JavaScript, PHP, ASP.NET, ASP.NET and AJAX. You can also find many useful tools within the program such as build-in FTP,

templates, photo editors, HTML cleaner, HTML validate, spell check and more. This type of program offers complete web design solution for all types of web designer and web developer whether you are a novice or a seasoned designer, a hobbyist or professional designer.

2.7 WYSIWYG Website Design Software Reviews

We have different WYSIWYG. Below are some of the WYSIWYG in the market today.

2.7.1 Adobe Dreamweaver

(Windows, Mac)

Adobe Dreamweaver is the most powerful web design software program on the market today. It is a product of Adobe Systems Inc. You may hear many people say that it is also a popular WYSIWYG website creator and editor or it is a full feature web page design software package. Yes, it is true. It is the top choice for professional web designers and web developers. It provides endless features ranging from standard to advanced functions.

2.7.2 Microsoft Expression Web

(Windows)

Microsoft Expression Web is a WYSIWYG website creator and editor by Microsoft Corporation. It is one of most popular web design software solution on the market today. It provides all the tools you need including HTML, XHTML, CSS, JavaScript, PHP, ASP.NET, ASP.NET AJAX, visual diagnostics and CSS design capability to produce high-quality and standards-based websites. The package includes Expression Web + SuperPreview, Expression Design and Expression Encoder + IIS Smooth Streaming.

Expression Design is a professional design tool for creating graphics content that can be used within Expression Web.

2.7.3 CoffeeCup Visual Site Designer

(Windows)

CoffeeCup Visual Site Designer is one of popular WYSIWYG website creator and editor on the market today. It is a product of CoffeeCup Software, Inc. The program is designed to help you to make web pages with ease and speed, and you can make a web page even you have no experience or HTML knowledge. The program provides drag and drop interface which you can simply drag and drop images or text on the page. It makes designing process quick and simple, you can adjust image or text until you got what you like. The software comes with 10 web page themes to start you off.

2.7.4 Serif WebPlus

(Windows)

Serif WebPlus is one of popular web design software packages on the market today. It is a WYSIWYG website creator and editor developed by Serif Ltd. The program is designed for all types of users whether you are a novice or a seasoned designer, a hobbyist or commercial designer. You can design and to create professional websites with no complicated code, programming or design experience required. With drag and drop feature, you can create a website with no need to learn HTML. You can add buttons, fonts, colors, table and other web element by using drag and drop with mouse. The keyboard shortcuts and the on-screen tools are customizable.

2.7.5 WebEasy Professional

(Windows)

WebEasy Professional is a web design software solution from Avanquest Software. It provides complete solution for web creation. There are two editions of WebEasy Professional, Standard and Platinum Edition. The Platinum edition has higher price and more advanced features such as Advanced E-Commerce Solutions for product, inventory and customer management. The program is included 1 year hosting plan or you can use your own if you prefer.

2.7.6 NetObjects Fusion

(Windows)

NetObjects Fusion is a professional WYSIWYG web design software program developed by NetObjects Inc. It is a paid version which has more advanced features than free edition, NetObjects Fusion Essentials. With new AJAX Integration, the program utilizes the powerful Ajax framework to combine XHTML, CSS, JavaScript, and XML into a seamless drag-and-drop interface. The program allows you to design your website with drag and drop layouts, site management tools, e-commerce tool, rollover images, custom HTML and scripts, upload files with built-in FTP.

2.7.7 Namo WebEditor

(Windows)

Namo WebEditor is a WYSIWYG editor, web design software solution from SJ NAMO, Inc. This Web authoring application allows you to create, edit, publish and manage your websites. With its easy to use and Microsoft Office interface alike, make you familiar with the program. You can create site quickly using

built-in templates and themes to suite your needs. There are various templates including personal, company, education, community, restaurant, hotel, and presentation site. It provides you all standard web design features.

2.7.8 Evrsoft First Page

(Windows)

First Page is a web design software program developed by Evrsoft. The program is designed for professional web development. This WYSIWYG editor provides various useful web design features and support for HTML, XHTML, PHP, ASP, Cold Fusion, JavaScript, CSS, SSI and Perl. But the program has not been updated since 2006.

