# Super Market Management System Activity Diagram (/Uml-Diagram/Super-Market-Management-System-Activity-Diagram)

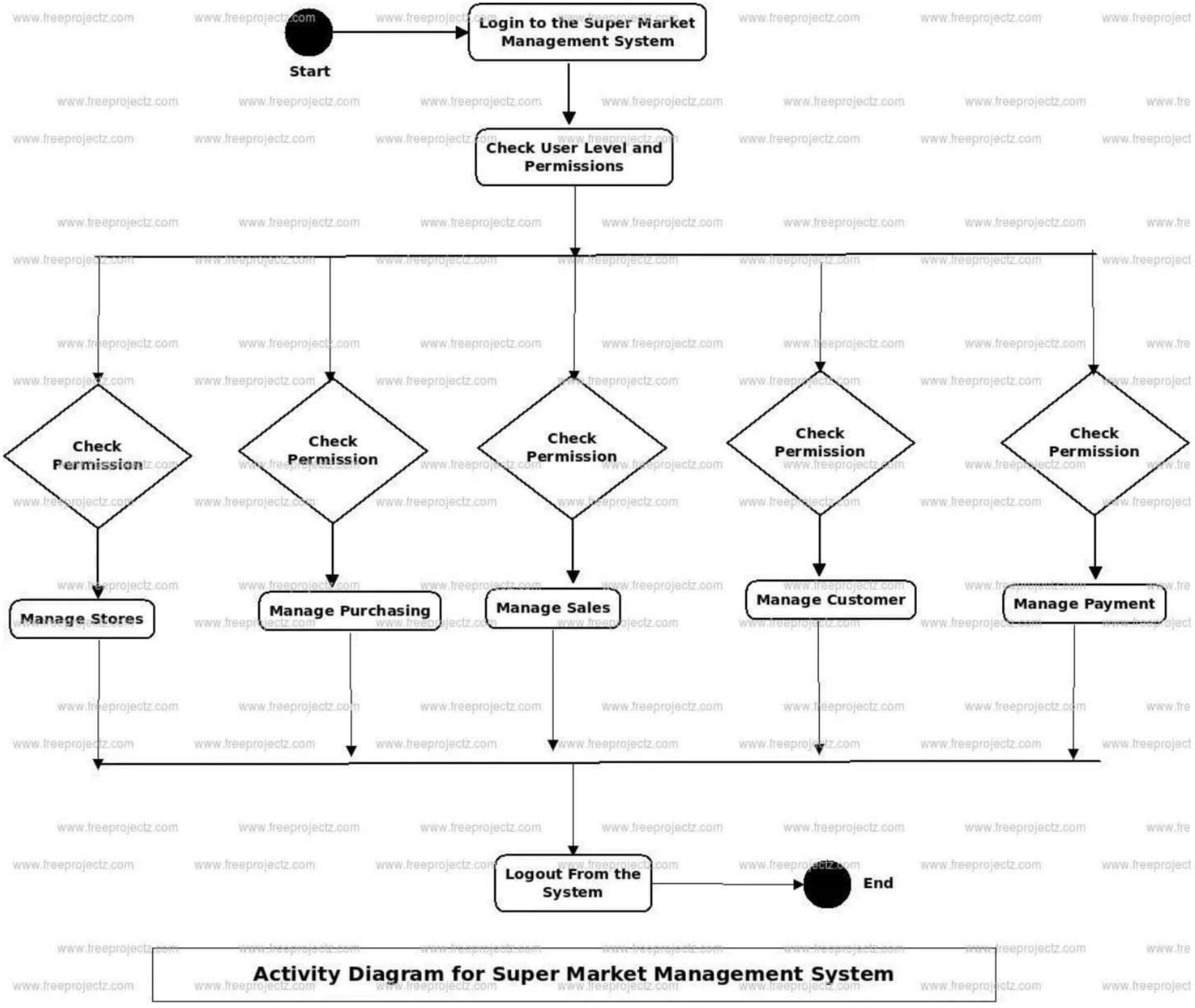
Posted By freeproject (/users/freeproject) on March 13, 2018

This is the **Activity UML diagram of Super Market Management System** which shows the flows between the activity of Stores, Payment, Customer, Sales, Purchasing. The main activity involved in this **UML Activity Diagram of Super Market Management System** are as follows:

- Stores Activity
- Payment Activity
- Customer Activity
- Sales Activity
- Purchasing Activity

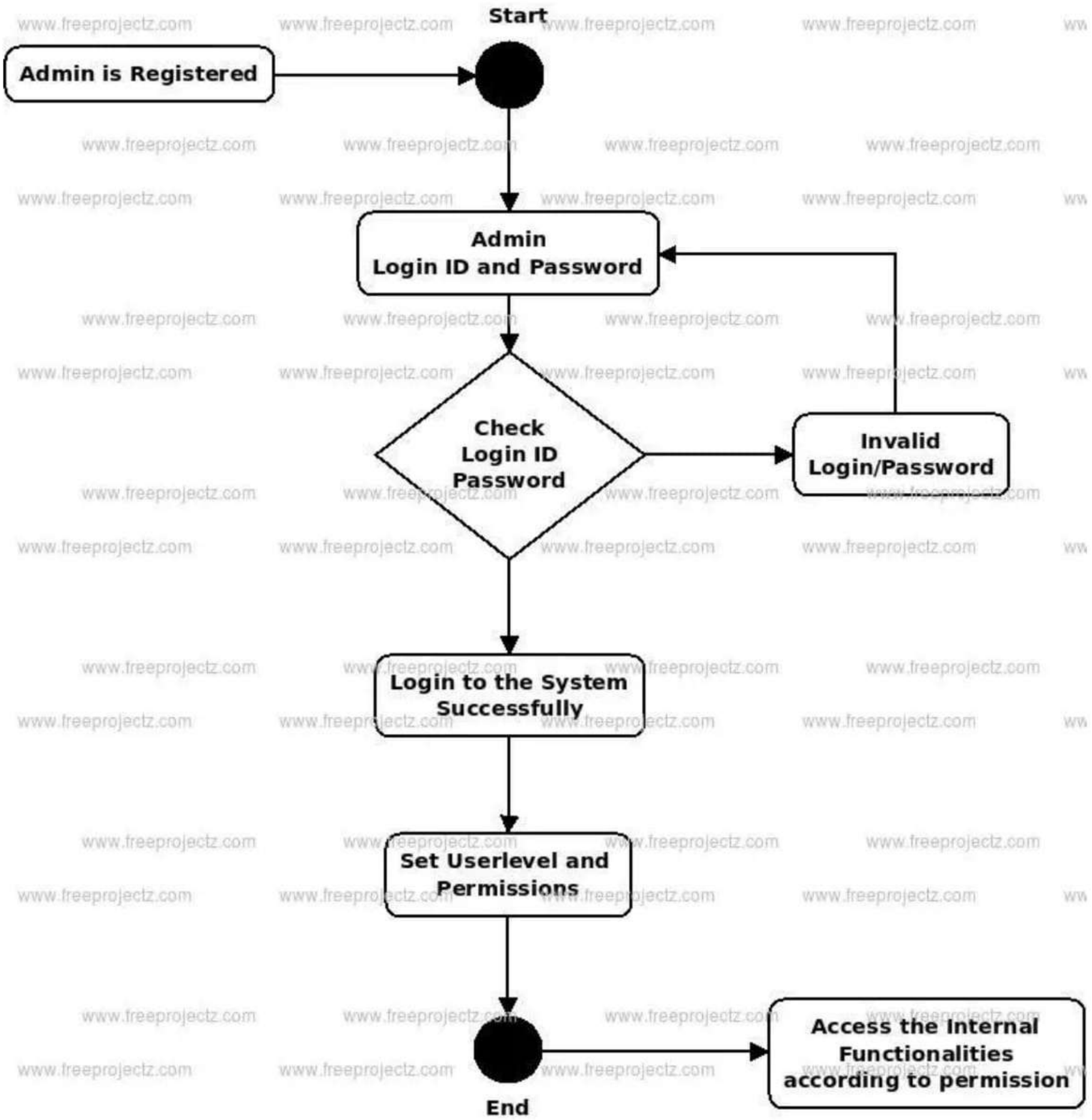
## Features Of The Activity UML Diagram Of Super Market Management System

