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المملكة العربية السعودية  
وزارة التعليم  
جامعة المجمعة  
كلية العلوم بالزلفي  
قسم علوم الحاسب والمعلومات

# **Online Used Books**

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# Chapter 1

## 1.1 INTRODUCTION

Nowadays, human loves being keeping with the latest technologies, as currently humans who don't know technologies are considered back-aged. There is many web in the world web that can serve and satisfies the user needs, in particular, selling and buying web are considered time, efforts and money worthy, as the users can almost find any type of products to be either put for sale or for purchasing. Moreover, the book selling web are very important apps designed specifically for students as they are using them rapidly through the college study. Hence the need for a unique yet a qualified bookstore web is essential for the .students in order to transfer their knowledge through their used books

This project is introduced to build and design a book exchanging selling website aims to serve the people in general and students in particular through exchanging of used books between each other through buying, selling or even donating and to be accessed from any place and at any time.

## **1.2 Problem statement:**

The concept of book selling in Saudi Arabia is very old, aged and rarely used, at least not for students use. However, there are people that they are desperately want to exchange their used books for the needed persons with lower prices other than going to the bookstores to buy the books from them but they can't as there are no full books integrated wep for this purpose.

Moreover, there are people who are in need for books but they don't have the money to buy it and they are ashamed to go to the bookstores and asks them for a book for free. Moreover, when a person went to a bookstore for buying a book, he can't navigate all the books and choose the proper one none the less he don't have the ability to read a brief description about the books he is navigating, instead, all the books must be looked at in order to get what suits him the best

## **1.3 Objectives:**

- Student interest in the book
- Raise its value content
- No wasted paper to print new copies
- Retrieving part of the amount of money

## 1.4 Feasibility Study:

### Online Used Books

1. مدى اهتمامك بالكتب المستعملة؟						Response Percent	Response Total	
1	مهم					35.29%	6	
2	مهم الى حد ما					58.82%	10	
3	غير مهم					5.88%	1	
<b>Analysis</b>	Mean:	1.71	Std. Deviation:	0.57	Satisfaction Rate:	35.29	answered	17
	Variance:	0.33	Std. Error:	0.14			skipped	0

Fig 1-1 questioner on used book interest




2. توريد وجود هذا الموقع على نطاق						Response Percent	Response Total	
1	خاص بالجامعة					12.50%	2	
2	استخدام عام					6.25%	1	
3	كلاهما					81.25%	13	
<b>Analysis</b>	Mean:	2.69	Std. Deviation:	0.68	Satisfaction Rate:	84.38	answered	16
	Variance:	0.46	Std. Error:	0.17			skipped	1

Fig 1-2 questioner on used book web implementation

### 3. مدى التأييد لإنشاء الموقع لتداول الكتب المستعملة







						Response Percent	Response Total	
1	مؤيد					94.12%	16	
2	محايد					5.88%	1	
3	غير مؤيد					0.00%	0	
<b>Analysis</b>	Mean:	1.06	Std. Deviation:	0.24	Satisfaction Rate:	2.94	answered	17
	Variance:	0.06	Std. Error:	0.06			skipped	0

Fig 1-3 Extent of site support

### 4. ماهي التطبيقات المفضلة لتداولك الكتب المستعملة؟

						Response Percent	Response Total	
1	المكتبة الالكترونية					68.75%	11	
2	امازون					12.50%	2	
3	موقع جملون					6.25%	1	
4	Other (please specify):					12.50%	2	
<b>Analysis</b>	Mean:	1.62	Std. Deviat on:	1.05	Satisfaction Rate:	20.83	answered	16
	Variance:	1.11	Std. Error:	0.26			skipped	1

Other (please specify): (2)

1	11/11/17 9:46AM ID: 67385352	لا استخدم اي تطبيق
2	11/11/17 10:47AM ID: 67387661	تطبيق الكتروني

Fig 1-4 What are your favorite apps

## 5. الطريقة المفضلة لتداولك للكتب المستعملة




						Response Percent	Response Total	
1	المكتبات مباشرة					56.25%	9	
2	المواقع الالكترونية					31.25%	5	
3	التواصل الاجتماعي					12.50%	2	
4	Other (please specify):					0.00%	0	
<b>Analysis</b>	Mean:	1.56	Std. Deviation:	0.7	Satisfaction Rate:	18.75	answered	16
	Variance:	0.5	Std. Error:	0.1			skipped	1
Other (please specify): (0)								
No answers found.								

