# ELECTRONIC STORE MANAGEMENT

SUBMITTED BY

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TY BSC COMPUTER SCIENCE

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UNIVERSITY OF MUMBAI 2019-2020

### **ACKNOWLEDGEMENT**

The success and the final outcome of this project required a lot of guidance and assistance from many people and I am privileged to have got this all along the completion of my project.

I would like to thank our PRINCIPAL PROF. S VENKATRAMAN for his blessings, co-operation and support.

I would like to express my gratitude for our college project guide MR ABHIJEET KALE for encouraging me to complete my project work and guiding me throughout various phases.

I would also like to extend my gratitude to my unofficial guide MY FRIENDS who not only helped me in the project completion but also taking the entire document for the same.

I am grateful to IT department of BN BANDODKAR COLLEGE OF SCIENCE, THANE for timely guidance.

And above all I am grateful to SHARMA ELECTRONICS who gave me an opportunity to take up this project.

Last but not the least I would like to avail myself for always believing in me, having faith and courage to stand against all the challenges.

### **DECLARATION**

I MISS AASAWARI SANJIV BHAVSAR the student of TYBSC Computer Science hereby declare that, I have completed the project

on

### **ELECTRONIC STORE MANAGEMENT**

The information submitted is true and original To the best of knowledge.

Signature of student

AASAWARI SANJIV BHAVSAR

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## SOFTWARE DEVELOPMENT LIFE CYCLE

The software development life cycle is a process used by the software industry to design, develop, and test the quality of your software. SDLC aims to produce a high-quality software that meets or exceeds the customer's expectations, reaches completion within time, estimates and the cost.

#### WATERFALL MODEL

It is the most widely used development model for the software to ensure success of the project, it have several stages where the output of each stage acts as the input for the next stages. The access of the other phase can only be done if the prior phase is completed. Different phases of waterfall model are:

#### 1- REQUIREMENT ANALYSIS

Requirements are gathered and implemented in the user specific way. For my electronic store management, the owner wanted the system that stores information of all his customers, list of all the products they sell, the product user purchased, their order summary and then finally generate the bill.

#### 2- SYSTEM DESIGN

Helps in specifying the hardware and the system requirements followed by the overall system architecture. The designed system can be accessed by the admin using the id and password to access the system, the electronic store management system requires- min 4GB hard-disk, min 1GB of space in the system, processor must be minimum 3.0GHz or higher, visual studio 2012 is being used as a front-end and Microsoft SQL server is being used as a back-end. Developed over the windows operating system.

#### 3- IMPLEMENTATION

Takes the input from the system design, where the program is divided in number of small units and testing is performed on every particular unit, this management system is divided in different phases of storing the data in the system like- inserting, updating, deleting, viewing the data. Coding of each phase is done separately and then results of each part is combined in a form page for the system to work according to the customer. The login page for the admin is designed separately storing the id and password of the authorized user only.

#### 4- TESTING / IMPLIMENTATION TESTING

This phase is followed by the implementation phase, all the small programs that are divided in different parts are tested individually for their working, all the faults and failures are covered in this section, testing of different codes for inserting, updating, deleting and viewing phase are carried out and then the result of all the phases are combined together in a single form page which creates an ease for the user to perform operations, rather that going on different forms and performing different tasks.

#### 5- DEPLOYMENT

As the functional and non-functional testing is done and the project is completely fit to get delivered to the customer, then the electronic management system is finally given to the customer for accessing and performing their work, to store all the data and keep a check on their customer requirements.

#### 6- MANAGEMENT

Once the system is delivered to the customer to perform its work, the developer should be always present if any fault occurred in the system. The system is designed is a particular way that any faults or any errors that might occur in the system can be easily be resolved to enhance the use of the system by the customer, also the system is designed in a particular way that if the customer wants to make any kind of changes in

the system then the system can easily adapt changes as per the user requirements.

### **FEASIBILITY STUDY**

Feasibility is defined as an extent to which the project has been designed / performed successfully, the feasibility study determines whether the solution considered to accomplish the requirement is practical and workable in the software. Several things are considered during the feasibility study such as resource availability, cost estimation, benefits of the software, etc. by the help of the feasibility study the software should be- acceptable to the user, should easily adapt changes and comfortable to establish standards.