- Admin User can search Stores, view description of a selected Stores, add Stores, update Stores and delete Stores.
- Its shows the activity flow of editing, adding and updating of Payment
- User will be able to search and generate report of Customer, Sales, Purchasing
- All objects such as (Stores, Payment, Purchasing) are interlinked
- Its shows the full description and flow of Stores, Sales, Purchasing, Customer, Payment




## Login Activity Diagram Of Super Market Management System:

This is the **Login Activity Diagram of Super Market Management System**, which shows the flows of Login Activity, where admin will be able to login using their username and password. After login user can manage all the operations on Customer, Stores, Payment, Purchasing, Sales. All the pages such as Payment, Purchasing, Sales are secure and user can access these page after login. The diagram below helps demonstrate how the login page works in a Super Market Management System. The various objects in the Purchasing, Customer, Stores, Payment, and Sales page—interact over the course of the Activity, and user will not be able to access this page without verifying their identity.




# Super Market Management System Class Diagram (/Uml/Super-Market-Management-System-Class-Diagram)

Posted By freeproject (/users/freeproject) on August 2, 2017

Super Market Management System Class Diagram describes the structure of a Super Market Management System classes, their attributes, operations (or methods), and the relationships among objects. The main classes of the Super Market Management System are Stores, Customer, Purchasing, Sales, Payment, Products.

## Classes of Super Market Management System Class Diagram:

- **Stores Class** : Manage all the operations of Stores
- **Customer Class** : Manage all the operations of Customer
- **Purchasing Class** : Manage all the operations of Purchasing
- **Sales Class** : Manage all the operations of Sales
- **Payment Class** : Manage all the operations of Payment
- **Products Class** : Manage all the operations of Products

## Classes and their attributes of Super Market Management System Class Diagram:

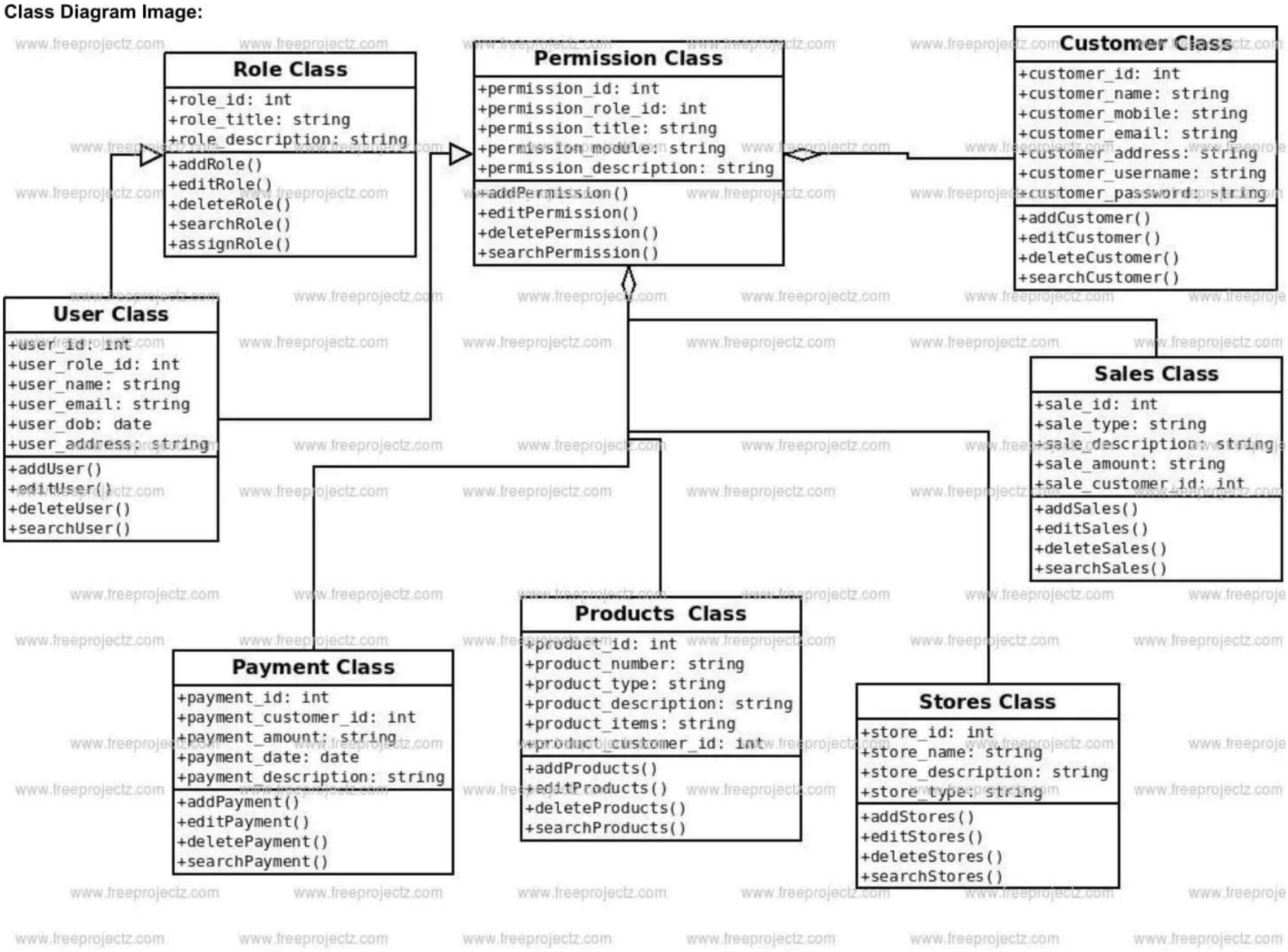
- **Stores Attributes** : store_id, store_name, store_type, store_description
- **Customer Attributes** : customer_id, customer_name, customer_mobile, customer_email, customer_username, customer_password, customer_address
- **Purchasing Attributes** : purchase_id, purchase_customer_id, purchase_amount, purchase_type, purchase_total, purchase_recepit, purchase_bill, purchase_description
- **Sales Attributes** : sales_id, sales_customer_id, sales_amount, sales_type, sales_description
- **Payment Attributes** : payment_id, payment_customer_id, payment_date, payment_amount, payment_description
- **Products Attributes** : product_id, product_customer_id product_items, product_number, product_type, product_description