2.7.9 HTML-Kit Tools

(Windows)

HTML-Kit Tools is a web design software program for web designer and developer. It is the new version of HTML-Kit (HTML-Kit is a free HTML editor which you can download and use for free). There are many new major features in HTML-Kit Tools such as intuitive user interface; projects with virtual and remote FTP folders; ability to take HTML-Kit Tools, settings, templates and plug-ins in portable USB devices; new HTML Tidy interface that can highlight suggested code improvements; document structure and functions view for HTML, XHTML, XML, CSS, PHP and more.

2.7.10 WYSIWYG Web Builder

(Windows)

WYSIWYG Web Builder is a web design software program developed by Pablo

Software Solutions. This Website Builder is designed to make it easy in creating a website. There is no HTML knowledge or experience required, you can make a web page or website using drag and drop user interface. You may find interface similar, if you have ever experienced using word processing program like Microsoft Word.

2.8 TYPES OF WEBSITES

There are many varieties of websites, each specializing in a particular type of content or use, and they may be arbitrarily classified in any number of ways. A few such classifications might include:

Affiliate: enabled portal that renders not only its custom CMS but also syndicated content from other content providers for an agreed fee. There are usually three relationship tiers. Affiliate Agencies (e.g., Commission Junction), Advertisers (e.g., eBay) and consumer (e.g., Yahoo!).

Archive site: used to preserve valuable electronic content threatened with extinction. Two examples are: Internet Archive, which since 1996 has preserved billions of old (and new) web pages; and Google Groups, which in early 2005 was archiving over 845,000,000 messages posted to Usenet news/discussion groups.

Blog (web log): sites generally used to post online diaries which may include discussion forums (e.g., blogger, Xanga).

Brand building site: a site with the purpose of creating an experience of a brand online. These sites usually do not sell anything, but focus on building the brand. Brand building sites are most common for low-value, high-volume fast moving consumer goods (FMCG).

City Site: A site that shows information about a certain city or town and events that takes place in that town. Usually created by the city council or other "movers and shakers".

the same as those of geographic entities, such as cities and countries. For example, Richmond.com is the geodomain for Richmond, Virginia.

Community site: a site where persons with similar interests communicate with each other, usually by chat or message boards, such as MySpace or Facebook.

Content site: sites whose business is the creation and distribution of original content (e.g., Slate, About.com).

Corporate website: used to provide background information about a business, organization, or service.

Electronic commerce (e-commerce) site: a site offering goods and services for online sale and enabling online transactions for such sales.

Forum: a site where people discuss various topics.

Gripe site: a site devoted to the critique of a person, place, corporation, government, or institution.

Humor site: satirizes, parodies or otherwise exists solely to amuse.

Information site: contains content that is intended to inform visitors, but not necessarily for commercial purposes, such as: RateMyProfessors.com, Free Internet Lexicon and Encyclopedia. Most government, educational and non-profit institutions have an informational site.

Java applet site: contains software to run over the Web as a Web application.

Mirror site: A complete reproduction of a website.

Microblog : a short and simple form of blogging.

News site: similar to an information site, but dedicated to dispensing news and commentary.

Personal homepage: run by an individual or a small group (such as a family) that contains information or any content that the individual wishes to include. These are usually uploaded using a web hosting service such as Geocities.

Phish site: a website created to fraudulently acquire sensitive information, such as passwords and credit card details, by masquerading as a trustworthy person or business (such as Social Security Administration, PayPal) in an electronic communication (see Phishing).

Political site: A site on which people may voice political views.

Porn site: A site that shows sexually explicit content for enjoyment and relaxation, most likely in the form of an Internet gallery, dating site, blog, social networking, or video sharing.

Rating site: A site on which people can praise or disparage what is featured.

Review site: A site on which people can post reviews for products or services.

School site: a site on which teachers, students, or administrators can post information about current events at or involving their school. U.S. elementary-high school websites generally use k12 in the URL, such as kearney.k12.mo.us.

Search engine site: a site that provides general information and is intended as a gateway or lookup for other sites. A pure example is Google, and well-known sites include Yahoo! Search and Bing (search engine).

Shock site: includes images or other material that is intended to be offensive to most viewers (e.g. rotten.com).

Social bookmarking site: a site where users share other content from the Internet and rate and comment on the content. StumbleUpon and Digg are examples.