### **TYPES**

#### 1- TECHNICAL FEASIBILITY

It is the evaluation of hardware and software and how it meets the proposed system. The project is basically built with the help of the available technology. The system is based using the visual studio 2012 as a frontend and Microsoft SQL as the backend of storing the values in the database. It provides the technical guarantee for accuracy, responsibility and security. It provides all the response regardless of the number of the user. It is easy for the user to add some more functionality to the system if needed.

#### 2- OPERATIONAL FEASIBILITY

This is the system that meets the requirements of the admin. Can easily improve the performance. Provides the convenient mode of operation for the user. For the implementation the user of the system should know the basic operations which are to be performed on the system else it is much easier to understand and learn all the functionalities. several operations are performed in this system like, insertion, deletion, updation ,viewing of all the inserted or the saved data in the system.all the saved data information of all the customers can be viewed in the data-grid view as the admin clicks the view button. as the user clicks the insert button the is able to enter the new data for the new customer and the data is shown in the data grid view, if the admin wants to delete any data ,he can then just select any data to be deleted and then just click the delete button similar for the updation process.

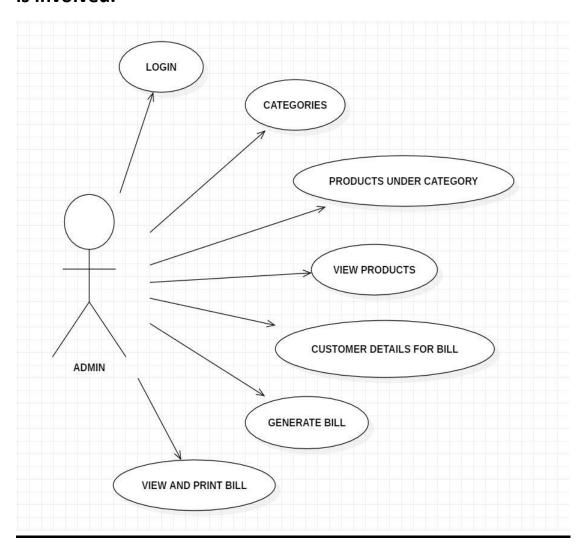
#### 3- ECONOMICAL FEASIBILTY

It is the means of analysis of the cost required to build the system. Is basically concerned with the cost of development and the implementation of the system. All the cost of the hardware and the software is much reasonable. This system reduces the work load as it is much different than writing and maintaining all the paper works. Minimum amount of time is required to recover the cost incurred in the project.

hence the system follows all the 3 feasibilities ( technical, operational , economical ).

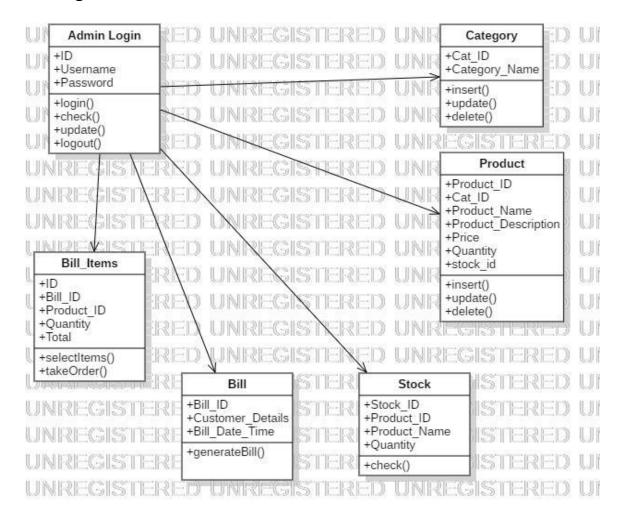
### **USE CASE DIAGRAM**

A USE CASE diagram at its simplest is a representation of a user's interaction with system that shows the relationship between the user and the different use case in which the user is involved.



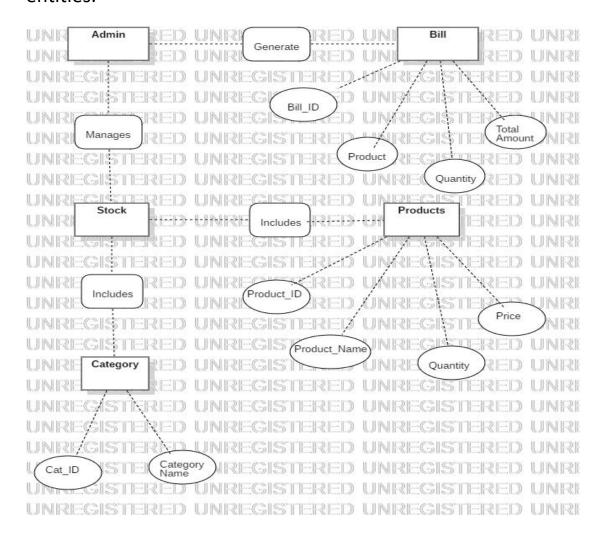
### **CLASS DIAGRAM**

A Class diagram in the UML is a type of static structure diagram that describes the structure of the system by showing the system's classes, their attributes, their operations and relation among them.



