**Experiment 3: Determine major modules of the project.**

**Title:** Determine major modules of the project.

**Learning Objective:** Students should be able to identify major modules going to implement in the project

**Tools:** Ms Word.

**Theory:**

Warehouse Management System (WMS).

**Admin Module:**

A warehouse management system (WMS) admin module is a software application that enables administrators to manage and oversee the operations of a warehouse. The admin module is usually a web-based interface that allows users to access the system from any location. The WMS admin module typically provides the following features:

* User Management: The admin can create and manage user accounts and assign different roles and permissions to each user.
* Inventory Management: The admin can monitor inventory levels, track product movements, and manage stock replenishment.
* Order Management: The admin can view and manage all incoming and outgoing orders, including order processing, picking, packing, and shipping.
* Reporting and Analytics: The admin can generate various reports and analyze warehouse data to identify trends, optimize processes, and make informed decisions.
* Configuration and Customization: The admin can configure the system to meet specific business requirements and customize the interface to suit their needs.
* Security and Access Control: The admin can control access to the system and ensure data security by setting up user authentication and authorization protocols.

Overall, the WMS admin module plays a critical role in ensuring the smooth operation of the warehouse and helps to improve efficiency, reduce errors, and enhance customer satisfaction.

**Customer Module:**

A warehouse management system (WMS) customer module is a software application that enables customers to interact with the warehouse or distribution center. The customer module is usually a web-based interface that allows customers to access the system from any location. The WMS customer module typically provides the following features:

* Order Placement: The customer can place new orders online, view order history, and track the status of their orders.
* Inventory Availability: The customer can view the inventory levels of products they are interested in and check if the items are in stock.
* Shipment Tracking: The customer can track the shipment of their orders and receive real-time updates on delivery status.
* Returns and Exchanges: The customer can initiate returns or exchanges through the system and monitor the progress of their requests.
* Customer Support: The customer can contact customer support through the system and get help with any issues they encounter.
* Configuration and Customization: The customer can customize their profile, set up preferences, and view personalized recommendations based on their order history and browsing behaviour.

Overall, the WMS customer module plays a crucial role in providing a seamless customer experience and improving customer satisfaction. By enabling customers to access inventory and shipment information, place orders, and get support through a user-friendly interface, the system helps to build trust, loyalty, and repeat business.

**Conclusion**: - Some of the major modules of an e-commerce project include the user interface design, product catalog management, shopping cart and checkout process, payment gateway integration, order management, and shipping and delivery management. Each of these modules requires careful planning and execution to ensure that the e-commerce platform functions smoothly and meets the needs of both the customers and the business.

For Faculty Use

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Correction**  **Parameters** | **Formative**  **Assessment**  **[40%]** | **Timely completion of Practical**  **[ 40%]** | **Attendance /**  **Learning**  **Attitude [20%]** |  |
| **Marks**  **Obtained** |  |  |  |