A

Project Report

on

"Bill management System"

Submitted

In partial fulfillment

For the award of the Degree of

Bachelor of science (information technology)

Submitted to- Mr. Arjan singh

Submitted by- Arun faujdar

Department of Computer Application

Suresh Gyan Vihar University

Mahal , Jagatpura ,Jaipur-302025

2021

CERTIFICATE

This certifies that the project entitled

“Bill management system”

Is submitted by

Arun Faujdar(CA13401812929)

Bsc(IT) in the year 2021 in partial fulfilment of

Degree in Bachelor of Science(Information Technology).

Suresh Gyan Vihar University, Jaipur

Date: 14/04/2021

Candidate's Declaration

I, **Arun Faujdar** hereby declare that the work presented in this projected entitled **"Bill management system"** in partial fulfillment of the requirements for the award of Degree of **Bachelor of Science (Information Technology)**, submitted in the **Department of Computer Application** at **Suresh Gyan Vihar University, Jaipur**.

I express my deep sense of gratitude to my project guide Mr Arjan singh for his expert guidance throughout the period of this project.

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Arun Faujdar

Enrolment No.: CA13401812929

Preface

Project stage is must for each and every student and especially for technical students for successive completion of their studies. The study remains incomplete without having the practical knowledge of what we have gone through theory. It is rather important for every student to be practical along with his theoretical knowledge. Today there is a need of more perspective and systematic alignment of a student along with his knowledge.

Without having any lagging effect of a student should have admirable knowledge of the practical field. Enclosures regarding this field should be made with every respect and viewpoint.

So I conclude that Practical knowledge is most important for each and every student along with theoretical knowledge.

Abstract

This is a simple bill management software which is developed in python , It has a single UI and easy to use functionalities. By just filling out the blanks we can easily generate the bill . this software is made for small shopping marts .

CONTENTS

S.N. Title

INTRODUCTION ABOUT THE PROJECT

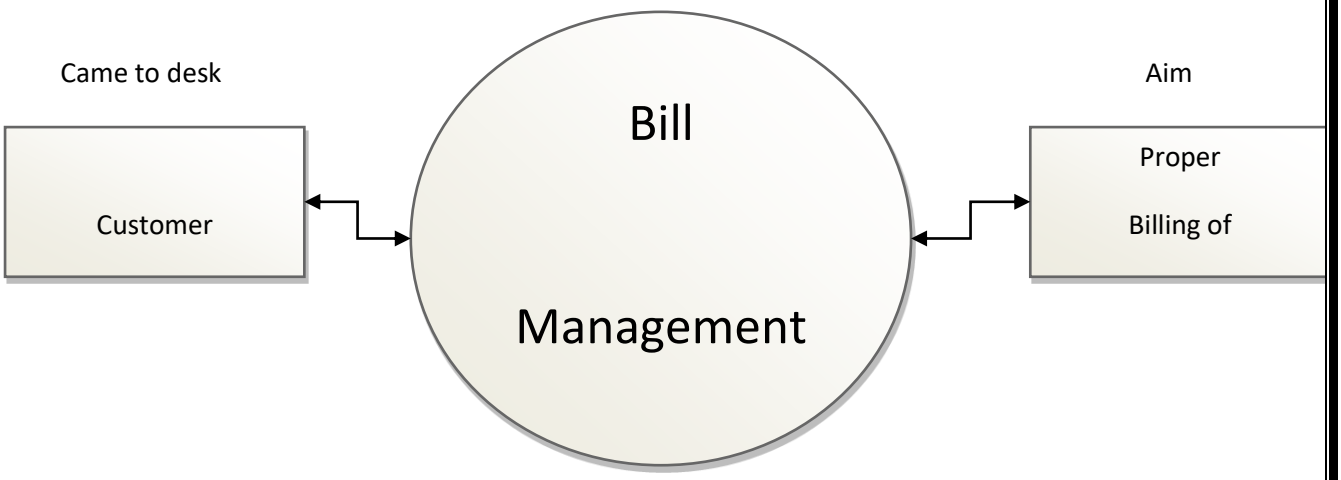
The aim of this project is to design, build and test a Bill Management System. This will be a simple software development project. The project is well organised. We have used Tiknter (TK UI toolkit) library in it, to Make a friendly UI for the user.