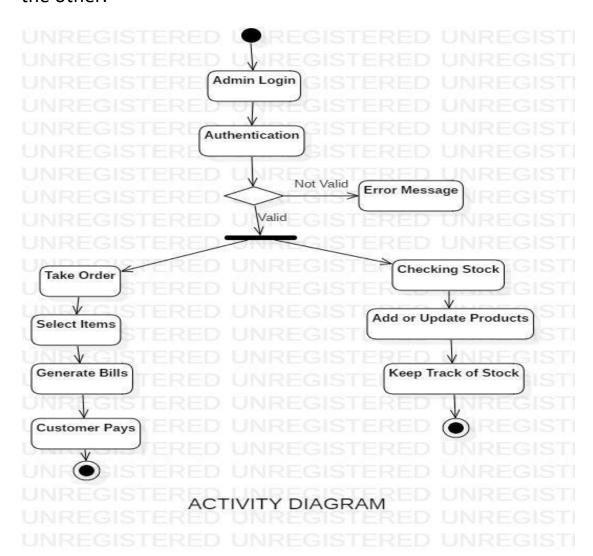
### **ER DIAGRAM**

An ER diagram describes interrelated things of interest in specific domain of knowledge, a basic ER diagram consists of entity types and specific relationship that can exist between entities.



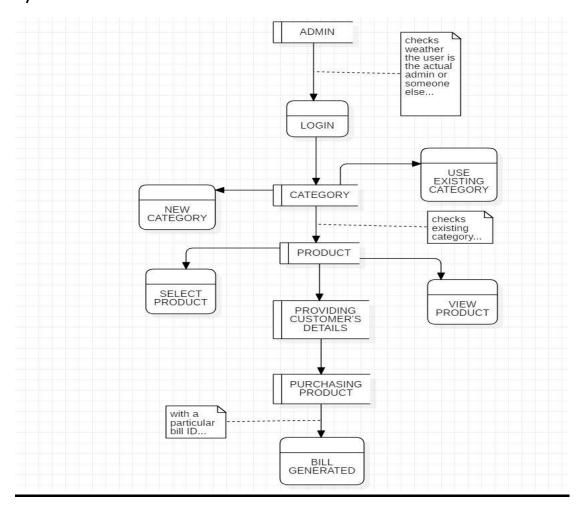
### **ACTIVITY DIAGRAM**

It is basically a flow chat to represent a flow from one activity to another, the activities can be described as an operation of the system. The control flow is drawn from one operation to the other.



### **CONTEXT DIAGRAM**

A diagram that defines the boundary between the system or the part of the system and its environment, showing the entities that interact with it. This diagram is a high level of a system.



### **DATABASE TABLE**

#### ADMIN LOGIN (tbl\_user)

FIELD NAME	DATATYPE
UserID (uid) PrimaryKey	Numeric
Username (username)	Varchar(50)
Password (pass)	Varchar(50)

### **CATEGORY OF ITEMS IN STORE (tbl\_category)**

FIELD NAME	DATATYPE
CategoryID (cat_id) PrimaryKey	Numeric
Category (categoryname)	Varchar(50)

#### PRODUCTS UNDER CATEGORY (tbl\_products)

FIELD NAME	DATATYPE
Product ID (pid) PrimaryKey	Numeric
Category ID (cat_id)	Numeric
Product Name (pro_name)	Varchar(200)
Product Description (pro_desc)	Varchar(1000)
Product Price (pro_price)	Numeric
Product Discount (pro_disc)	Numeric
Product Image (imgurl)	Varchar(50)

#### **GENERATE BILL (tbl\_bill)**

FIELD NAME	DATATYPE
Bill ID (billid) PrimaryKey	Numeric
Customer Detail (customerdetails)	Varchar(1000)
Date and time (billdatetime)	Datetime