## Classes and their methods of Super Market Management System Class Diagram:

- **Stores Methods** : addStores(), editStores(), deleteStores(), updateStores(), saveStores(), searchStores()
- **Customer Methods** : addCustomer(), editCustomer(), deleteCustomer(), updateCustomer(), saveCustomer(), searchCustomer()
- **Purchasing Methods** : addPurchasing(), editPurchasing(), deletePurchasing(), updatePurchasing(), savePurchasing(), searchPurchasing()
- **Sales Methods** : addSales(), editSales(), deleteSales(), updateSales(), saveSales(), searchSales()
- **Payment Methods** : addPayment(), editPayment(), deletePayment(), updatePayment(), savePayment(), searchPayment()
- **Products Methods** : addProducts(), editProducts(), deleteProducts(), updateProducts(), saveProducts(), searchProducts()

## Class Diagram of Super Market Management System :

**Class Diagram Image:**




**Class Diagram of Super Market Management System**

# Super Market Management System Component Diagram (/Uml-Diagram/Super-Market-Management-System-Component-Diagram)

Posted By freeproject (/users/freeproject) on February 8, 2018

This is a **Component diagram of Super Market Management System** which shows components, provided and required interfaces, ports, and relationships between the Stores, Products, Customer, Payment and Sales. This type of diagrams is used in Component-Based Development (CBD) to describe systems with Service-Oriented Architecture (SOA). **Super Market Management System UML component diagram**, describes the organization and wiring of the physical components in a system.

## Components of UML Component Diagram of Super Market Management System:

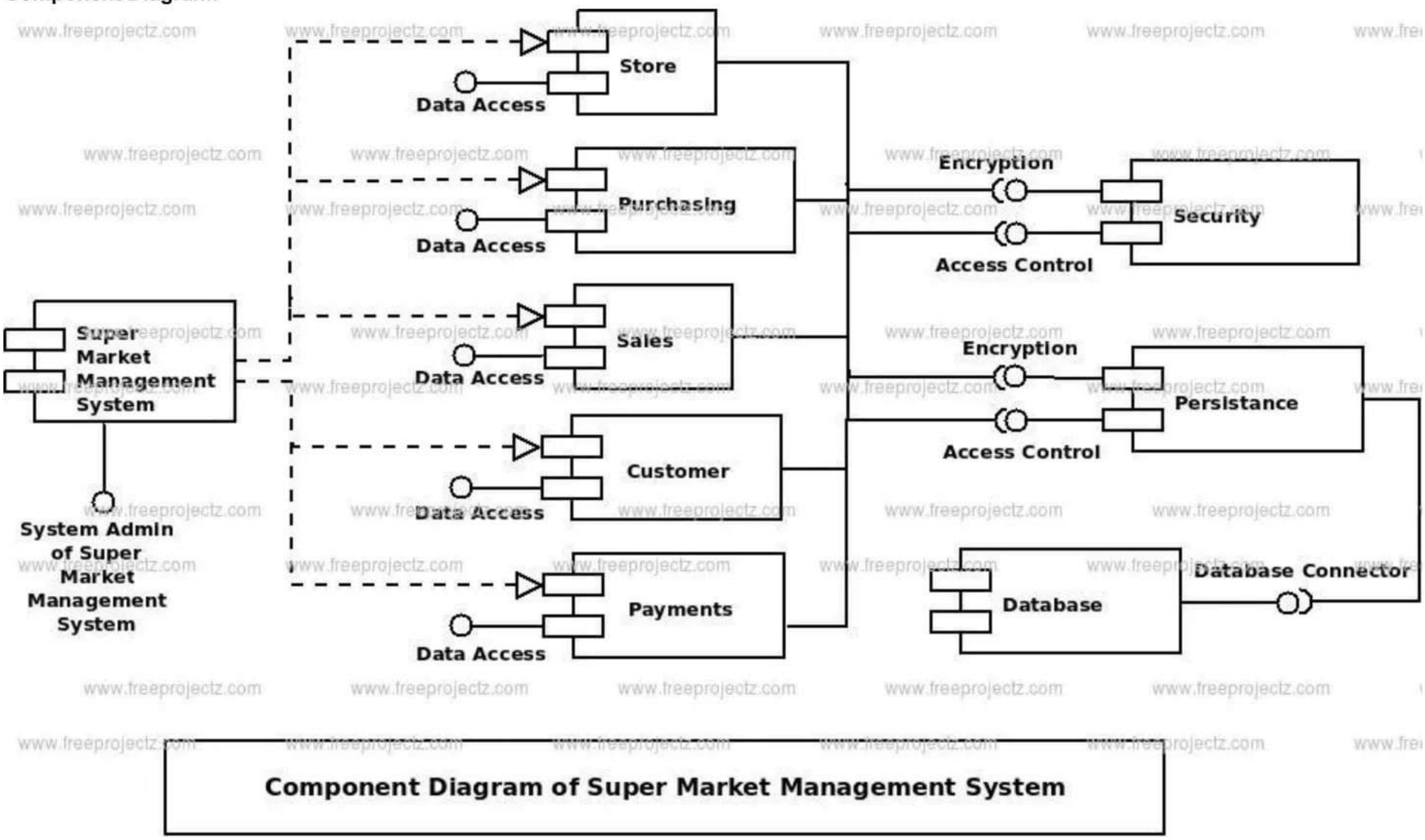
- Stores Component
- Products Component
- Customer Component
- Payment Component
- Sales Component

## Featues of Super Market Management System Component Diagram:

- You can show the models the components of Super Market Management System.
- Model the database schema of Super Market Management System

- Model the executables of an application of Super Market Management System
- Model the system's source code of Super Market Management System

**Component Diagram:**




Component Diagram of Super Market Management System

## Super Market Management System Dataflow Diagram (/Dfd/Super-Market-Management-System-Dataflow-Diagram)

Posted By namita (/users/namita) on July 11, 2017

Super Market Management System Data flow diagram is often used as a preliminary step to create an overview of the Super Market without going into great detail, which can later be elaborated.it normally consists of overall application dataflow and processes of the Super Market process. It contains all of the userflow and their entities such all the flow of Stores, Customer, Purchasing, Sales, Payment, Products, Login. All of the below diagrams has been used for the visualization of data processing and structured design of the Super Market process and working flow.