Fig 1-5 The preferred method of circulation of used books



# 1.5 Project Scheduling:

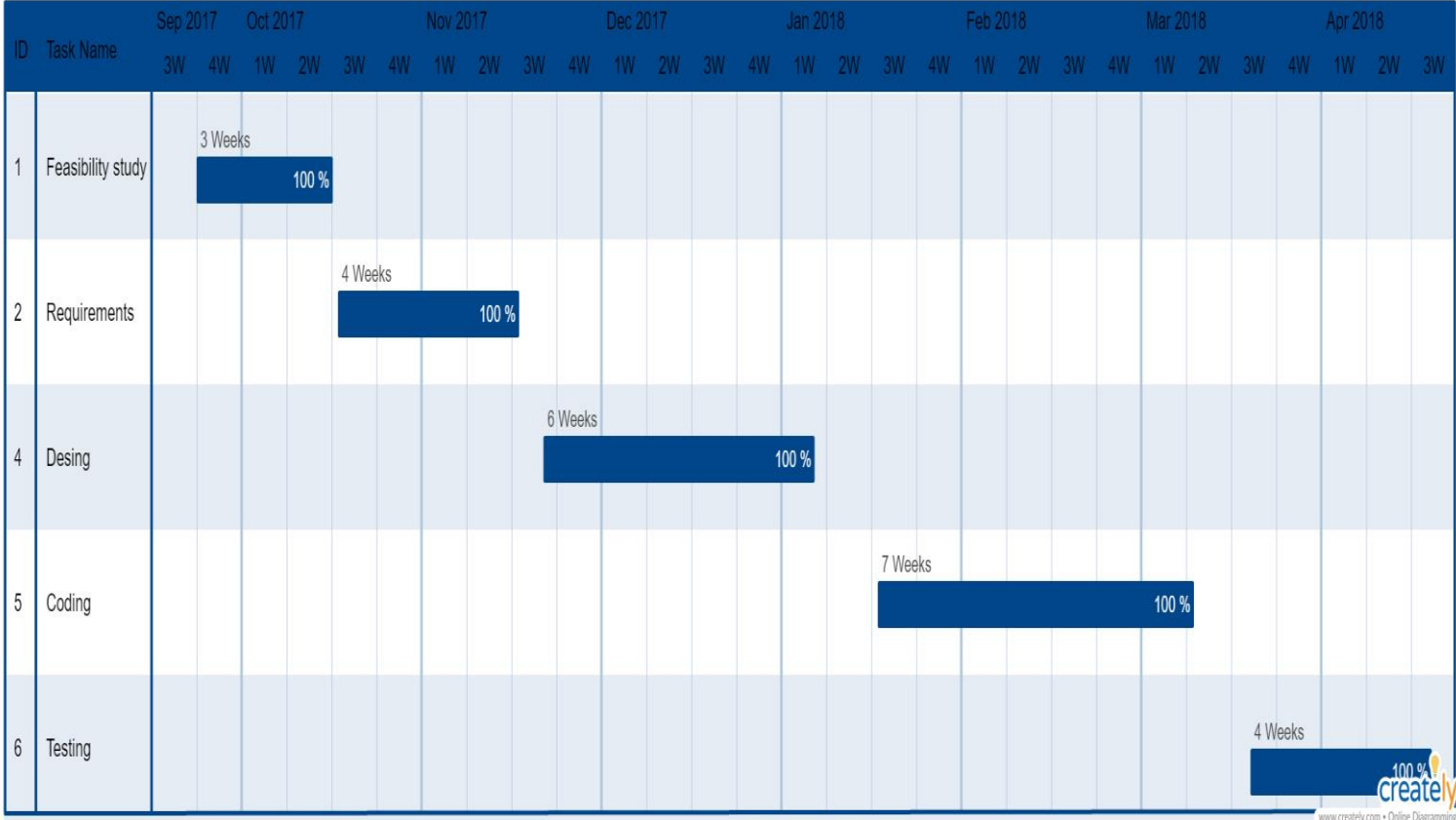


Fig 2-6 Project Scheduling

## 1.6 Process model used

An iterative live cycle model does not attempt to start with a full specification of requirements. Instead, development begins by specifying and implementing just part of the software, which can then be reviewed in order to identify further requirements. This process is then repeated, producing a new version of the software for each cycle of the model

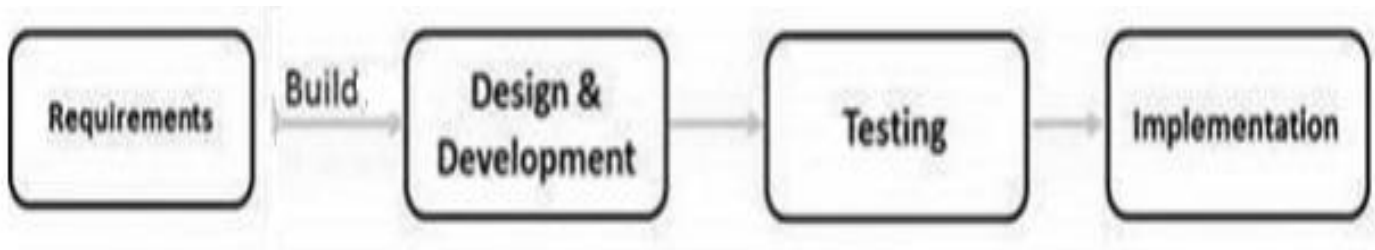


Fig 2-7 *Process model used*

# Chapter 2

## 2.1 Activity diagram:

The Unified Modeling Language has several subsets of diagrams that it can model, including structure diagrams, interaction diagrams, and behavior diagrams. Activity diagrams are a subset of the latter. Along with use case and state machine diagrams, they're used to describe business activities and software systems' functionality. You'll use a set of specialized symbols—including those for starting, ending, merging, or receiving steps in the flow—to build an activity diagram.

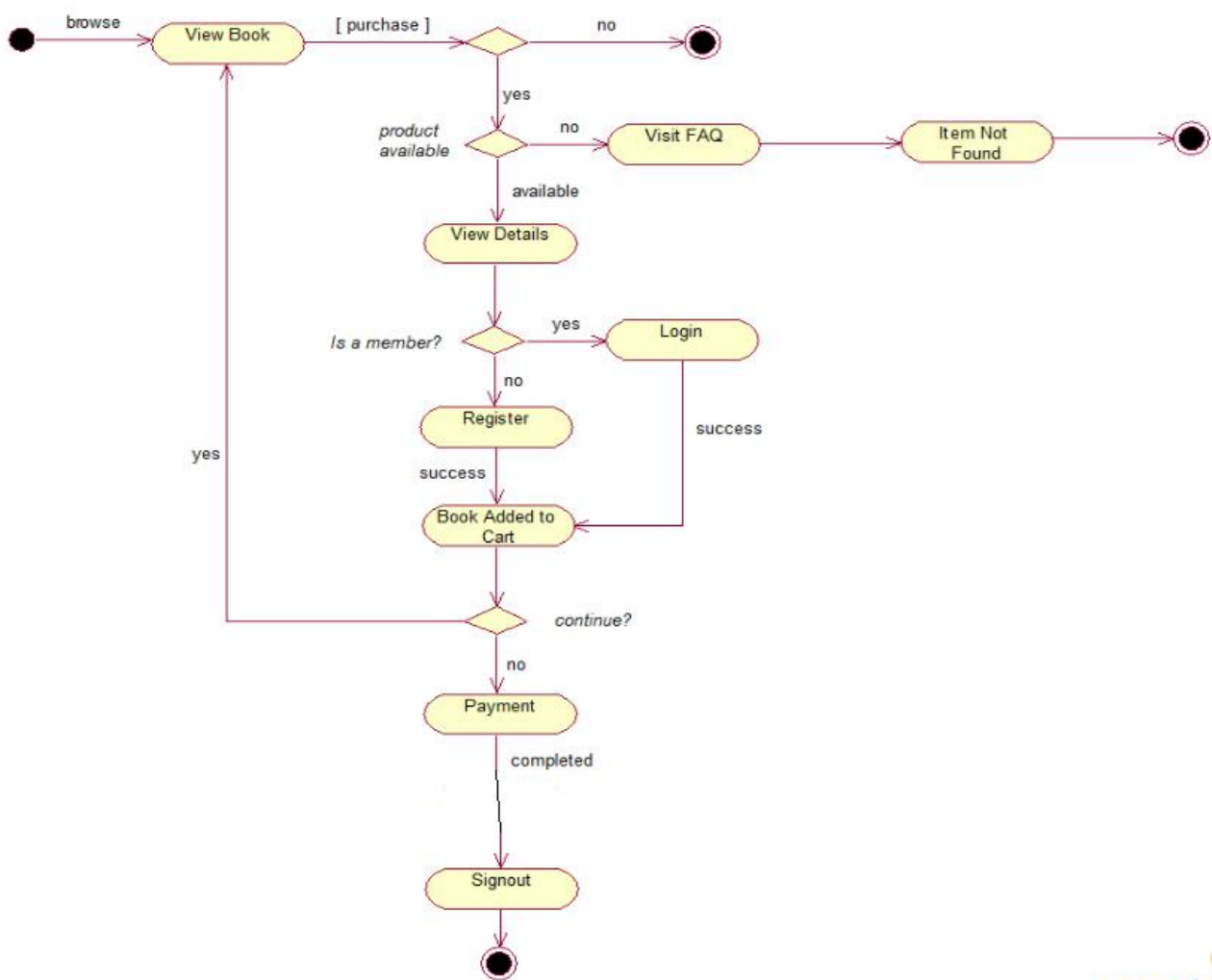


Fig 2-8 Activity diagram

## 2.2 Data Flow Diagram( DFD)

A data flow diagram (DFD) is a graphical representation of the "flow" of data through an information system, modelling its *process* aspects. A DFD is often used as a preliminary step to create an overview of the system without going into great detail, which can later be elaborated.<sup>[2]</sup> DFDs can also be used for the visualization of data processing(structured design).