### ITEMS INCLUDED IN BILL (tbl\_bill\_items)

FIELD NAME	DATATYPE
ID (id) PrimaryKey	Numeric
Bill ID (billid)	Numeric
Product ID (pid)	Numeric
Quantity of Item (qty)	Numeric
Total Cost of Purchase (total)	Numeric

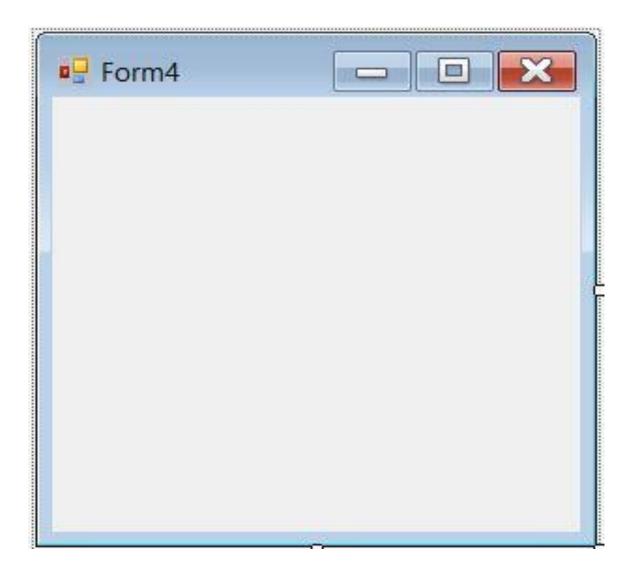
### STOCK(tbl\_stock)

FIELD NAME	DATATYPE
Stock_ID (primary key)	Numeric(18,0)
Product_ID	Numeric(18,0)
Product_Name	Varchar(50)
Quantity	Numeric(18,0)

### **EVENT TABLE**

Event	Trigger	Source	Activity	Response	Destination
Admin	Login	Admin	Login In	Login	Admin
Login	application			Successful	
Customer	Ordering	Customer	Orders	Order is	Admin
orders	Services		Items	Placed	
items	for				
	Customer				
Performs	Manages	Admin	Add	Operations	Admin
Operations	Customer		different	are	
			items	performed	
				successfully	
Billing	Print the	Admin	Generate	Bill has	Customer
	Bill		Bill	been	
				printed	
Admin	Service is	Admin	Provide	Services are	Customer
provides	provided		Service	done	
Services					