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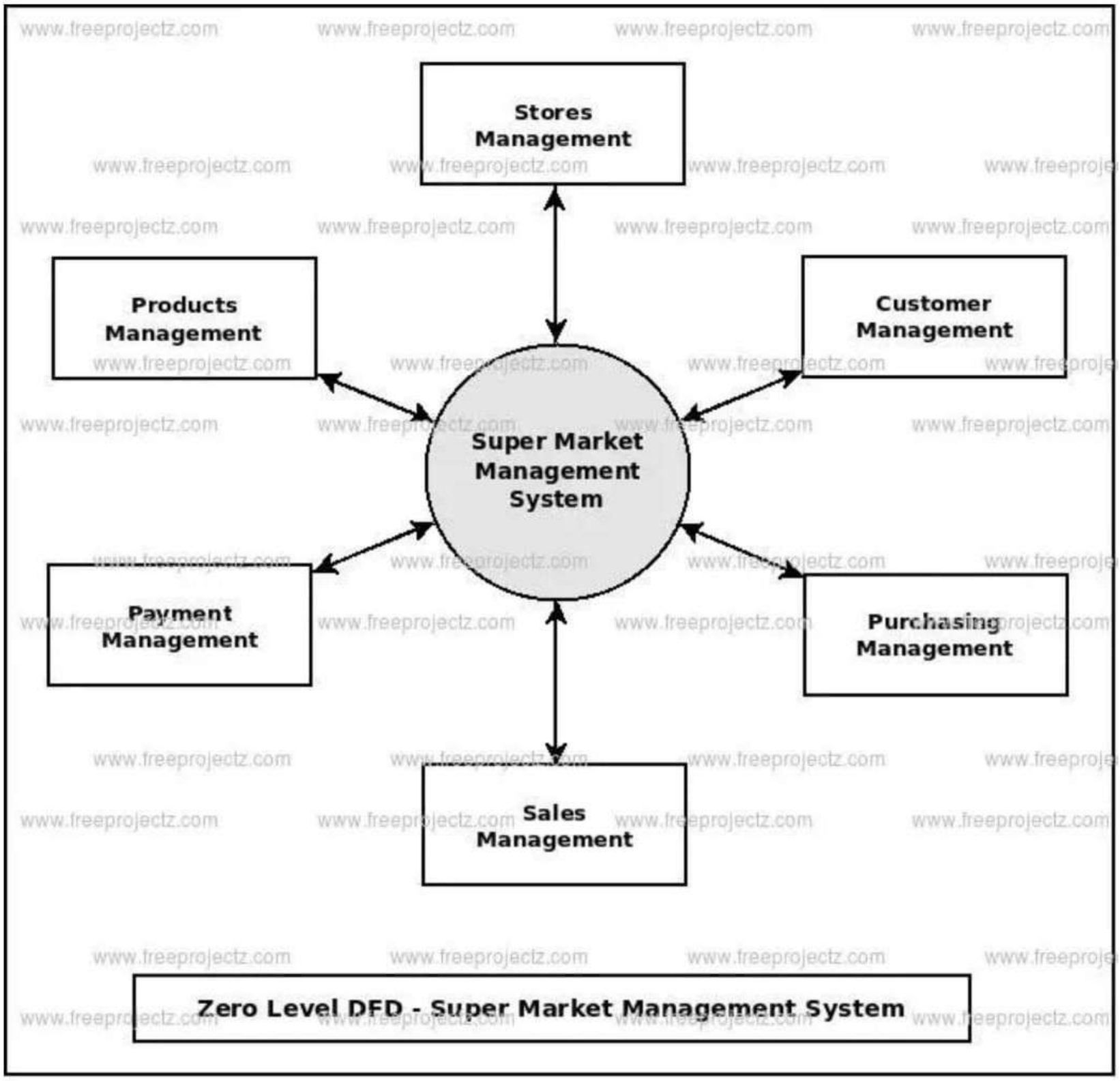
## Zero Level Data Flow Diagram(0 Level DFD) Of Super Market Management System :

This is the Zero Level DFD of Super Market Management System, where we have eloborated the high level process of Super Market. It's a basic overview of the whole Super Market Management System or process being analyzed or modeled. It's designed to be an at-a-glance view of Payment,Products and Login showing the system as a single high-level process, with its relationship to external entities of Stores,Customer and Purchasing. It should be easily understood by a wide audience, including Stores,Purchasing and Payment In zero leve DFD of Super Market Management System, we have described the high level flow of the Super Market system.

### High Level Entities and proccess flow of Super Market Management System:

- Managing all the Stores
- Managing all the Customer
- Managing all the Purchasing
- Managing all the Sales
- Managing all the Payment
- Managing all the Products
- Managing all the Login