Project management is a key factor of this task to ensure the strict deadlines are adhered to. It is also of paramount importance that tried and tested practices and techniques from the field are adhered to ensure that no common development project mistakes are reproduced.

SYSTEM DESIGN

2.1 Data Flow Diagram

Context flow diagram



Language Used :-

Python

Python is a popular programming language. It was created by Guido van Rossum, and released in 1991.

It is used for:

- web development (server-side),
- software development,
- mathematics,
- system scripting.

What can Python do?

- Python can be used on a server to create web applications.
- Python can be used alongside software to create workflows.
- Python can connect to database systems. It can also read and modify files.
- Python can be used to handle big data and perform complex mathematics.
- Python can be used for rapid prototyping, or for production-ready software development.

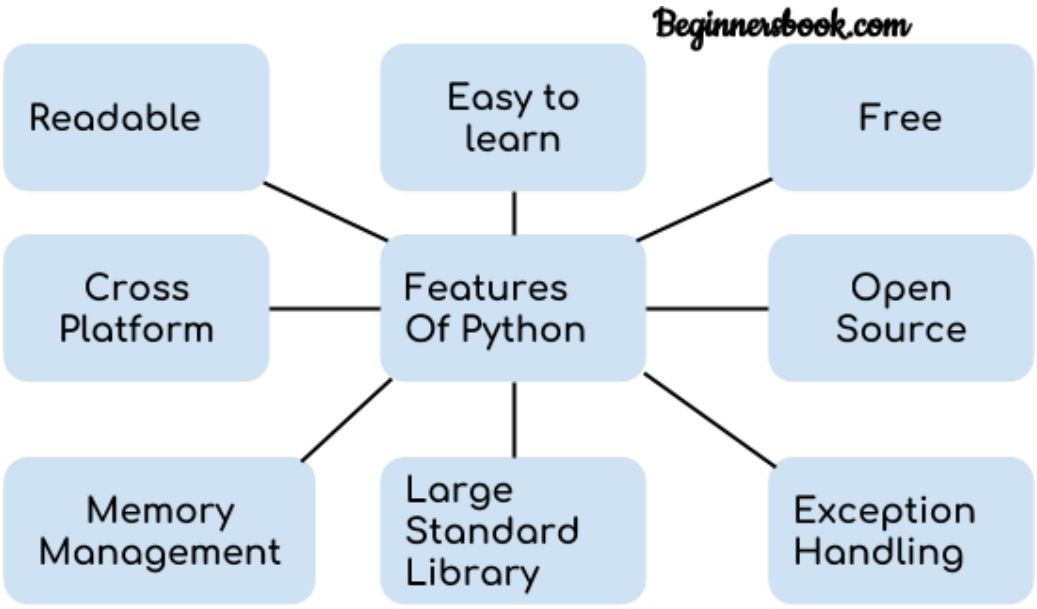
Why Python?

- Python works on different platforms (Windows, Mac, Linux, Raspberry Pi, etc).
- Python has a simple syntax similar to the English language.
- Python has syntax that allows developers to write programs with fewer lines than some other programming languages.
- Python runs on an interpreter system, meaning that code can be executed as soon as it is written. This means that prototyping can be very quick.
- Python can be treated in a procedural way, an object-oriented way or a functional way.

Good to know

The most recent major version of Python is Python 3, which we shall be using in this tutorial. However, Python 2, although not being updated with anything other than security updates, is still quite popular.

- In this tutorial Python will be written in a text editor. It is possible to write Python in an Integrated Development Environment, such as Thonny, Pycharm, Netbeans or Eclipse which are particularly useful when managing larger collections of Python files.