### **FORMS**



### **MODULES DESIGN**

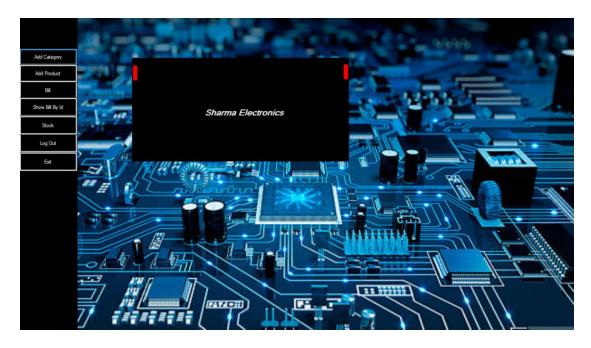
### **LOGIN FORM**



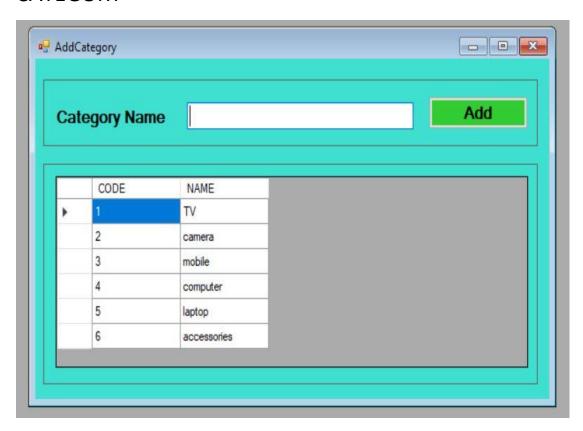
### **FLASH FORM**



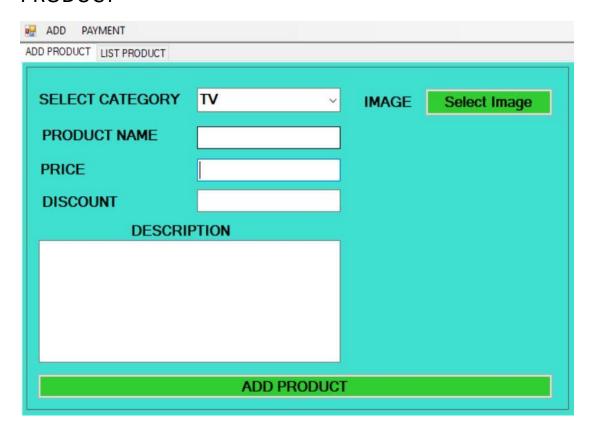
### **HOME PAGE**

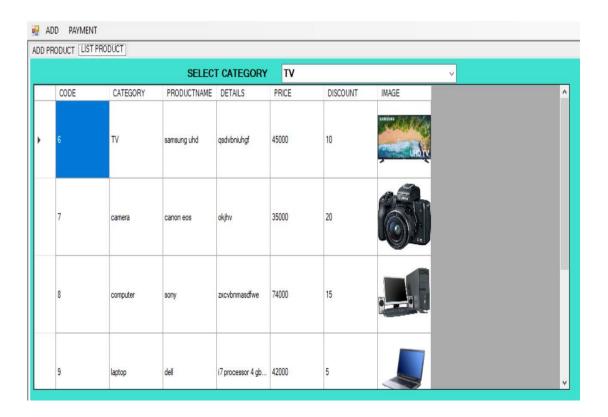


### **CATEGORY**

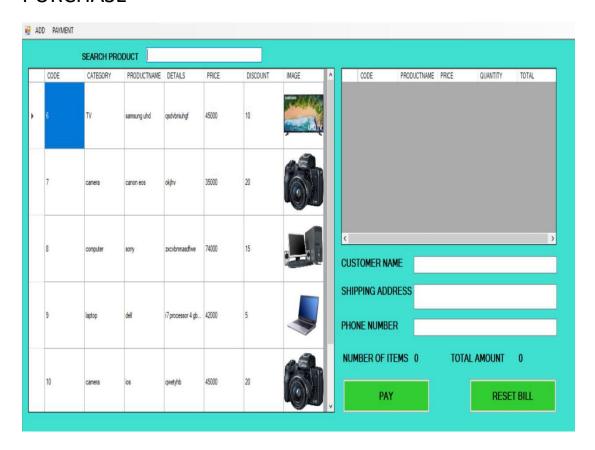


#### **PRODUCT**

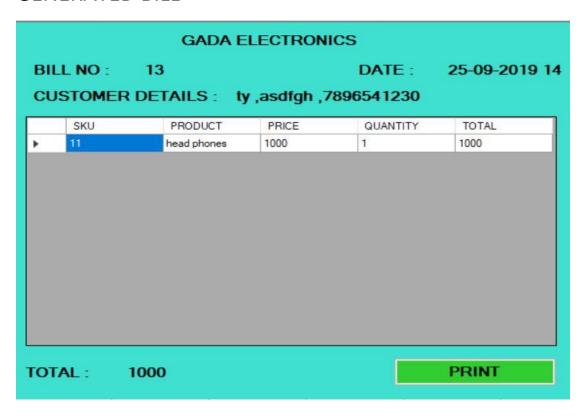




#### **PURCHASE**



#### **GENERATED BILL**

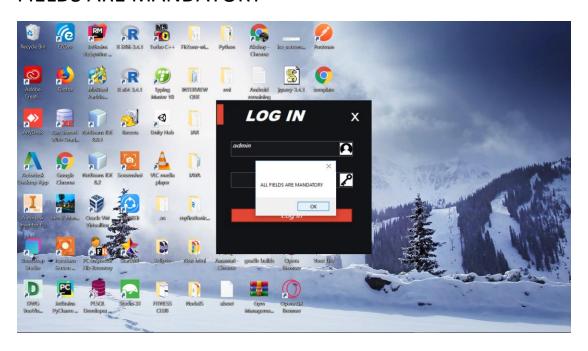


### STOCK

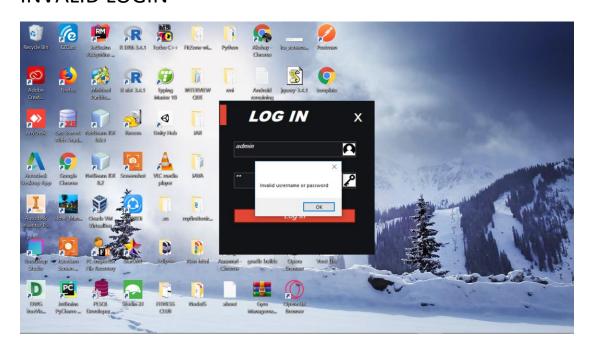


### **VALIDATION FORMS**

### FIELDS ARE MANDATORY



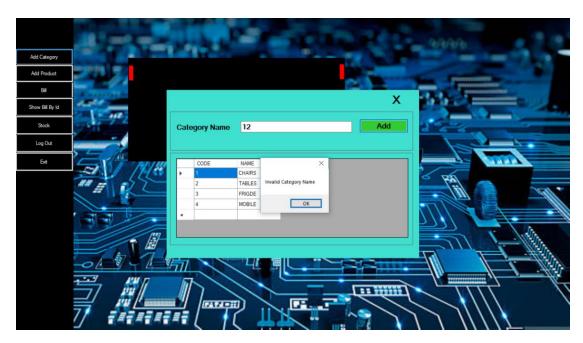
### **INVALID LOGIN**



### FIELDS ARE MANDATORY



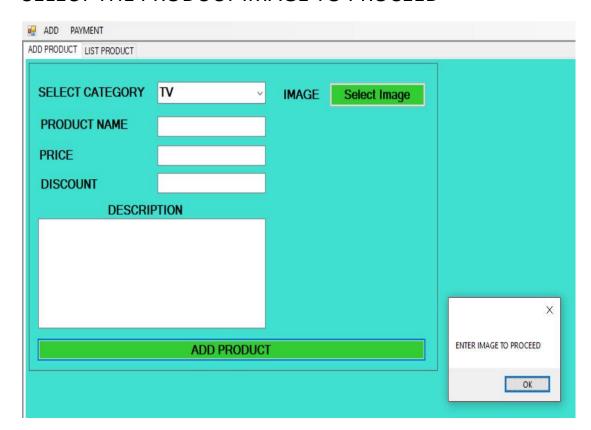
### **INVALID CATEGORY NAME**



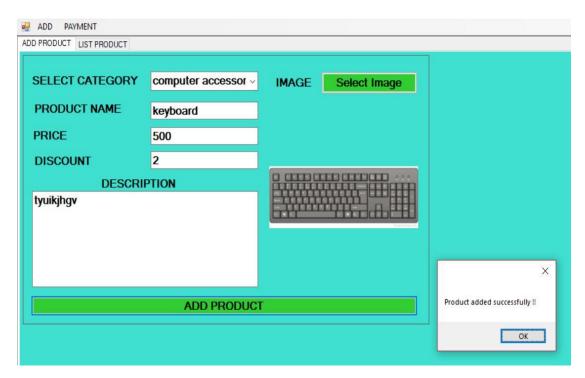
#### **CATEGORY ALREADY EXIST**



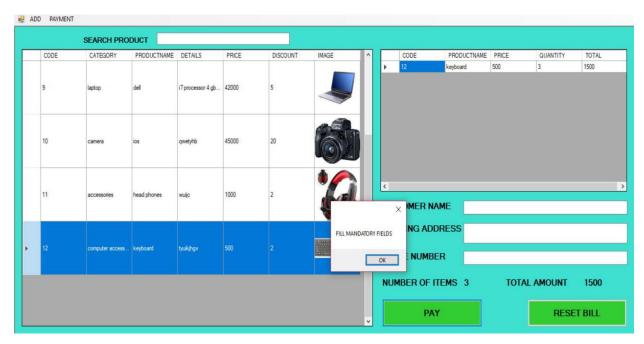
### SELECT THE PRODUCT IMAGE TO PROCEED



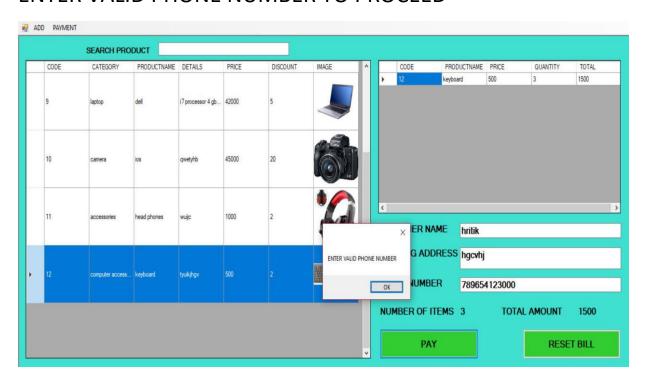
### **PRODUCT ADDED**



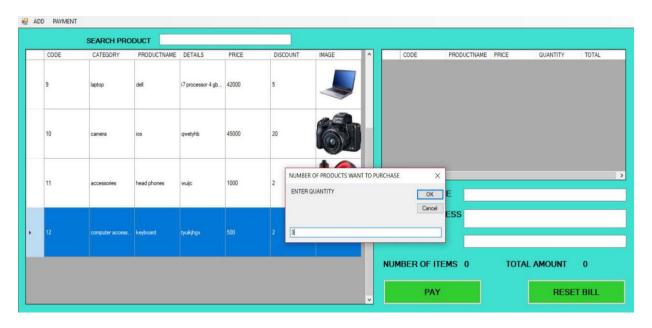