Social networking site: a site where users could communicate with one another and share media, such as pictures, videos, music, blogs, etc. with other users. These may include games and web applications.

Video sharing: A site that enables user to upload videos, such as YouTube and Google Video.

Warez: a site designed to host or link to copyrighted materials for the user to download illegally.

Web portal: a site that provides a starting point or a gateway to other resources on the Internet or an intranet.

Wiki site: a site which users collaboratively edit (such as Wikipedia and Wikihow).

CHAPTER THREE

SYSTEMS INVESTIGATION, ANALYSIS AND DESIGN

3.1 INTRODUCTION

The system would make extensive use of internet, and other computer affiliated equipments. The system is designed in such a way that every input and operation is done via the internet. It would provide means by which people can surf the internet and buy books, sell books, read reviews articles.

For customers it is not only because of the high level of convenience, but also because of the broader selection; competitive pricing and greater access to information. For organizations it increases their customer value and the building of sustainable capabilities, next to the increased profits.

3.2 DETAILED DEFINITION OF THE PROBLEM

The following problems are evident in the manual system of book selling

- i. You cannot do it 24/7 – if it's online, you can shop whenever you want. If you want to buy a new Ann Taylor suit at 3 a.m. you can. But the present manual system of book selling cannot afford that.
- ii. You can't shop in private. There are times when privacy really matters for many people. For example, let's say that someone needs to buy X-rated Material or DVD's. Many people would be too embarrassed to buy these items

in a store where they have to face at least one other person who knows what they are buying.

iii. Comparison shopping is arduous – let's say your daughter has told you that she would like the book by Chinua Achebe "Things Fall Apart" for her birthday. Comparing the prices for this book is much easier online than by running to a variety of book stores.

iv. You can't shop from the comfort of your own home – if its online, weather being is hot outside isn't an excuse; you don't have to go out in the heat you can still shop. Also, if you don't feel well, this is definitely the way to shop. But in the case of the present manual system of book shopping, this is not an option.

3.3.1 METHODS OF DATA COLLECTION

3.3.1 Interviewing

Findings during the investigation process were gathered so as to fully identify the problem areas of the existing system. There are some flaws that were identified which the proposed system intends to correct. This stage is an important intermediated stage between investigation and design.

3.3.2 Observation

Naturally, observation is the process of enthusing an event, and to this project, observation is by participation in the purchasing of book in order to understand the whole process.

3.4 REVIEW OF PROCEDURE MANUAL OR EXISTING SYSTEM/PROCEDURE

The design system is designed in such a way that every input and output operation is done via the internet. Since the project is a research work an online bookstore via internet.

It should also be stated that the proposed system is also designed in such a way that only the administrator has the right to accept or reject users that violate the terms and condition of the site, since it is meant to be an online bookstore.

The administrator is given the privilege to view and edit some certain pages of the website where he/she can input and output reports. The administrators will only view report on this project form and it is in form of a grid.

3.5 EVALUATION OF FORMS

The system design is based on three –tier architecture. The three –tier (layer) is a client –server architecture in which the user interface, business process (business rule) and data storage and data access are developed and maintained as independent modules or most often on separate platforms.

The three logical tiers are;

- i. Presentation Tier – Dreamweaver, web forms, Master Pages, Images
- ii. Middle Tier – web module
- iii. Data Tier – Database

3.6 PROBLEMS OF EXISTING SYSTEM OR DRAWBACKS IDENTIFIED IN THE PRESENT SYSTEM

With the high rate of internet fraud in Nigeria, it has become the fear of many to complete a transaction online. Since it is difficult to inspect merchandise before purchase, consumers are at higher risk of fraud on the part of the merchant than in a physical store. Merchants also risk fraudulent purchases using stolen credit cards or fraudulent repudiation of the online purchase.

However, Secure Sockets Layer (SSL) encryption has generally solved the problem of ATM and credit card numbers being intercepted in transit between the consumer and the merchant.

3.7 OBJECTIVE OF THE NEW DESIGN

The primary objective of any bookstore is to have as many books ever published to feed the customer appetite and reading habit.

3.8 PROGRAM MODULE SPECIFICATION

From implementation standpoint, modules are implemented in this project as application logic in the web pages of the web application. A module may contain several web pages each of which is used to perform a specific function.