A DFD shows what kind of information will be input to and output from the system, how the data will advance through the system, and where the data will be stored. It does not show information about process timing or whether processes will operate in sequence or in parallel, unlike a traditional structured flowchart which focuses on control flow, or a UML activity workflow diagram, which presents both control and data flows as a unified model.

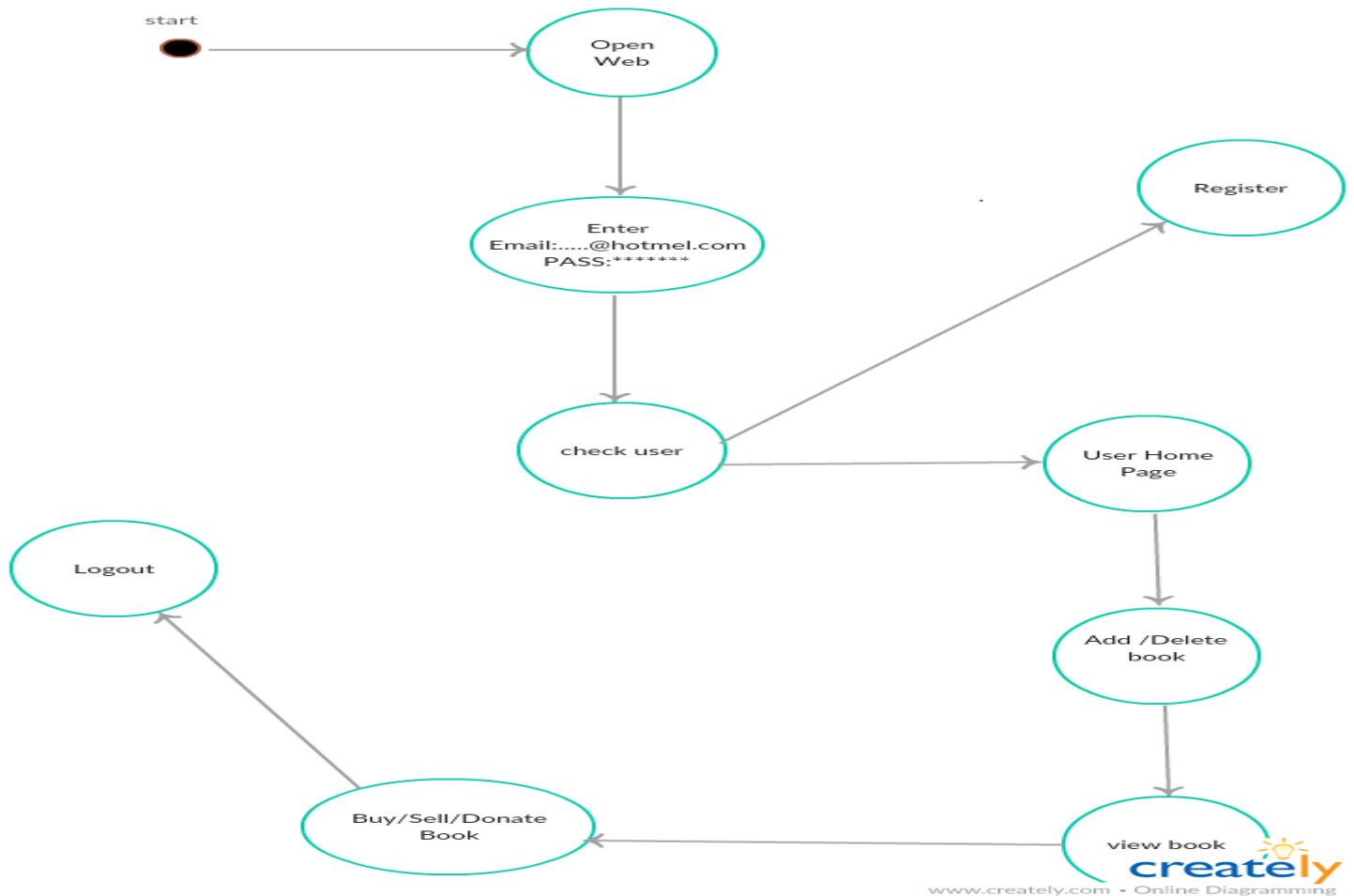


Fig 2-9 Data Flow Diagram

# 2.3 use case diagram

A use case diagram at its simplest is a representation of a user's interaction with the system that shows the relationship between the user and the different use cases in which the user is involved. A use case diagram can identify the different types of users of a system and the different use cases and will often be accompanied by other types of diagrams as well.

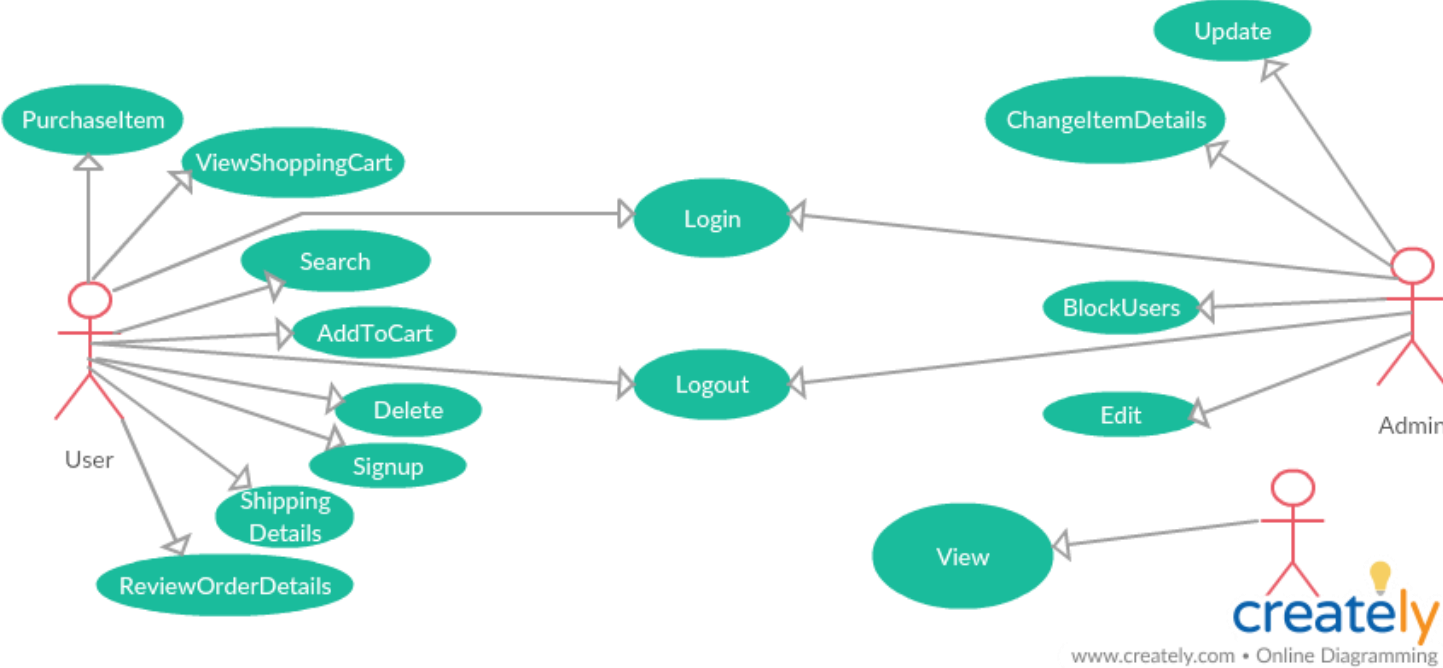


Fig 2-10 use case diagram

## 2.4 sequence diagram

A sequence diagram is an interaction diagram that shows how objects operate with one another and in what order. It is a construct of a message sequence chart.