SOFTWARE ENVIRONMENT

5.1 SOFTWARE AND HARDWARE SPECIFICATION

5.1.1 Hardware Specification

Processor	:	Pentium IV/AMD /Intel
RAM	:	512 MB
Hard disk	:	200 MB
Monitor	:	Yes
Mouse	:	Yes
CD Drive	:	Optional
Keyboard	:	Yes

5.1.2 Software Specification

Operating System or Above	:	Windows XP / Windows 7 / Windows 8
Language	:	Python

SAMPLE CODE

```
############################CREATED BY ARUN
FAUJDAR#############################

from tkinter import *

import random


class Bill_App:

    def __init__(self,root):

        self.root = root

        self.root.geometry("1300x700+0+0")

        self.root.maxsize(width = 1280,height = 700)

        self.root.minsize(width = 1280,height = 700)

        self.root.title("Billing Software")


        #====================Variables=======================#

        self.cus_name = StringVar()

        self.c_phone = StringVar()

        #For Generating Random Bill Numbers

        x = random.randint(1000,9999)

        self.c_bill_no = StringVar()

        #Seting Value to variable

        self.c_bill_no.set(str(x))
```

```
self.bath_soap = IntVar()
self.face_cream = IntVar()
self.face_wash = IntVar()
self.hair_spray = IntVar()
self.body_lotion = IntVar()
self.rice = IntVar()
self.daal = IntVar()
self.food_oil = IntVar()
self.wheat = IntVar()
self.sugar = IntVar()
self.maza = IntVar()
self.coke = IntVar()
self.frooti = IntVar()
self.nimko = IntVar()
self.biscuits = IntVar()
self.total_cosmetics = StringVar()
self.total_grocery = StringVar()
self.total_other = StringVar()
self.tax_cos = StringVar()
self.tax_groc = StringVar()
self.tax_other = StringVar()
```

```
#==================================

bg_color = "#074463"

fg_color = "white"

lbl_color = 'white'

#Title of App

title = Label(self.root,text = "Billing Software",bd = 12,relief = GROOVE,fg =
fg_color,bg = bg_color,font=("times new roman",30,"bold"),pady = 3).pack(fill = X)


#==========Customers Frame==========#

F1 = LabelFrame(text = "Customer Details",font = ("time new
roman",12,"bold"),fg = "gold",bg = bg_color,relief = GROOVE,bd = 10)

F1.place(x = 0,y = 80,relwidth = 1)


#===============Customer Name===========#

cname_lbl = Label(F1,text="Customer Name",bg = bg_color,fg =
fg_color,font=("times new roman",15,"bold")).grid(row = 0,column = 0,padx =
10,pady = 5)

cname_en = Entry(F1,bd = 8,relief = GROOVE,textvariable = self.cus_name)

cname_en.grid(row = 0,column = 1,ipady = 4,ipadx = 30,pady = 5)


#================Customer Phone==============#

cphon_lbl = Label(F1,text = "Phone No",bg = bg_color,fg = fg_color,font = ("times
new roman",15,"bold")).grid(row = 0,column = 2,padx = 20)

cphon_en = Entry(F1,bd = 8,relief = GROOVE,textvariable = self.c_phone)

cphon_en.grid(row = 0,column = 3,ipady = 4,ipadx = 30,pady = 5)
```

```
#====================Customer Bill No==================#

cbill_lbl = Label(F1,text = "Bill No.",bg = bg_color,fg = fg_color,font = ("times new roman",15,"bold"))

cbill_lbl.grid(row = 0,column = 4,padx = 20)

cbill_en = Entry(F1,bd = 8,relief = GROOVE,textvariable = self.c_bill_no)

cbill_en.grid(row = 0,column = 5,ipadx = 30,ipady = 4,pady = 5)


#====================Bill Search Button===============#