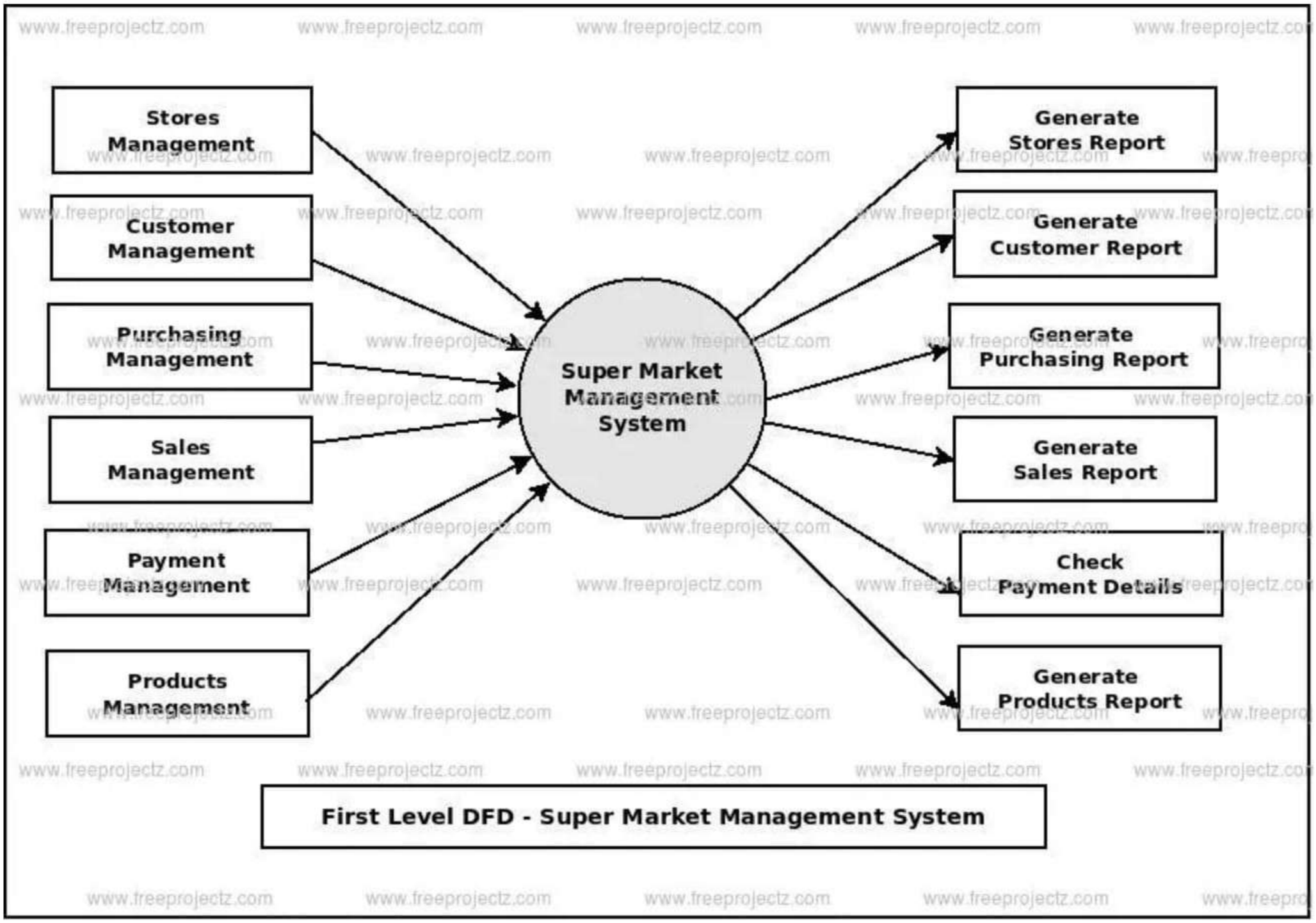



## First Level Data Flow Diagram(1st Level DFD) Of Super Market Management System :

First Level DFD (1st Level) of Super Market Management System shows how the system is divided into sub-systems (processes), each of which deals with one or more of the data flows to or from an external agent, and which together provide all of the functionality of the Super Market Management System system as a whole. It also identifies internal data stores of Login, Products, Payment, Sales, Purchasing that must be present in order for the Super Market system to do its job, and shows the flow of data between the various parts of Stores, Purchasing, Products, Login, Payment of the system. DFD Level 1 provides a more detailed breakout of pieces of the 1st level DFD. You will highlight the main functionalities of Super Market.

### Main entities and output of First Level DFD (1st Level DFD):

- Processing Stores records and generate report of all Stores
- Processing Customer records and generate report of all Customer
- Processing Purchasing records and generate report of all Purchasing
- Processing Sales records and generate report of all Sales
- Processing Payment records and generate report of all Payment
- Processing Products records and generate report of all Products
- Processing Login records and generate report of all Login

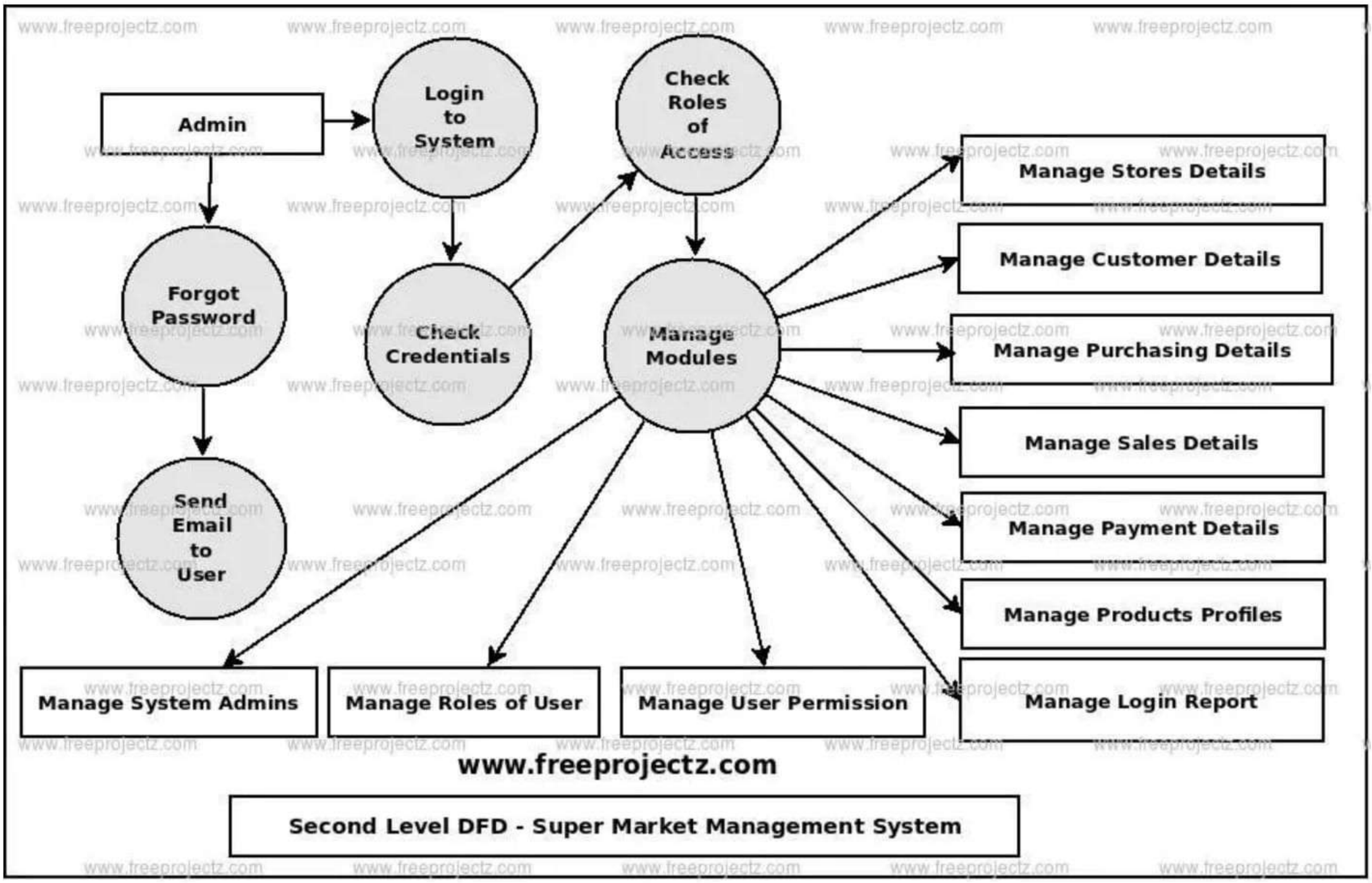



## Second Level Data Flow Diagram(2nd Level DFD) Of Super Market Management System :

DFD Level 2 then goes one step deeper into parts of Level 1 of Super Market. It may require more functionalities of Super Market to reach the necessary level of detail about the Super Market functioning. First Level DFD (1st Level) of Super Market Management System shows how the system is divided into sub-systems (processes). The 2nd Level DFD contains more details of Login, Products, Payment, Sales, Purchasing, Customer, Stores.