A sequence diagram shows object interactions arranged in time sequence. It depicts the objects and classes involved in the scenario and the sequence of messages exchanged between the objects needed to carry out the functionality of the scenario. Sequence diagrams are typically associated with use case realizations in the Logical View of the system under development. Sequence diagrams are sometimes called event diagrams or event scenarios.

A sequence diagram shows, as parallel vertical lines (*lifelines*), different processes or objects that live simultaneously, and, as horizontal arrows, the messages exchanged between them, in the order in which they occur. This allows the specification of simple runtime scenarios in a graphical manner.

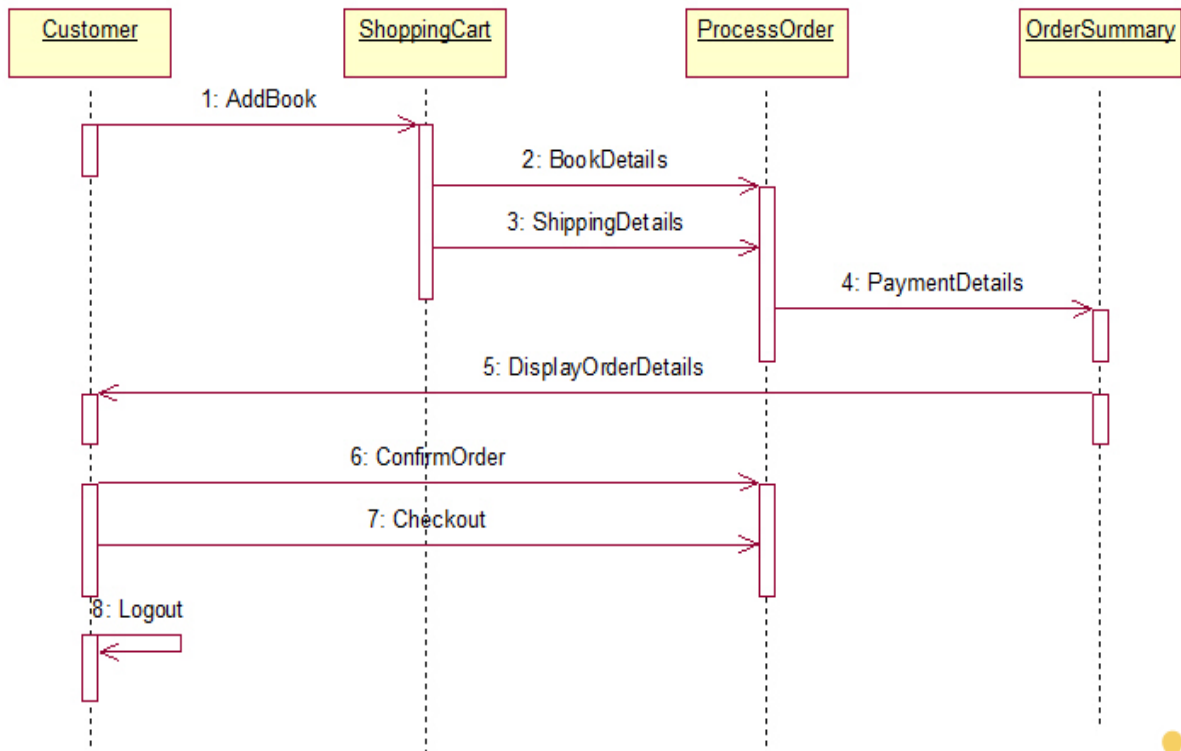


Fig 2-11 sequence diagram

## 2.5 Class of diagram:

In software engineering, a class diagram in the Unified Modeling Language (UML) is a type of static structure diagram that describes the structure of a system by showing the system's classes, their attributes, operations (or methods), and the relationships among objects.

The class diagram is the main building block of object-oriented modelling. It is used for general conceptual modelling of the systematic of the application, and for detailed modelling translating the models into programming code. Class diagrams can also be used for data modeling.<sup>[1]</sup> The classes in a class diagram represent both the main elements, interactions in the application, and the classes to be programmed.

In the diagram, classes are represented with boxes that contain three compartments:

- The top compartment contains the name of the class. It is printed in bold and centered, and the first letter is capitalized.
- The middle compartment contains the attributes of the class. They are left-aligned and the first letter is lowercase.
- The bottom compartment contains the operations the class can execute. They are also left-aligned and the first letter is lowercase.