bill_btn = Button(F1,text = "Enter",bd = 7,relief = GROOVE,font = ("times new roman",12,"bold"),bg = bg_color,fg = fg_color)

bill_btn.grid(row = 0,column = 6,ipady = 5,padx = 60,ipadx = 19,pady = 5)


#==================Cosmetics Frame====================#

F2 = LabelFrame(self.root,text = 'Cosmetics',bd = 10,relief = GROOVE,bg = bg_color,fg = "gold",font = ("times new roman",13,"bold"))

F2.place(x = 5,y = 180,width = 325,height = 380)


#===========Frame Content

bath_lbl = Label(F2,font = ("times new roman",15,"bold"),fg = lbl_color,bg = bg_color,text = "Bath Soap")

bath_lbl.grid(row = 0,column = 0,padx = 10,pady = 20)

bath_en = Entry(F2,bd = 8,relief = GROOVE,textvariable = self.bath_soap)

bath_en.grid(row = 0,column = 1,ipady = 5,ipadx = 5)


#=======Face Cream

face_lbl = Label(F2,font = ("times new roman",15,"bold"),fg = lbl_color,bg =
```

```
bg_color,text = "Face Cream")

        face_lbl.grid(row = 1,column = 0,padx = 10,pady = 20)

        face_en = Entry(F2,bd = 8,relief = GROOVE,textvariable = self.face_cream)

        face_en.grid(row = 1,column = 1,ipady = 5,ipadx = 5)


        #========Face Wash

        wash_lbl = Label(F2,font = ("times new roman",15,"bold"),fg = lbl_color,bg =
bg_color,text = "Face Wash")

        wash_lbl.grid(row = 2,column = 0,padx = 10,pady = 20)

        wash_en = Entry(F2,bd = 8,relief = GROOVE,textvariable = self.face_wash)

        wash_en.grid(row = 2,column = 1,ipady = 5,ipadx = 5)


        #========Hair Spray

        hair_lbl = Label(F2,font = ("times new roman",15,"bold"),fg = lbl_color,bg =
bg_color,text = "Hair Spray")

        hair_lbl.grid(row = 3,column = 0,padx = 10,pady = 20)

        hair_en = Entry(F2,bd = 8,relief = GROOVE,textvariable = self.hair_spray)

        hair_en.grid(row = 3,column = 1,ipady = 5,ipadx = 5)


        #============Body Lotion

        lot_lbl = Label(F2,font = ("times new roman",15,"bold"),fg = lbl_color,bg =
bg_color,text = "Body Lotion")

        lot_lbl.grid(row = 4,column = 0,padx = 10,pady = 20)

        lot_en = Entry(F2,bd = 8,relief = GROOVE,textvariable = self.body_lotion)

        lot_en.grid(row = 4,column = 1,ipady = 5,ipadx = 5)
```

```
#==================Grocery Frame====================#

F2 = LabelFrame(self.root,text = 'Grocery',bd = 10,relief = GROOVE,bg =
bg_color,fg = "gold",font = ("times new roman",13,"bold"))

F2.place(x = 330,y = 180,width = 325,height = 380)


#===========Frame Content

rice_lbl = Label(F2,font = ("times new roman",15,"bold"),fg = lbl_color,bg =
bg_color,text = "Rice")

rice_lbl.grid(row = 0,column = 0,padx = 10,pady = 20)

rice_en = Entry(F2,bd = 8,relief = GROOVE,textvariable = self.rice)

rice_en.grid(row = 0,column = 1,ipady = 5,ipadx = 5)


#=======

oil_lbl = Label(F2,font = ("times new roman",15,"bold"),fg = lbl_color,bg =
bg_color,text = "Food Oil")

oil_lbl.grid(row = 1,column = 0,padx = 10,pady = 20)

oil_en = Entry(F2,bd = 8,relief = GROOVE,textvariable = self.food_oil)

oil_en.grid(row = 1,column = 1,ipady = 5,ipadx = 5)


#=======

daal_lbl = Label(F2,font = ("times new roman",15,"bold"),fg = lbl_color,bg =
bg_color,text = "Daal")

daal_lbl.grid(row = 2,column = 0,padx = 10,pady = 20)