3.9 OUTPUT/INPUT SPECIFICATION

There are various input/output designs to be considered and they are;

- i. User login form and home page – which is already registered customer inputs his email address and password order to gain access to the application forms available for applicants to fill.
- ii. Search – This page is used in searching for books.
- iv. Payment details – this is the page where the customer fills in his detail in accordance to paying for the book bought.
- v. Order Details - This page displays the order details

3.10 FILE/DATABASE SPECIFICATION

The database is one of the cornerstones of information technology, and its ability to organize, process and manage information in a structured and controlled manner is key to many aspects of modern business efficiency.

Data supplied by users have to be stored in a database. In this case, our database software is MSQl. Below are certain information about the database.

Database –

- i. Detail of customers for weekly mail of new book
- ii. List of book in the site
- iii. Purchase information
- iv. Etc.

3.11 OVERVIEW OF THE PROPOSED SYSTEMS FLOWCHART

The development of any web solution begins by first sketching a rough diagram of your design based on the basic pages that need to be created. The diagram shown below illustrates the structure of the web application. The entire pages do not all inter link because the creation of a new, personalized presentation is available only if no session exist for the current user.

The figure below shows the basic design of the web application:

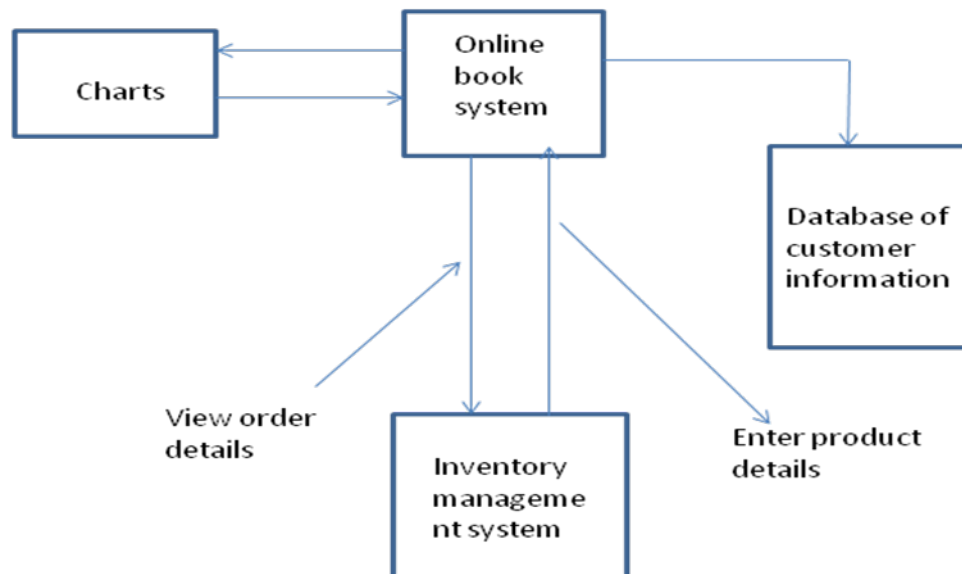


Figure 3.1: System flowchart

CHAPTER FOUR

SYSTEMS IMPLEMENTATION

4.1 INTRODUCTION

This involves the putting of the newly proposed system into operation i.e. the manual system is change into the automated one. Thus the manual mode of going to a local book shop to purchase or sell books is converted into a new computerized mode of operation

4.2 JUSTIFICATION OF THE PROGRAMMING LANGUAGE

Adobe Dreamweaver is the most powerful web design software program on the market today. Adobe Dreamweaver gain its popularity through its WYSIWYG (wee-see-wee- what you see is what you get) feature. Dreamweaver is use in this research work for the design of the application. Dreamweaver is a powerful but easy-to-use web site development program that bridges the gap between designer and developer. Although it includes advanced features for developing complex web-based data-driven applications, Dreamweaver's intuitive interface and extensive libraries let even the novice web designer develop a professional web site quickly and easily.

Dreamweaver's interface makes it easy to design and manage both simple and complex web sites by providing a point-and-click interface that simplifies most

tasks. Designers can drag and drop page elements in Design view, while developers can work directly with the page's code, making use of the various tools Dreamweaver provides for ensuring correct syntax.