### Low level functionalities of Super Market Management System

- Admin logins to the system and manage all the functionalities of Super Market Management System
- Admin can add, edit, delete and view the records of Stores, Purchasing, Payment, Login
- Admin can manage all the details of Customer, Sales, Products
- Admin can also generate reports of Stores, Customer, Purchasing, Sales, Payment, Products
- Admin can search the details of Customer, Payment, Products
- Admin can apply different level of filters on report of Stores, Sales, Payment
- Admin can tracks the detailed information of Customer, Purchasing, Sales, , Payment




# Super Market Management System ER Diagram (/Entity-Relationship/Super-Market-Management-System-Er-Diagram)

Posted By freeproject (/users/freeproject) on July 17, 2017

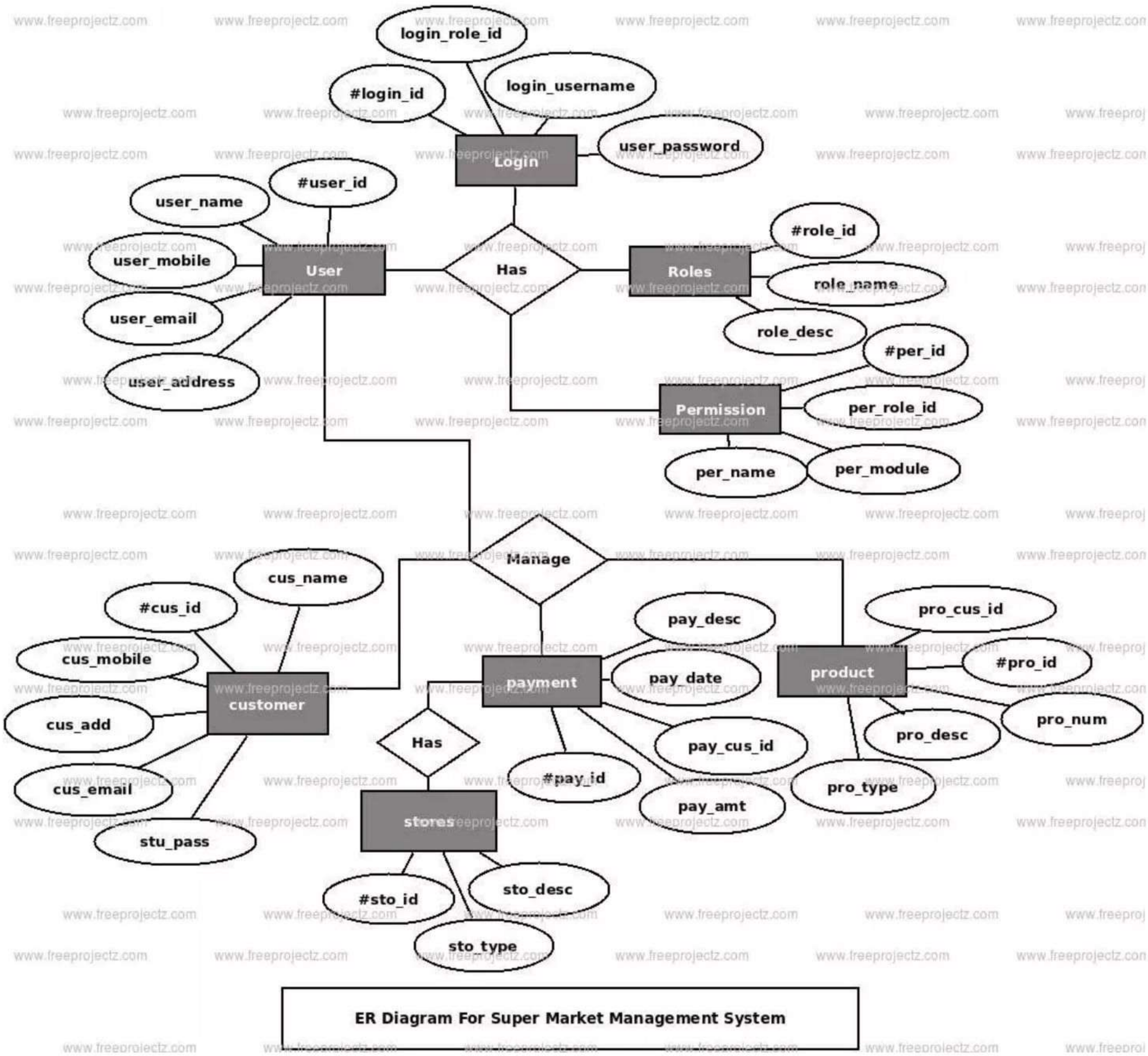
This ER (Entity Relationship) Diagram represents the model of Super Market Management System Entity. The entity-relationship diagram of Super Market Management System shows all the visual instrument of database tables and the relations between Customer, Sales, Stores, Products etc. It used structure data and to define the relationships between structured data groups of Super Market Management System functionalities. The main entities of the Super Market Management System are Stores, Customer, Purchasing, Sales, Payment and Products.

## Super Market Management System entities and their attributes :

- **Stores Entity** : Attributes of Stores are store_id, store_name, store_type, store_description
- **Customer Entity** : Attributes of Customer are customer_id, customer_name, customer_mobile, customer_email, customer_username, customer_password, customer_address
- **Purchasing Entity** : Attributes of Purchasing are purchase_id, purchase_customer_id, purchase_amount, purchase_type, purchase_total, purchase_recepit, purchase_bill, purchase_description
- **Sales Entity** : Attributes of Sales are sales_id, sales_customer_id, sales_amount, sales_type, sales_description
- **Payment Entity** : Attributes of Payment are payment_id, payment_customer_id, payment_date, payment_amount, payment_description
- **Products Entity** : Attributes of Products are product_id, product_customer_id product_items, product_number, product_type, product_description

## Description of Super Market Management System Database :

- The details of Stores is store into the Stores tables respective with all tables
- Each entity ( Products, Purchasing, Payment, Customer, Stores) contains primary key and unique keys.
- The entity Purchasing, Payment has binded with Stores, Customer entities with foreign key
- There is one-to-one and one-to-many relationships available between Payment, Sales, Products, Stores
- All the entities Stores, Payment, Purchasing, Products are normalized and reduce duplicacy of records
- We have implemented indexing on each tables of Super Market Management System tables for fast query execution.