daal_en = Entry(F2,bd = 8,relief = GROOVE,textvariable = self.daal)

daal_en.grid(row = 2,column = 1,ipady = 5,ipadx = 5)
```

```
        #========

        wheat_lbl = Label(F2,font = ("times new roman",15,"bold"),fg = lbl_color,bg =
bg_color,text = "Wheat")

        wheat_lbl.grid(row = 3,column = 0,padx = 10,pady = 20)

        wheat_en = Entry(F2,bd = 8,relief = GROOVE,textvariable = self.wheat)

        wheat_en.grid(row = 3,column = 1,ipady = 5,ipadx = 5)


        #============

        sugar_lbl = Label(F2,font = ("times new roman",15,"bold"),fg = lbl_color,bg =
bg_color,text = "Sugar")

        sugar_lbl.grid(row = 4,column = 0,padx = 10,pady = 20)

        sugar_en = Entry(F2,bd = 8,relief = GROOVE,textvariable = self.sugar)

        sugar_en.grid(row = 4,column = 1,ipady = 5,ipadx = 5)


        #==================Other Stuff====================#


        F2 = LabelFrame(self.root,text = 'Others',bd = 10,relief = GROOVE,bg =
bg_color,fg = "gold",font = ("times new roman",13,"bold"))

        F2.place(x = 655,y = 180,width = 325,height = 380)


        #===========Frame Content

        maza_lbl = Label(F2,font = ("times new roman",15,"bold"),fg = lbl_color,bg =
bg_color,text = "Maza")

        maza_lbl.grid(row = 0,column = 0,padx = 10,pady = 20)

        maza_en = Entry(F2,bd = 8,relief = GROOVE,textvariable = self.maza)
```

```
        maza_en.grid(row = 0,column = 1,ipady = 5,ipadx = 5)


        #=======

        cock_lbl = Label(F2,font = ("times new roman",15,"bold"),fg = lbl_color,bg =
bg_color,text = "Coke")

        cock_lbl.grid(row = 1,column = 0,padx = 10,pady = 20)

        cock_en = Entry(F2,bd = 8,relief = GROOVE,textvariable = self.coke)

        cock_en.grid(row = 1,column = 1,ipady = 5,ipadx = 5)


        #=======

        frooti_lbl = Label(F2,font = ("times new roman",15,"bold"),fg = lbl_color,bg =
bg_color,text = "Frooti")

        frooti_lbl.grid(row = 2,column = 0,padx = 10,pady = 20)

        frooti_en = Entry(F2,bd = 8,relief = GROOVE,textvariable = self.frooti)

        frooti_en.grid(row = 2,column = 1,ipady = 5,ipadx = 5)


        #========

        cold_lbl = Label(F2,font = ("times new roman",15,"bold"),fg = lbl_color,bg =
bg_color,text = "Nimkos")

        cold_lbl.grid(row = 3,column = 0,padx = 10,pady = 20)

        cold_en = Entry(F2,bd = 8,relief = GROOVE,textvariable = self.nimko)

        cold_en.grid(row = 3,column = 1,ipady = 5,ipadx = 5)


        #============

        bis_lbl = Label(F2,font = ("times new roman",15,"bold"),fg = lbl_color,bg =
bg_color,text = "Biscuits")
```

```
        bis_lbl.grid(row = 4,column = 0,padx = 10,pady = 20)

        bis_en = Entry(F2,bd = 8,relief = GROOVE,textvariable = self.biscuits)

        bis_en.grid(row = 4,column = 1,ipady = 5,ipadx = 5)


        #==================Bill Aera================#

        F3 = Label(self.root,bd = 10,relief = GROOVE)

        F3.place(x = 960,y = 180,width = 325,height = 380)

        #===========

        bill_title = Label(F3,text = "Bill Area",font = ("Lucida",13,"bold"),bd= 7,relief =
GROOVE)

        bill_title.pack(fill = X)


        #============

        scroll_y = Scrollbar(F3,orient = VERTICAL)