Below is the opening interface of a typical Dreamweaver 8 application program used in this research work.

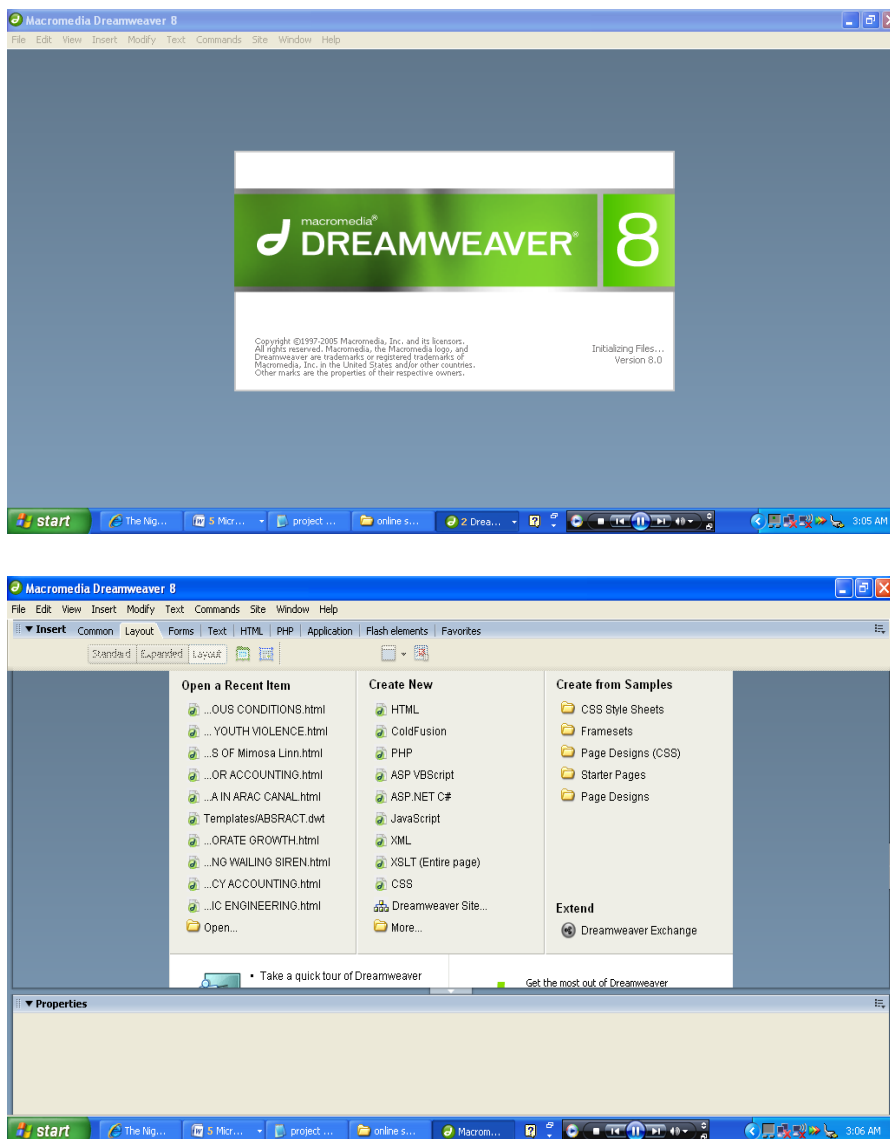


FIGURE 4.1: Dreamweaver 8 application interface

4.3 SWISH MAX VERSION 2

SWISH max is also use in the design for creating animation. SWISH Max is a complete Flash™ animation authoring application. Create stunning and powerful Flash™ animations without using Adobe Flash™.

SWISH Max is easy to use and produces complex animations with text, images, graphics, video and sound. SWISH Max has tools for creating lines, rectangles, ellipses, vector and freehand curves, motion paths, movie clips, rollover buttons, and input forms all in an intuitive easy-to-use interface.

Earlier versions were called SWISH Lite, SWiSH2 then SWISH Max. SWISH Max version 2 is the latest addition to the SWISHzone.com family of Flash™ authoring tools and is an upgrade from the first version of SWISH Max.

SWISH Max exports the SWF file format used by Adobe Flash™, so the animation will play on any machine that has the Flash™ Player installed.