ER Diagram For Super Market Management System

## Super Market Management System Sequence Diagram (/Uml-Diagram/Super-Market-Management-System-Sequence-Diagram)

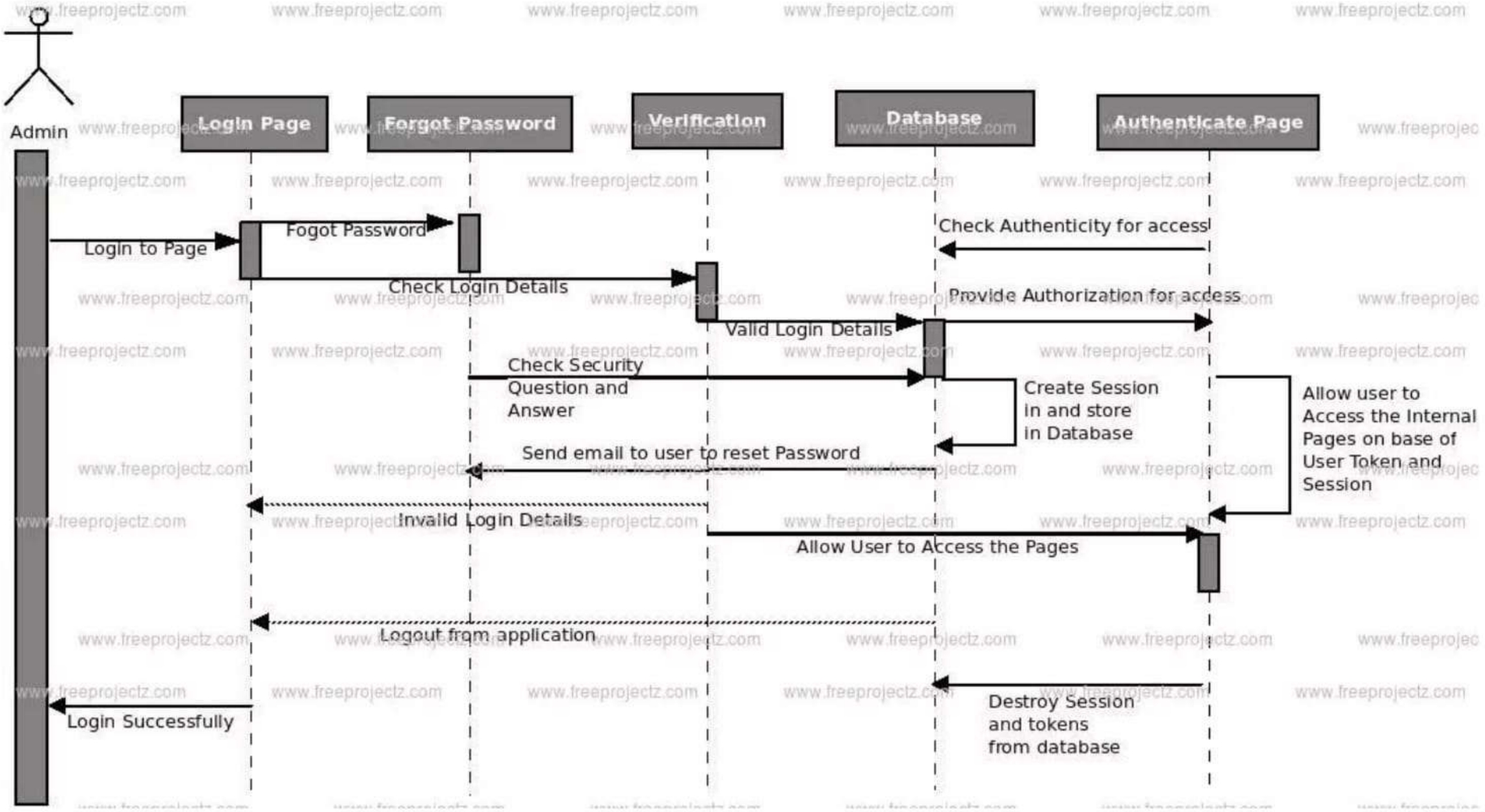
Posted By freeproject (/users/freeproject) on January 31, 2018

This is the **UML sequence diagram of Super Market Management System** which shows the interaction between the objects of Stores, Customer, Sales, Payment, Products. The instance of class objects involved in this UML Sequence Diagram of Super Market Management System are as follows:

- Stores Object
- Customer Object
- Sales Object
- Payment Object
- Products Object

## Login Sequence Diagram Of Super Market Management System:

This is the **Login Sequence Diagram of Super Market Management System**, where admin will be able to login in their account using their credentials. After login user can manage all the operations on Sales, Stores, Customer, Products, Payment. All the pages such as Customer, Products, Payment are secure and user can access these page after login. The diagram below helps demonstrate how the login page works in a Super Market Management System. The various objects in the Products, Sales, Stores, Customer, and Payment page—interact over the course of the sequence, and user will not be able to access this page without verifying their identity.

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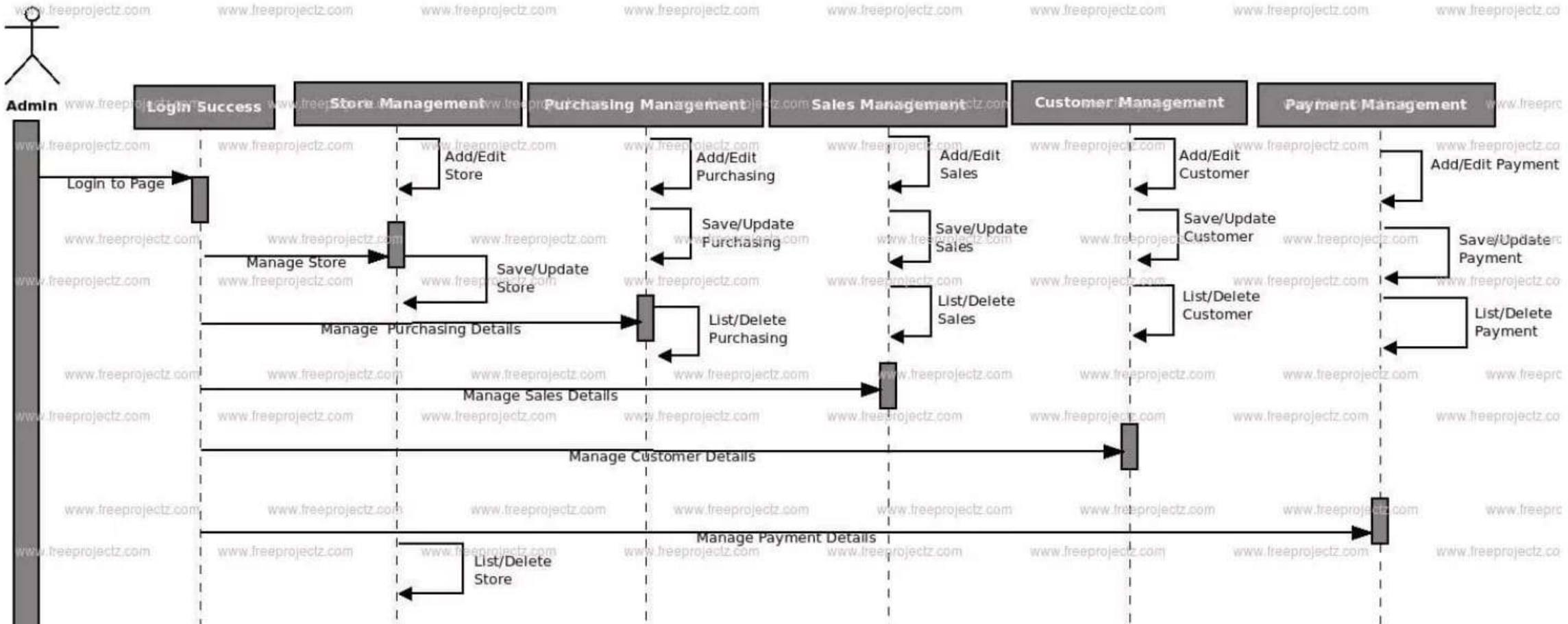