        self.txt = Text(F3,yscrollcommand = scroll_y.set)

        scroll_y.pack(side = RIGHT,fill = Y)

        scroll_y.config(command = self.txt.yview)

        self.txt.pack(fill = BOTH,expand = 1)


        #===========Buttons Frame============#

        F4 = LabelFrame(self.root,text = 'Bill Menu',bd = 10,relief = GROOVE,bg =
bg_color,fg = "gold",font = ("times new roman",13,"bold"))

        F4.place(x = 0,y = 560,relwidth = 1,height = 145)


        #==================
```

```
        cosm_lbl = Label(F4,font = ("times new roman",15,"bold"),fg = lbl_color,bg =
bg_color,text = "Total Cosmetics")

        cosm_lbl.grid(row = 0,column = 0,padx = 10,pady = 0)

        cosm_en = Entry(F4,bd = 8,relief = GROOVE,textvariable = self.total_cosmetics)

        cosm_en.grid(row = 0,column = 1,ipady = 2,ipadx = 5)


        #==================

        gro_lbl = Label(F4,font = ("times new roman",15,"bold"),fg = lbl_color,bg =
bg_color,text = "Total Grocery")

        gro_lbl.grid(row = 1,column = 0,padx = 10,pady = 5)

        gro_en = Entry(F4,bd = 8,relief = GROOVE,textvariable = self.total_grocery)

        gro_en.grid(row = 1,column = 1,ipady = 2,ipadx = 5)


        #================

        oth_lbl = Label(F4,font = ("times new roman",15,"bold"),fg = lbl_color,bg =
bg_color,text = "Others Total")

        oth_lbl.grid(row = 2,column = 0,padx = 10,pady = 5)

        oth_en = Entry(F4,bd = 8,relief = GROOVE,textvariable = self.total_other)

        oth_en.grid(row = 2,column = 1,ipady = 2,ipadx = 5)


        #================

        cosmt_lbl = Label(F4,font = ("times new roman",15,"bold"),fg = lbl_color,bg =
bg_color,text = "Cosmetics Tax")

        cosmt_lbl.grid(row = 0,column = 2,padx = 30,pady = 0)

        cosmt_en = Entry(F4,bd = 8,relief = GROOVE,textvariable = self.tax_cos)

        cosmt_en.grid(row = 0,column = 3,ipady = 2,ipadx = 5)
```

```
        #================

        grot_lbl = Label(F4,font = ("times new roman",15,"bold"),fg = lbl_color,bg =
bg_color,text = "Grocery Tax")

        grot_lbl.grid(row = 1,column = 2,padx = 30,pady = 5)

        grot_en = Entry(F4,bd = 8,relief = GROOVE,textvariable = self.tax_groc)

        grot_en.grid(row = 1,column = 3,ipady = 2,ipadx = 5)


        #================

        otht_lbl = Label(F4,font = ("times new roman",15,"bold"),fg = lbl_color,bg =
bg_color,text = "Others Tax")

        otht_lbl.grid(row = 2,column = 2,padx = 10,pady = 5)

        otht_en = Entry(F4,bd = 8,relief = GROOVE,textvariable = self.tax_other)

        otht_en.grid(row = 2,column = 3,ipady = 2,ipadx = 5)


        #==================

        total_btn = Button(F4,text = "Total",bg = bg_color,fg =
fg_color,font=("lucida",12,"bold"),bd = 7,relief = GROOVE,command = self.total)

        total_btn.grid(row = 1,column = 4,ipadx = 20,padx = 30)


        #=======================

        genbill_btn = Button(F4,text = "Generate Bill",bg = bg_color,fg =
fg_color,font=("lucida",12,"bold"),bd = 7,relief = GROOVE,command = self.bill_area)

        genbill_btn.grid(row = 1,column = 5,ipadx = 20)


        #==================
```

```
        clear_btn = Button(F4,text = "Clear",bg = bg_color,fg =