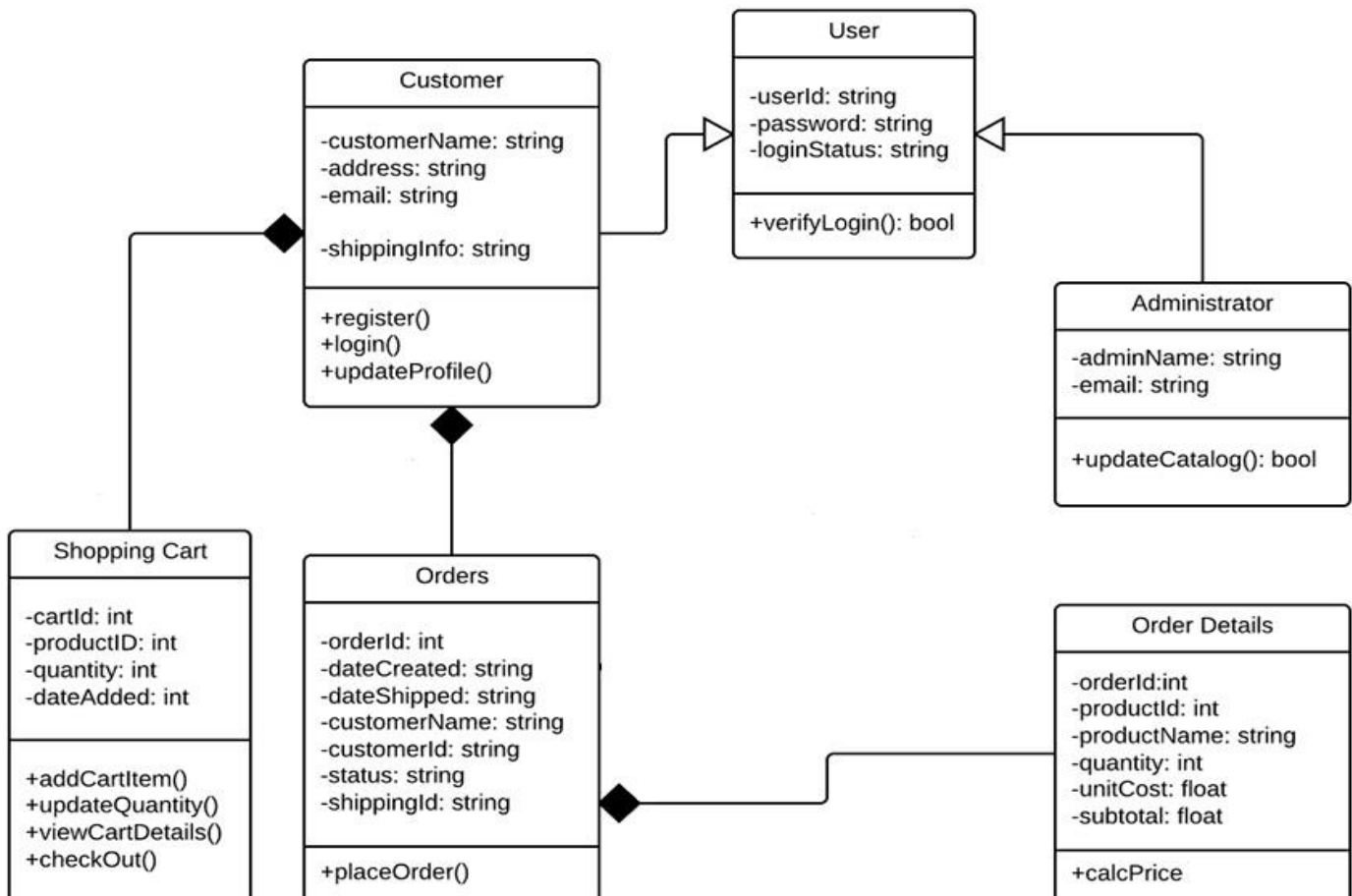


Fig 2-12 Class of diagram

## 2.6 Entity relationship diagram:

An entity–relationship model (ER model) describes inter-related things of interest in a specific domain of knowledge. An ER model is composed of entity types (which classify the things of interest) and specifies relationships that can exist between instances of those entity types.

In software engineering an ER model is commonly formed to represent things that a business needs to remember in order to perform business processes. Consequently, the ER model becomes an abstract data model that defines a data or information structure that can be implemented in a database, typically a relational database.

Entity–relationship modeling was developed for database design by Peter Chen and published in a 1976 paper.<sup>[1]</sup> However, variants of the idea existed previously.<sup>[2]</sup> Some ER modelers show super and subtype entities connected by generalization-specialization relationships,<sup>[3]</sup> and an ER model can be used also in the specification of domain-specific ontologies.

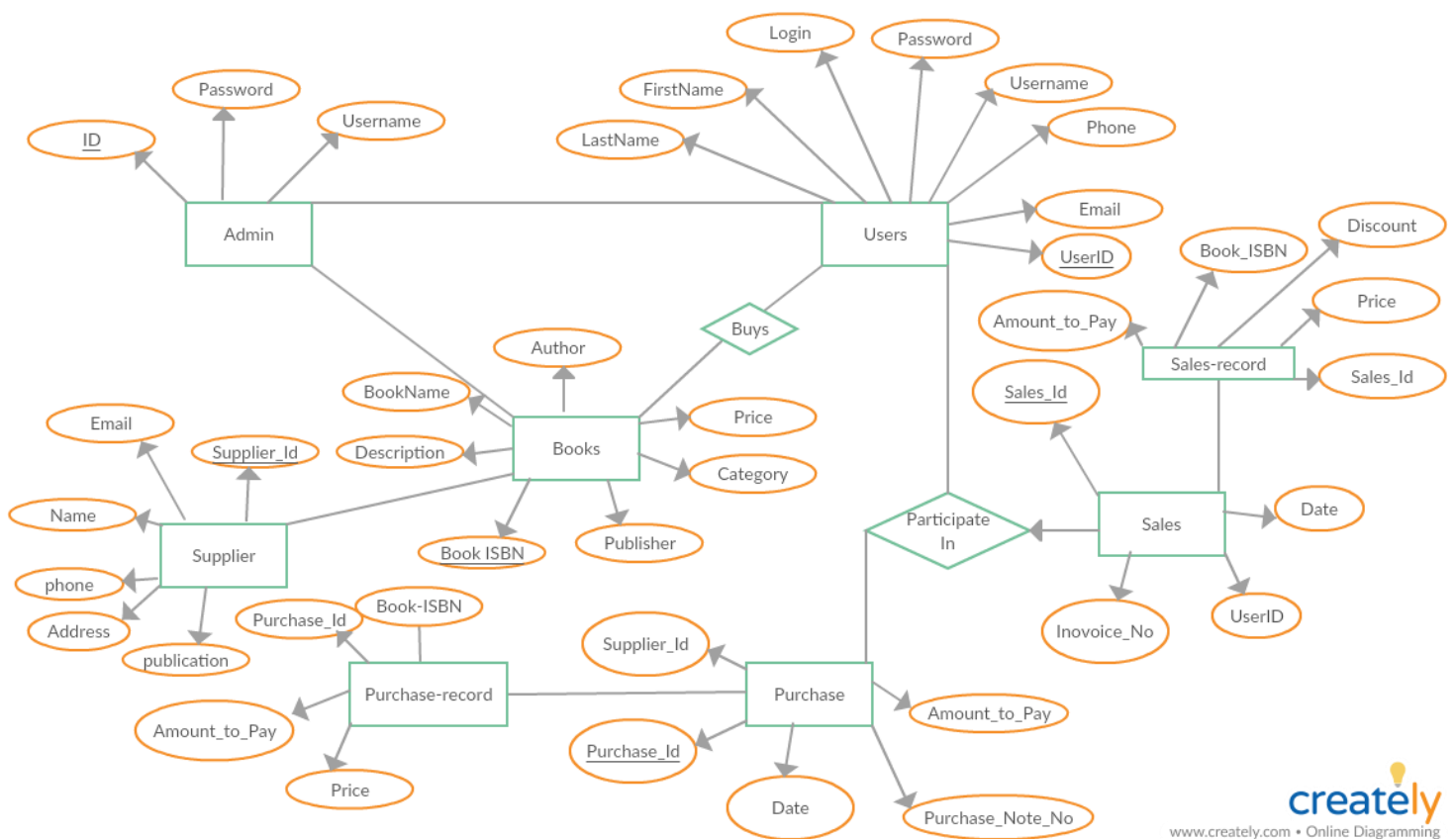


Fig 2-13 Entity relationship diagram



## Chapter 3

### 3.1 Tools for use:

#### 3.1.1 Hypertext Preprocessor:



PHP: Hypertext Preprocessor (or simply PHP) is a server-side scripting language designed for web development but also used as a general-purpose programming language. It was originally created by Rasmus Lerdorf in 1994, the PHP reference implementation is now produced by The PHP Group. PHP originally stood for *Personal Home Page*, but it now stands for the recursive acronym *PHP: Hypertext Preprocessor*.

PHP code may be embedded into HTML code, or it can be used in combination with various web template systems, web content management systems, and web frameworks. PHP code is usually processed by a PHP interpreter implemented as a module in the web server or as a Common Gateway Interface (CGI) executable. The web server combines the results of the interpreted and executed PHP code, which may be any type of data, including images, with the generated web page. PHP code may also be executed with a command-line interface (CLI) and can be used to implement standalone graphical applications.

