

# WORKSHEET-1

STUDENT NAME:

BRANCH: B.E CSE

UID:

SECTION/GROUP:

DATE OF SUBMISSION:

SUBJECT NAME: S.E LAB

## AIM: Consider the scenario

**A Online bookstore is to be implemented. This project is a website that acts as a central book store. Such online bookstores tend to get a large amount of online visitors. In order to provide optimal performance and avoid site crash the system needs to be hosted on a cloud infrastructure. The sql database stores various book related details. A user visiting the website can see a wide range of books arranged in respective categories. The user may select desired book and view its price. The user may even search for specific books on the website. Once the user selects a book, he then has to fill in a form and the book is booked for the user. The system thus handles a large amount of users with ease using azure based cloud infrastructure. Design a project plan for the said project.**

## **Features:**

- Online Registration/Login.
- User registration.
- Book Inventory management.
- Book booking & availability check.
- Admin area.

## **Software Requirements:**

- Windows – 7 / 8 / 10/11 ,MAC OS X UPTO MONTEREY
- Sql 2022
- Visual studio 2022
- MICROSOFT Azure ENTERPRISES

### **Hardware Components:**

- Cloud Server
- Processor – i3/i5/i7/i9
- Hard Disk – 120 GB
- Memory – 4 GB RAM

### **Advantages:**

- Customers can get their book delivered instead of actually going and buying the book. They can make payment online itself.
- Managing of inventory in the shop for shopkeeper becomes easier as customers are not visiting and ordering online.
- This system saves both time and travelling cost of customers.
- User can get to know different kinds of books that they were unaware of by just searching in the system using keywords.

### **Disadvantages:**

- The only disadvantage is if the customer receives a book that is not in proper condition or has some kind of defect then there incurs an additional charge of posting it back.

### **Applications:**

- The system can be very well used by the book shopkeepers to expand their customers.
- The system can also be implemented in publishing houses.

## **3. Project Approach :-**

### **3.1 Project Initiation 3.1.1 Planning**

Project planning is a part of project management, which relates to the use of schedules such as Gantt charts to plan and subsequently report progress within the project environment.

Planning a project mainly consist of 3 steps :

1. Have a vision.
2. Make a timeline.
3. Build the core team.

### **3.1.2 Resource Allocation**

4. Project Staff resources will be available when and as they will be needed.
5. Required hardware resources will be available when and as they will be needed.
6. Required customer resources will be available when and as they will be required.
7. Access to industry experts and specialized skills will occur as needed.

## **3.2 Project Execution**

### **3.2.1 Designing**

This part contains how the project will be designed. Mainly it is based upon the requirements of the user, the programmer have to do as the client says.

What kind of things he need in the project, what kind of appearance he needs.

### **3.2.2 Implementation**

Implementation contains all the coding part of the project. If it's a large project, a team is required to accomplish it otherwise a single person can also complete the project according to the need of client.

### **3.2.3 Testing**

This phase contains the testing of the project before handling it to the client. All the aspects of the project are check, whether the project is working fine or there is any error, if any then it can be removed before handling the project to the client.

## **3.3 Project Deployment**

8. Deliverables will be subject to no more then a specific numbers of review cycles.
9. Software and equipment order lead times are known and can be expected to be met.

### **3.3.1 Installation**

Installation contains all the steps like the installation of all the needs of the software as required by the project. We have to provide everything to the user even the software and also teach them how to use the project and what to enter where.

### 3.3.2 Documentation

Documentation contains all the documents of the project, how to use it, what are the software and hardware requirements to run the project. Even the introduction to project and the build team.

### 3.3.3 Training

In this the client is trained on how to use the project and what to enter where.

## 4. Maintenance :-

### 4.1 Updates

We will provide all the updates for the project to fix all the issues and bugs etc. All the new things will be added to the product with the update.

The update can be optional as well as mandatory. The Updates will contain all the new things added to product and fix any problem.

### 4.2 Fixing Bugs

In this the bugs in the project are fixed, they can either be fixed with update or either with the help of any software developer.

Mainly the updates fix all the bugs, because they are released to fix all the bugs and problems of the product.

## Rules And Responsibility :-

<u>Name</u>	<u>Role/Position</u>	<u>Gmail</u>
	Software developer	

	Programmer	
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### **Cost Estimate :-**

- The statistics used in preparing the estimates are accurate within a given percent.
- Outsourced consulting will be limited to a specified number of days at a specified rate per day.
- The cost estimate will depend upon the work of project and the staff.

### **Project Constraints :-**

The project should have been modified a bit more, like all details should be shown somewhere about the doctors, patients and other details. The details of the doctor should be displayed on the screen when diagnosing the patient.

The overall project got so many constraints that need to be solved.