# **BookSpot**

Piyush Kesarwani \*1, Mohd Altamash Khan\*2, Mohd Hasan\*3, Ashish Dwivedi\*4

Department Of Computer Science & Engineering, United Institute Of Technology, Prayagraj, Uttar Pradesh

**ABSTRACT** - Bookspot is an mobile app based project it will provide user a market to buy, sell or donate any books so by doing it we are creating a fair market for our user where people don't need to buy costly books because they can use the old one or buy new one if they want, In this system everyone is helping each other. The main purpose of bookspot is to help students who are not financially strong to purchase new books by giving in app facility to donate books for free so that it will help such students.

Key Words: app, Donate, Books, free.

#### 1.INTRODUCTION

We have decided to create this project because we have seen that most of the existing systems like OLX and QUICKER are not focus on books they are focused on electronic, bike and there is not a single feature for searching book by author name or book name or display all the avail- able books of same author. So we think that if we create an app which is dedicated for only books then it will fill the gap that is not filled by other apps Our solution will provide create a new way for students specially from weaker to get books in low or no cost.

#### **OLX Drawbacks:-**

- Too many products not optimised for books.
- Too many cripy advertisements.
- Limited to post only 1 ads in 60 days.

### Bookspot advantages over OLX:-

- Fully dedicated and optimised for books.
- No advertisements.
- All ads are free to post no restrictions.

This project is an mobile app based project it will provide user a market to buy, sell or donate any books so by doing it we are creating a fair market for our user where people don't need to buy costly books because they can use the old one or buy new one if they want, In this system everyone is helping each other.

## 2. Body of Paper

Bookspot App is a books donate based android app. This app. It also helps the donate book to not able to purchase the books and also provides to purchase new books.

After comparing different types of models we have selected the best suited model as the incremental model for this project as our requirements are superior and it is a long developing project.

#### **Incremental Model**

Phases of Incremental Model:

- **1. Requirement analysis:** In the first phase of the incremental model, the product analysis expertise identifies the requirements.
- **2. Design & Development:** In this phase of the Incremental model of SDLC, the design of the system functionality and the development method are finished with success.
- **3. Testing:** In the incremental model, the testing phase checks the performance of each existing function as well as additional functionality. In the testing phase, the various methods are used to test the behavior of each task.
- **4. Implementation:** Implementation phase enables the coding phase of the development system. It involves the final coding that design in the designing and development phase and tests the functionality in the testing phase.

## **Advantage of Incremental Model**

o Errors are easy to be recognized.

- Easier to test and debug
- More flexible.
- o Simple to manage risk because it handled during its iteration.
- The Client gets important functionality early.

## **Requirement Analysis**

Requirement Analysis, also known as Requirement Engineering, is the process of defining user expectation for a new software being built. We analysis, refine, and scrutinize the gathered requirement to make consistent and unambiguous requirements. This activity reviews all requirements and provide a graphical view of the entire system. After the completion of the analysis, it is expected that the understandability of the project may project may improve significantly.

## **Developer Requirements**

Following configuration are required for development:

## Hardware Requirements:-

Processor

Memory Space : 50 MB.

• RAM: 512 MB.

• Camera.

## **Software Requirements:-**

- Operating System Android.
- API Level-14 or Higher.
- Disk Usage- 20-50 MB.

### **User Requirements:-**

- RAM :2GB
- Processor
- At least 50 Mb free Space

## 3. RESULT

Bookspot is an mobile app based project it will provide user a market to buy ,sell or donate any books so by doing it we are creating a fair market for our user where people don't need to buy costly books because they can use the old one or buy new one if they want, In this system everyone is helping each other.



## 4. Conclusion

Till now the used books is collected by the rag and bone man and it does not add any value to the development of poor students whose parent financial condition is not so good that they can afford new books in every session.

Hence this project will deal with the problems of meritorious students who want to study but because of financial status they are not able to buy books for their studies and at last this project will help in nation building process.

#### **ACKNOWLEDGEMENTS**

We would like to thank Mr **Ashish Dwivedi** for giving me the honor of being a member of this group and their invaluable help and guidance. Many thanks to Aman, Vinit and Mousam for their unconditional support and technical suggestions at all times. I would like to thank all the members of the CSE lab for contributing directly or indirectly to my project work and maintaining.

# **REFERENCE**

- Android Application Development for DUMMIES
- <a href="https://www.w3schools.in/category/android-tutorial">https://www.w3schools.in/category/android-tutorial</a>
- https://www.javatpoint.com/
- https://learninghub.sap.com/
- https://developer.android.com/ Android App Development FD