The standard PHP interpreter, powered by the Zend Engine, is free software released under the PHP License. PHP has been widely ported and can be deployed on most web servers on almost every operating system and platform, free of charge.

The PHP language evolved without a written formal specification or standard until 2014, leaving the canonical PHP interpreter as a *de facto* standard. Since 2014 work has gone on to create a formal PHP specification.

### 3.1.2 Hypertext Markup Language:



**Hypertext Markup Language (HTML)** is the standard markup language for creating web pages and web applications. With Cascading Style Sheets (CSS) and JavaScript, it forms a triad of cornerstone technologies for the World Wide Web. Web browsers receive HTML documents from a web server or from local storage and render the documents into multimedia web pages. HTML describes the structure of a web page semantically and originally included cues for the appearance of the document.

HTML elements are the building blocks of HTML pages. With HTML constructs, images and other objects such as interactive forms may be embedded into the rendered page. HTML provides a means to create structured documents by denoting structural semantics for text such as headings, paragraphs, lists, links, quotes and other items. HTML elements are delineated by *tags*, written using angle brackets. Tags such as `<img />` and `<input />` directly introduce content into the page. Other tags such as `<p>...</p>` surround and provide information about document text and may include other tags as sub-elements. Browsers do not display the HTML tags, but use them to interpret the content of the page.

HTML can embed programs written in a scripting language such as JavaScript which affects the behavior and content of web pages. Inclusion of CSS defines the look and layout of content. The World Wide Web Consortium (W3C), maintainer of both the HTML and the CSS standards, has encouraged the use of CSS over explicit presentational HTML since 1997.

### 3.1.3 Cascading Style Sheets:



Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation of a document written in a markup language. Although most often used to set the visual style of web pages and user interfaces written in HTML and XHTML, the language can be applied to any XML document, including plain XML, SVG and XUL, and is applicable to rendering in speech, or on other media. Along with HTML and JavaScript, CSS is a cornerstone technology used by most websites to create visually engaging webpages, user interfaces for web applications, and user interfaces for many mobile applications.

CSS is designed primarily to enable the separation of presentation and content, including aspects such as the layout, colors, and fonts. This separation can improve content accessibility, provide more flexibility and control in the specification of presentation characteristics, enable multiple HTML pages to share formatting by specifying the relevant CSS in a separate .css file, and reduce complexity and repetition in the structural content.

Separation of formatting and content makes it possible to present the same markup page in different styles for different rendering methods, such as on-screen, in print, by voice (via speech-based browser or screen reader), and on Braille-based tactile devices. It can also display the web page differently depending on the screen size or viewing device. Readers can also specify a different style sheet, such as a CSS file stored on their own computer, to override the one the author specified.

Changes to the graphic design of a document (or hundreds of documents) can be applied quickly and easily, by editing a few lines in the CSS file they use, rather than by changing markup in the documents.

The CSS specification describes a priority scheme to determine which style rules apply if more than one rule matches against a particular element. In this so-called *cascade*, priorities (or *weights*) are calculated and assigned to rules, so that the results are predictable.

### 3.1.4 MySQL:



MySQL is written in C and C++. Its SQL parser is written in yacc, but it uses a home-brewed lexical analyzer. MySQL works on many system platforms, including AIX, BSDi, FreeBSD, HP-UX, eComStation, i5/OS, IRIX, Linux, macOS, Microsoft Windows, NetBSD, Novell NetWare, OpenBSD, OpenSolaris, OS/2 Warp, QNX, Oracle Solaris, Symbian, SunOS, SCO OpenServer, SCO UnixWare, Sanos and Tru64. A port of MySQL to OpenVMS also exists.

The MySQL server software itself and the client libraries use dual-licensing distribution. They are offered under GPL version 2, beginning from 28 June 2000 (which in 2009 has been extended with a FLOSS License Exception)<sup>[21]</sup> or to use a proprietary license.

Support can be obtained from the official manual. Free support additionally is available in different IRC channels and forums. Oracle offers paid support via its MySQL Enterprise products. They differ in the scope of services and in price. Additionally, a number of third party organisations exist to provide support and services, including MariaDB and Percona.

MySQL has received positive reviews, and reviewers noticed it "performs extremely well in the average case" and that the "developer interfaces are there, and the documentation (not to mention feedback in the real world via Web sites and the like) is very, very good". It has also been tested to be a "fast, stable and true multi-user, multi-threaded sql database server".