**Sequence Diagram of Super Market Management System**

## Super Market Management System Use Case Diagram (/Use-Case/Super-Market-Management-System-Use-Case-Diagram)

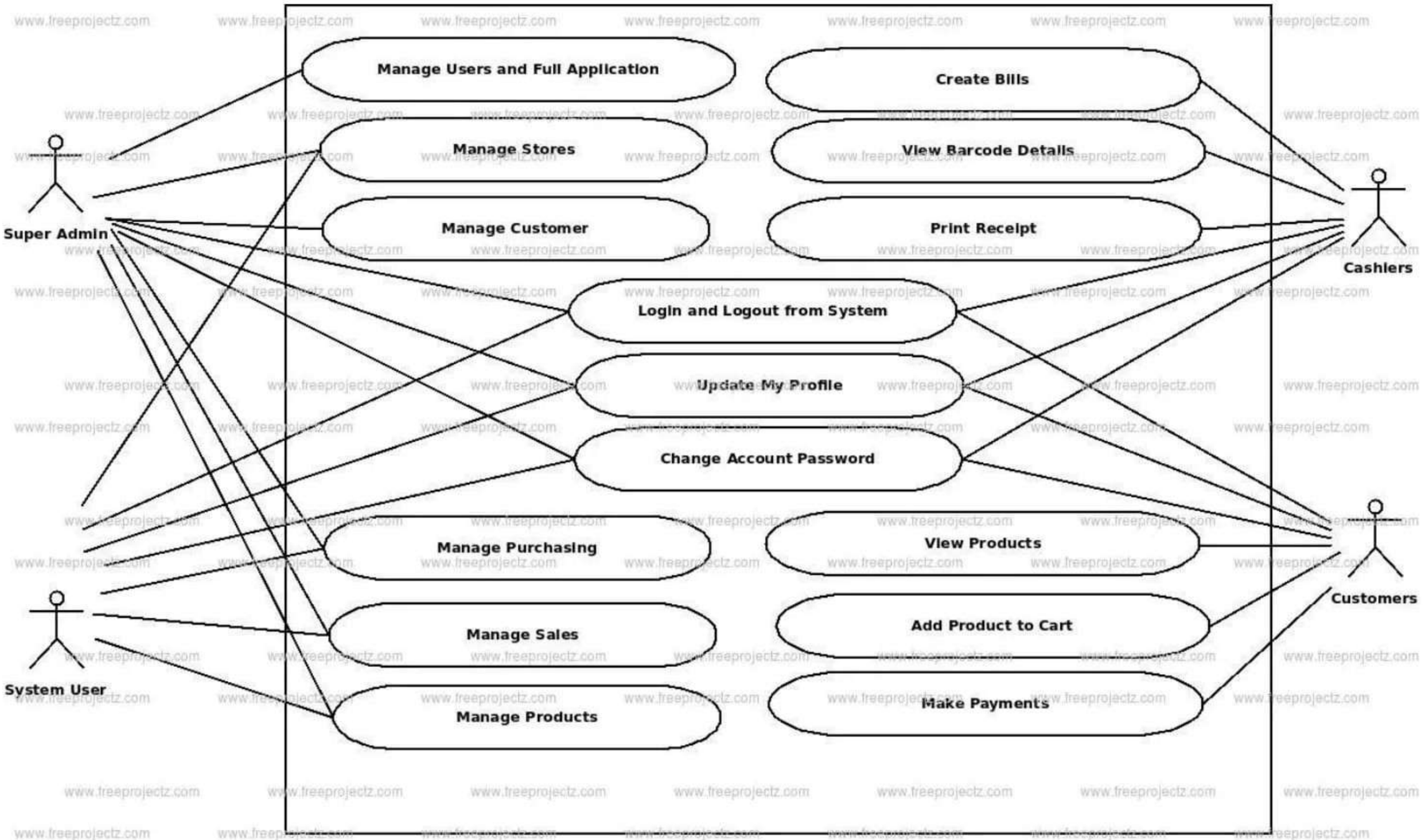
Posted By freeproject (/users/freeproject) on July 24, 2017

This Use Case Diagram is a graphic depiction of the interactions among the elements of Super Market Management System. It represents the methodology used in system analysis to identify, clarify, and organize system requirements of Super Market Management System. The main actors of Super Market Management System in this Use Case Diagram are: Super Admin, System User, Cashiers, Customers, who perform the different type of use cases such as Stores, Manage Customer, Manage Purchasing,Sales, Manage Payment, Manage Products, Manage Users and Full Super Market Management System Operations. Major elements of the UML use case diagram of Super Market Management System are shown on the picture below.

The relationships between and among the actors and the use cases of Super Market Management System:

- **Super Admin Entity** : Use cases of Super Admin are Stores, Manage Customer, Manage Purchasing,Sales, Manage Payment, Manage Products, Manage Users and Full Super Market Management System Operations
- **System User Entity** : Use cases of System User are Stores, Manage Customer, Manage Purchasing,Sales, Manage Payment, Manage Products
- **Cashiers Entity** : Use cases of Cashiers are Create Bills, View Barcode Details, Print Receipt
- **Customers Entity** : Use cases of Customers are View Products, Add Procut to Cart, Make Payments

## Use Case Diagram of Super Market Management System :




**Usecase Diagram of Super Market Management System**