### ENTER ALL THE REQUIRED FIELDS TO PROCEED (PURCHASE)



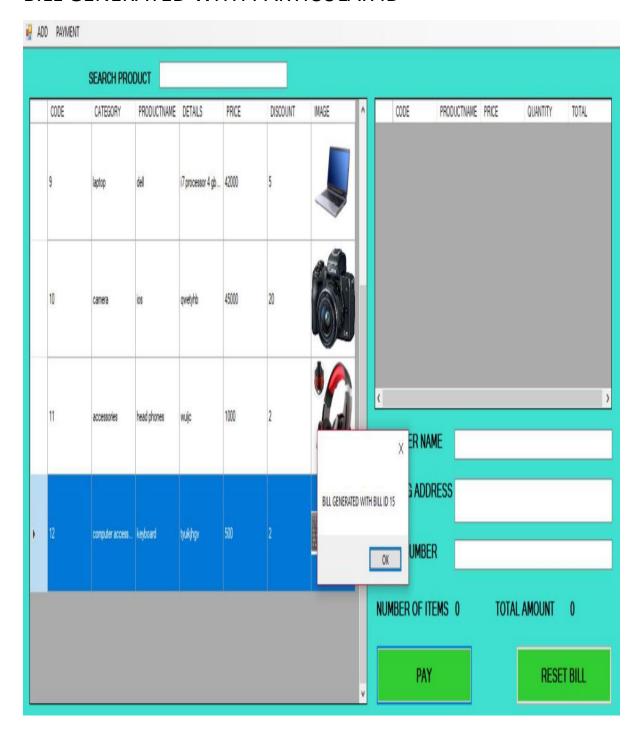
#### ENTER VALID PHONE NUMBER TO PROCEED



### **SELECT QUANTITY OF THE PRODUCT**



### **BILL GENERATED WITH PARTICULAR ID**



### **TEST CASES**

ACTION	INPUT	EXPECTED	ACTUAL	TEST	TEST
		OUTPUT	OUTPUT	RESULT	COMMENT
Launch application	Click on software	Login page	Login page	Pass	Successful
Enter correct username and password	Username: Password:	Home page	Home page	Pass	Display homepage
If the username and password is incorrect	Username: Password:	Home page	Login fail	Fail	Invalid username or password
Add category	Enter category name	Category added	Category added	Pass	Category added successfully
If category already existed	Enter category name	Category added	category already exists	Fail	Entered category already exists
Add Product	Enter product detail	Product added successfully	Product added successfully	Pass	Product added successfully
If all the details are not entered	Enter product details	Product added successfully	Enter all the fields to proceed	Fail	Enter all the fields to proceed
Purchase	Enter customer details	Bill generated	Bill generated	Pass	Bill generated successfully with ** bill ID
If all details are not entered or invalid phone number is provided	Enter customer details	Bill generated	Enter all the required fields. Enter valid phone number	Fail	Bill generated successfully with ** bill ID

# MAINTENENCE AND FUTURE ENHANCEMENT

The future scope of the project circles around maintaining information regarding:

- 1-Can provide more advanced software including several new facilities.
- 2-Can host the platform on online server to make it accessible worldwide.
- 3-Add new admins to log in the system.
- 4-Create some new databases to reduce the overload of the database query.
- 5-Implement the backup mechanism for taking backup of codebase and data baseon regular basis on different server.

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