### 3.2 Interfaces:



Fig 3-14 Shopping cart page



Fig 3 -15 Registration page

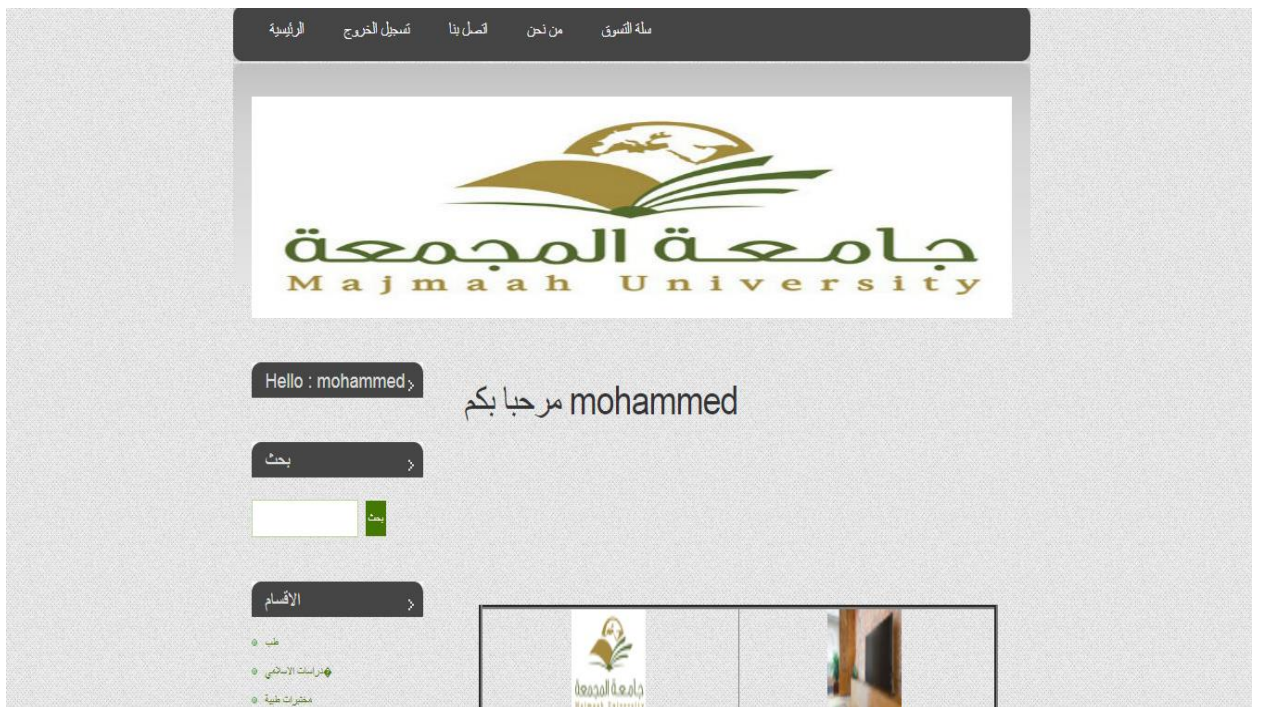


Fig 3-16 User Homepage



Fig 3-17 Home of the guest



Fig 3-18 Home Manager

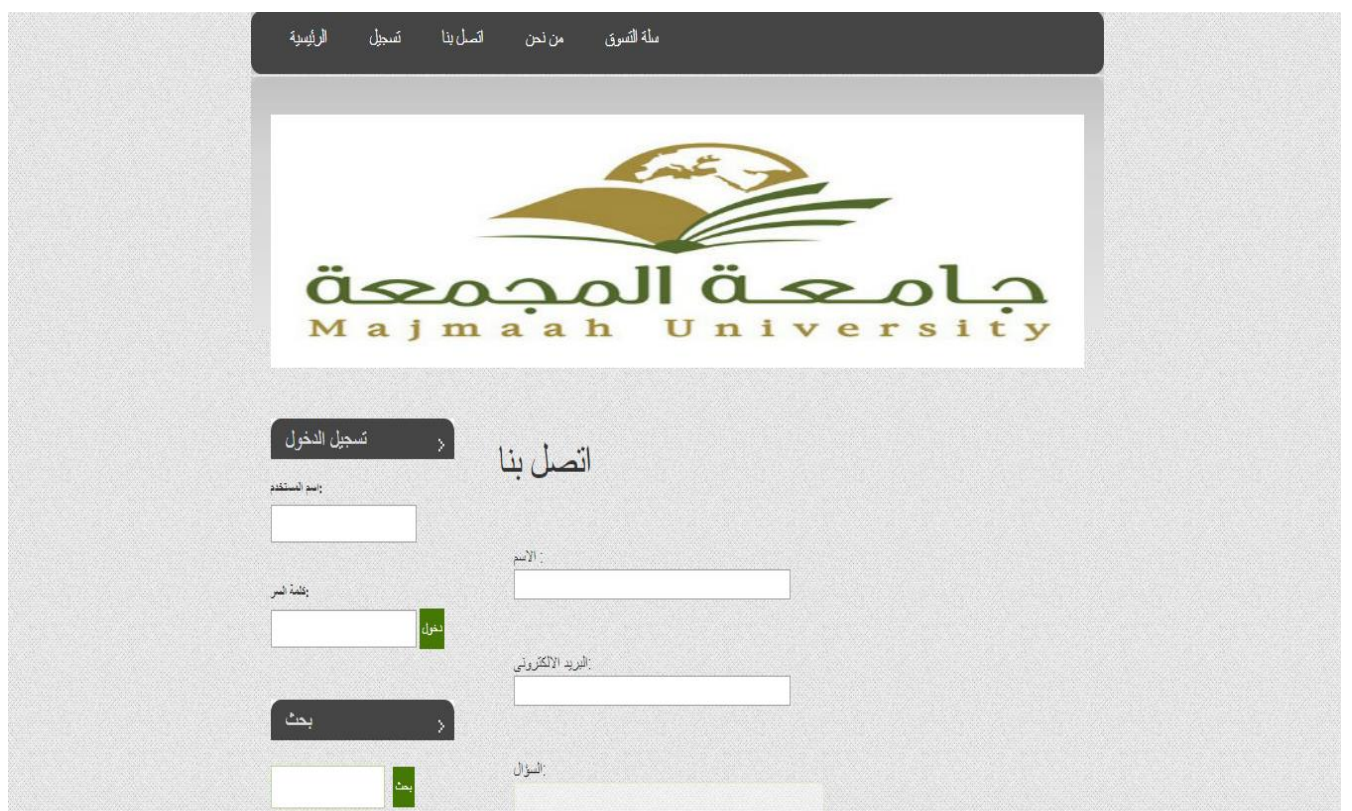


Fig 3-19 Contact us

الرئيسية | الاصل | الاصل الفرعية | الكتب | اتصل بنا | تسجيل الخروج



اضف كتاب جديد

الرقم الترجيحي	الاسم	الكاتب	ISBN	السعر	الصورة	حذف
1	حاسب اللى	تنتيت	9999	88809		✖