fg_color,font=("lucida",12,"bold"),bd = 7,relief = GROOVE,command = self.clear)
        clear_btn.grid(row = 1,column = 6,ipadx = 20,padx = 30)


        #======================
        exit_btn = Button(F4,text = "Exit",bg = bg_color,fg =
fg_color,font=("lucida",12,"bold"),bd = 7,relief = GROOVE,command = self.exit)
        exit_btn.grid(row = 1,column = 7,ipadx = 20)


#Function to get total prices
    def total(self):
        #=================Total Cosmetics Prices
        self.total_cosmetics_prices = (
            (self.bath_soap.get() * 40)+
            (self.face_cream.get() * 140)+
            (self.face_wash.get() * 240)+
            (self.hair_spray.get() * 340)+
            (self.body_lotion.get() * 260)
        )
        self.total_cosmetics.set("Rs. "+str(self.total_cosmetics_prices))
        self.tax_cos.set("Rs. "+str(round(self.total_cosmetics_prices*0.05)))
        #====================Total Grocery Prices
        self.total_grocery_prices = (
            (self.wheat.get()*100)+
            (self.food_oil.get() * 180)+
```

```
            (self.daal.get() * 80)+
            (self.rice.get() *80)+
            (self.sugar.get() * 170)


        )
        self.total_grocery.set("Rs. "+str(self.total_grocery_prices))
        self.tax_groc.set("Rs. "+str(round(self.total_grocery_prices*0.05)))
        #=====================Total Other Prices
        self.total_other_prices = (
            (self.maza.get() * 20)+
            (self.frooti.get() * 50)+
            (self.coke.get() * 60)+
            (self.nimko.get() * 20)+
            (self.biscuits.get() * 20)
        )
        self.total_other.set("Rs. "+str(self.total_other_prices))
        self.tax_other.set("Rs. "+str(round(self.total_other_prices*0.05)))



#Function For Text Area
    def welcome_soft(self):
        self.txt.delete('1.0',END)
        self.txt.insert(END,"       Welcome To Hanan's Retail\n")
        self.txt.insert(END,f"\nBill No. : {str(self.c_bill_no.get())}")
```

```
        self.txt.insert(END,f"\nCustomer Name : {str(self.cus_name.get())}")
        self.txt.insert(END,f"\nPhone No. : {str(self.c_phone.get())}")
        self.txt.insert(END,"\n==================================")
        self.txt.insert(END,"\nProduct         Qty        Price")
        self.txt.insert(END,"\n==================================")


#Function to clear the bill area
    def clear(self):
        self.txt.delete('1.0',END)


#Add Product name , qty and price to bill area
    def bill_area(self):
        self.welcome_soft()
        if self.bath_soap.get() != 0:
            self.txt.insert(END,f"\nBath Soap        {self.bath_soap.get()}
{self.bath_soap.get() * 40}")
        if self.face_cream.get() != 0:
            self.txt.insert(END,f"\nFace Cream       {self.face_cream.get()}
{self.face_cream.get() * 140}")
        if self.face_wash.get() != 0:
            self.txt.insert(END,f"\nFace Wash        {self.face_wash.get()}
{self.face_wash.get() * 240}")
        if self.hair_spray.get() != 0:
            self.txt.insert(END,f"\nHair Spray       {self.hair_spray.get()}
{self.hair_spray.get() * 340}")
        if self.body_lotion.get() != 0 :
```