SWISH Max animations can be incorporated into any web page or imported into Flash™. They can also be sent in an email, embedded in a Microsoft PowerPoint presentation or included in a Microsoft Word document.

Below is a typical diagram of SWISH Max interface used for the design of this research work

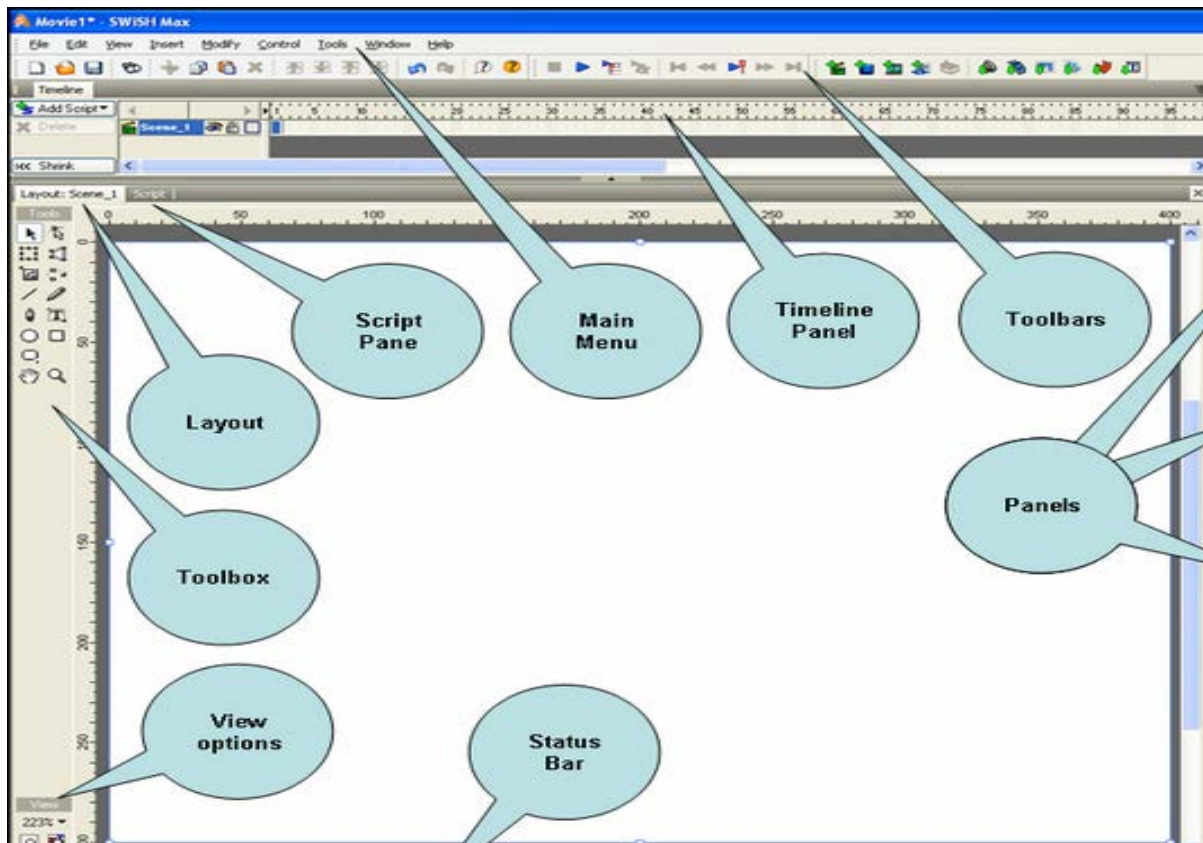


FIGURE 4.2: SWISH Max Interface

4.3 SYSTEMS REQUIREMENT

4.3.1 SOFTWARE REQUIREMENT

The minimum software requirements for running this application are;

Operating system – Microsoft XP (all versions), Windows Vista, Window 7.

Development Tool – Macromedia Dreamweaver 8, Swish max8.

4.3.2 HARDWARE REQUIREMENT

The hardware requirements are as follows:

A minimum of 30GB hard disk drive

At least a Pentium III 800 MGHZ, MMX Intel Processor

Minimum of 256MB Random Access Memory.

A CD-ROM Drive

A super Video Graphic Adapter (SVGA) Monitor.