Fig 3-20 Add and Delete Books

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اضف اسم

---

حذف اسم

Fig 3-21 Add and Delete Section



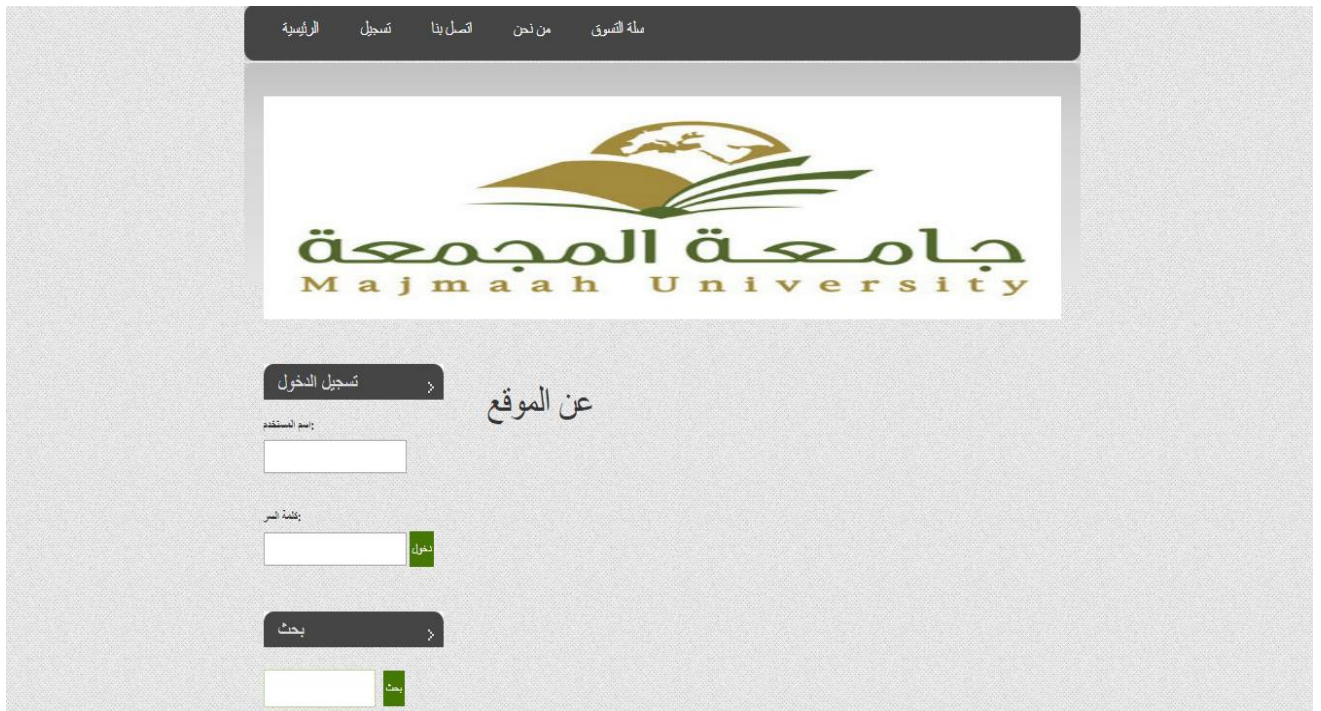


Fig 3-22 About us

### 3.3 Coding source :

process\_addsubcategory:

```
<?php
require('includes/config.php');

if(!empty($_POST))
{
    $msg=array();
    if(empty($_POST['subcat']) || empty($_POST['parent']))
    {
        $msg[]="Please full fill all requirement";
    }

    if(!empty($msg))
    {
        echo '<b>Error:-</b><br>';

        foreach($msg as $k)
        {
            echo '<li>'.$k;
        }
    }
    else
    {
```

```
$parent = $_POST['parent'];
```

```
$subcat=$_POST['subcat'];
```

```
$query="insert into subcat(parent_id, subcat_nm) values('$parent','$subcat)";
```

```
mysqli_query($conn,$query) or die("can't Execute...");
```

```
header("location:subcategory.php");
```

```
}
```

```
}
```

```
else
```

```
{
```

```
header("location:index.php");
```

```
}
```

```
?>
```

### 3.3 Database :

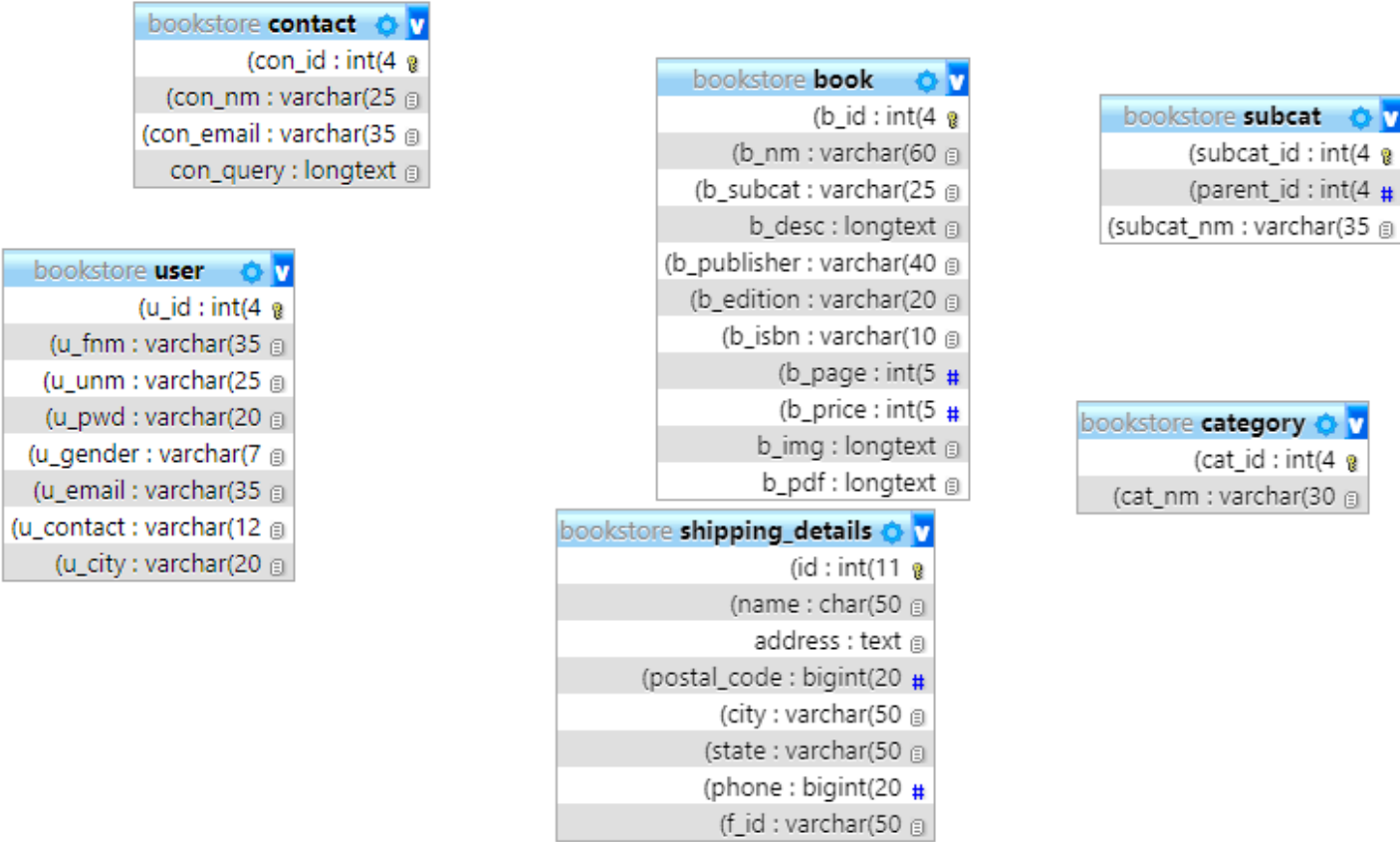


Fig 3-23 Database

# Chapter 4

## 4.1 Results:

At present, students are struggling to find and purchase the necessary books in a timely and appropriate place, not less, and the high prices of these books are beyond the student's salary score. Moreover, there are students who wish to donate their books to those needed and can not do so which affects the exchange of books among students. Of this concept Here the idea of Web

# Chapter 5

## 5.1 Conclusion:

Thanks to the Department of Computer Science & Information Head for his support to the graduation project unit. And would like to thank Dr. Dr. Yaser Abdalla for his Student to finish this work in proper way.

## 5.2 Reference

1. <https://creately.com/app/#Garrido>, T., Raymond, B., Jamieson, L., Liang, L., Wiesenthal, A., (2004). Making the business case for hospital information systems. —A Kaiser Permanente Investment Decision. Journal Health Care Finance, 31(2):16–25. Accessed from: [http://xnet.kp.org/ihp/publications/docs/business\\_case.pdf](http://xnet.kp.org/ihp/publications/docs/business_case.pdf)
2. <http://www.dictionary.com/>
3. [https://en.wikipedia.org/wiki/Entity%E2%80%93relationship\\_model](https://en.wikipedia.org/wiki/Entity%E2%80%93relationship_model)
4. [https://en.wikipedia.org/wiki/Class\\_diagram](https://en.wikipedia.org/wiki/Class_diagram)
5. [https://en.wikipedia.org/wiki/Sequence\\_diagram](https://en.wikipedia.org/wiki/Sequence_diagram)
6. [https://en.wikipedia.org/wiki/Use\\_case\\_diagram](https://en.wikipedia.org/wiki/Use_case_diagram)
7. <https://en.wikipedia.org/wiki/MySQL>
8. [https://en.wikipedia.org/wiki/CSS\\_\(disambiguation\)](https://en.wikipedia.org/wiki/CSS_(disambiguation))
9. <https://en.wikipedia.org/wiki/PHP>
10. <https://en.wikipedia.org/wiki/HTML>