Project-Bookworm

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Abstract: Bookworm is an app for students.it's basically a notes app modified with feature like do not disturb, e library, manga section with time limit. App is build on android studio with Firebase for user authentication and cloud storage.This app can be run on android with API 29 or above. This can be used by anyone not just for student can be used for entertainment purpose or drawing purpose and much more. .it's user authentication protects your password and keeps your data secure.
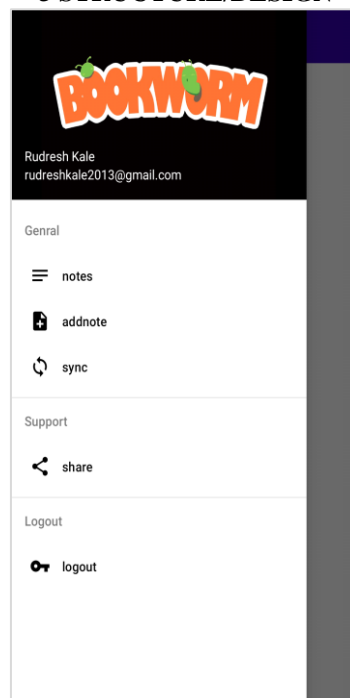
Keywords: Firebase,API,android studio

1 INTRODUCTION

Students lift heavy books and goes to college and now in covid situation we have to get everything online, so we have created an app which has all things like notes, e library and manga. Notes are mainly used for studies but can be used different ways too like for groceries, making list of anything, save passwords, etc. E library is used to get study material like subjects book or guide and can also be used for entertainment purpose can have story books drama, thriller,mystery any many other genre Do Not Disturb feature is used for total concentration for studies there will no notification to distract the student from studying no calls will be received until the app is closed.Bookworm have edit section in which a note can be also used for drawing and artist can illustrate their creativity.

2 METHODOLOGY

Method is used in this project is java programming on android studio ANDROID STUDIO java with firebase

3 STRUCTURE/DESIGN

4 HISTORY

Note-taking has been an important part of human history and scientific development. The Ancient Greeks developed hypomnema, personal records on important subjects. In the Renaissance and early modern period, students learned to take notes in schools, academies and universities, often producing beautiful volumes that served as reference works after

they finished their studies. In pre-digital times, people used many kinds of notebooks, including accounting waste books, marginalia, and commonplace books. Philosopher John Locke developed an indexing system which served as a model for commonplace books; for example, it inspired another book nearly a century later, Bell's Common-Place Book, Formed generally upon the Principles Recommended and Practiced by Mr Locke. A digital library, digital repository, or digital collection, is an online database of digital objects that can include text, still images, audio, video, digital documents, or other digital media formats. Objects can consist of digitized content like print or photographs, as well as originally produced digital content like word processor files or social media posts. In addition to storing content, digital libraries provide means for organizing, searching, and retrieving the content contained in the collection.

5 TECHNICAL SPECIFICATION

1. **Hardware Specifications**:-
build on laptop (i7) processer
Android device should be API29 or above
RAM-minimum 2GB of the device

2 **Software specifications**:-
build on software name Android studio
OS-Windows.
App can be run on Android above API 29.

6 BENEFITS

- Used for taking down notes.
- Do Not Disturb for total concentration.
- E library.
- Manga section.
- Study material.
- Sign in user authentication.
- Protected.
- Drawing.
- Cloud Storage.

7 DRAWBACKS

- Screen time increases.
- Deleted notes cannot be restored.
- DND option turns off all call.

8 HOW BOOKWORM WORKS

1. It's a basic notes app so it got all the notes app feature.
2. E library has another where you will find all types of books.
3. Manga section is for entertainment.
4. Do Not Disturb can be turned on by a single press.
5. It has user authentication which keeps the data protected.
6. Add button to add notes or create a note.

9 CONCLUSION

A basic app for students to get them through with their studies so for not lifting heavy books you can just open a single app and you get everything you want the app can get update and have feature like recommendation of YouTube videos for study. This app can be used for only entertainment purpose like can read story books in e library and manga section is for entertainment. Main objective is to develop an app which can not only be use for study purpose but can be used for other things and not only for students can be used by other people too.

REFERENCES

- History:-Wikipedia notes and digital Library.