A stabilizer and an uninterruptible Power Supply Unit (UPS)

A keyboard and a mouse

4.3.3 People

Because of the friendly interface designed for this web application, it can therefore be surfed by even internet novice.

4.4 HOW TO RUN AND OPERATE THE APPLICATION

In this section, we will briefly discuss how to setup this web application on a standalone computer system and then how to operate it. The installation that is discussed in this section applies to the ordinary user that wants to implement or use the web application on a standalone computer. At this level, it is assumed that the web application has been developed already.

4.5 INSTALLING AND RUNNING THE WEB APPLICATION

To run web application you need a computer that is capable of running at least Windows 2000 or Windows XP Professional.

After that, you need to install Microsoft Visual Studio 2005

It could be installed from the control panel with help of a windows CD.

The installation process of Macromedia Dreamweaver 8 is very easy. Insert the installation *CD/DVD* ROM and then follow the instructions on the screen that appears.

Do the same for Swish Max2- Insert the installation *CD/DVD* ROM and follow on-screen instructions till you get to “finished”.

4.6 DETAILED IMPLEMENTATION PLANS

Once the system test is completed, and determined to be successful, we can now proceed to the implementation of the system.

System implementation is the delivery of the system into production, so that it can be used in the day-to-day operation of the business.

The main purpose of the implementation phase is to smoothly convert from the old system to the new system.

4.7 TYPE OF SYSTEM TO IMPLEMENT

In this project, we will implement it on a standalone computer. Implementing on the local computer, allows us to test and emulate how the web application will run when it is finally deployed. In doing so, we were able to resolve any problem easily on the local computer.

4.8 SYSTEM CONVERSION PLAN

There are many ways of converting from the old system to the new system. In this project, we shall be using, the parallel system conversion method. This method involves simultaneously operating the old and new systems until such a time when the new system is well adjusted to perform the task efficiently.

CHAPTER FIVE

SUMMARY, CONCLUSION AND RECOMMENDATION

5.1 SUMMARY

The Books has been one of the most important resources available to the community and the world at large, an active agent in the lifelong education of the general public. In order to help meet up with these requirements, thus came up the design of an online bookstore system.

From the definition of an online bookstore (e-commerce) system, different components of the system work together to achieve a specific goal, and in this work the goal is to enhance the efficiency of purchase of books and also development of an avid reading habit in the public and private sectors by creating an easy to use system that saves both the time and energy amongst other things of both the implementing firm and the applicants. To do that we must;

- (i) Ensure that the new online bookshop receives each and every publication of new Books published
- (ii) Reduce the amount of time taken in receiving and attending to customers/clients
- (iii) Reduce the amount of time used in searching and locating Title Covers and Paperbacks.

5.3 CONCLUSION

The Internet has truly changed the ways we do a lot of things today; we now have the ability to do virtually everything from our computers. The online shopping is an emerging technology and a computer system has revolutionized the world thereby making tasks that seem difficult easy by the use of Internet.

The Online Bookstore, allowing people to access books with ease and comfort.

This project work has emphasized the capabilities and reliabilities of a computer system i.e. its accuracy, speed and timeliness of information that it encompasses.

The most important lesson from this project work is that information is essential and its availability cannot be washed away and the ability to move such information through established networks such as the Internet is the key benefit of the online shopping.

5.2 RECOMMENDATION

Considering all that has been mentioned, I would like to emphasize that the adoption of this new System will not be regretted as it would rather be a help for building more complex design to boost operations and promote the cooperate image of our Country. I would also advise that this system be employed in the Educational sector to ease and inculcate the reading habit of the Nigerian Child, Students and People as a whole.

Like the saying goes, there is' nothing with advantages without disadvantages; this System may result in overhead in some application but the benefits to be derived overrides the overheads.

The designed system is capable of storing needed information, analyzing them, limiting access to information for integrity purposes, but it is however recommended that the different conditions stipulated for the smooth operations of the application are strictly adhered to i.e. regular review and maintenance done etc.

FUTHER IMPROVEMENTS

Improvements suggested include the following:

- Greater secured website e.g. session management.
- Better Report generating facility.
- Better Response Management System.

It is hoped that if all this can be incorporated in to a further research on this project work, it will go a long way in achieving its objectives.

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