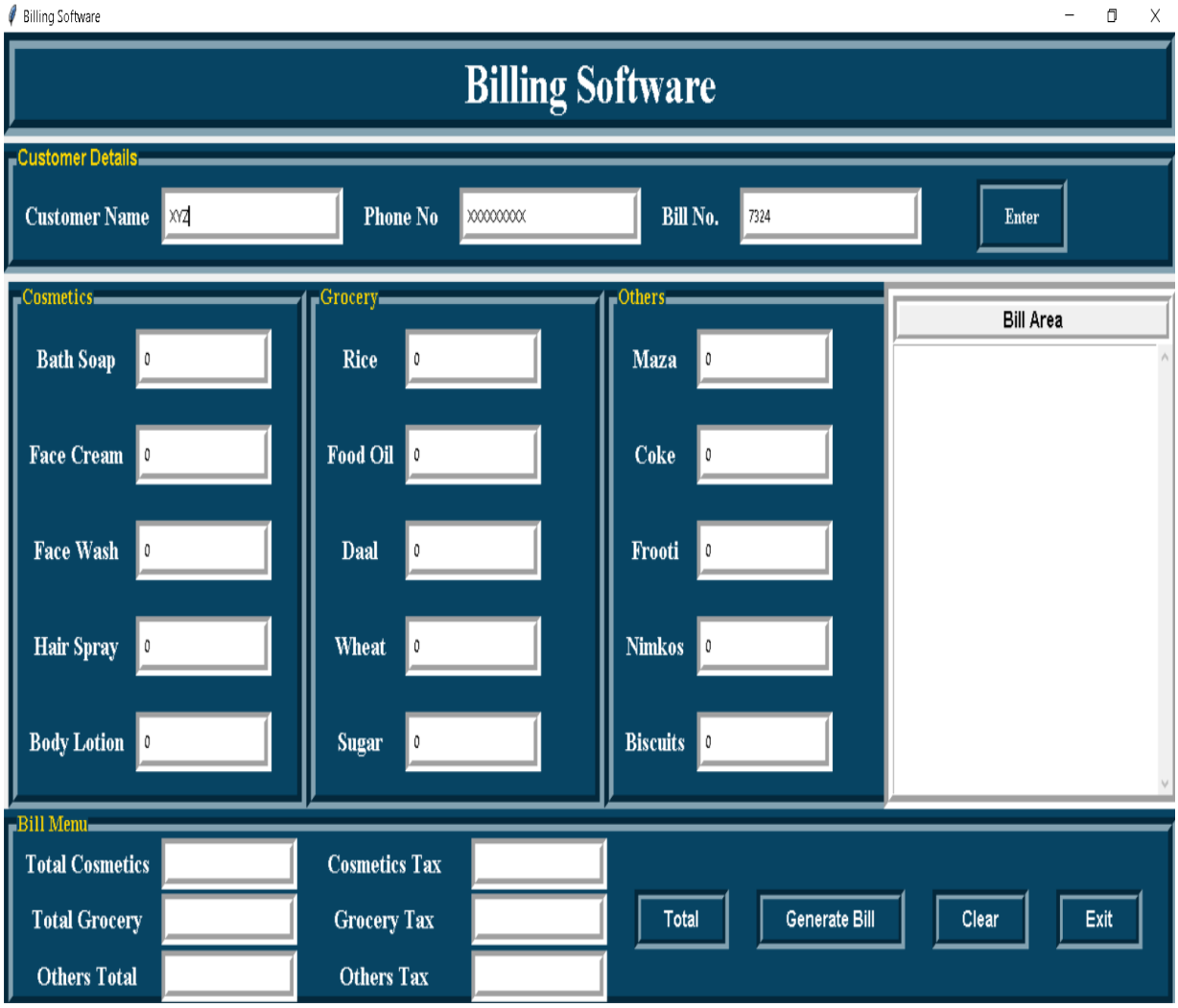
```
        self.txt.insert(END,f"\nBody Lotion      {self.body_lotion.get()}
{self.body_lotion.get() * 260}")

    if self.wheat.get() != 0:

        self.txt.insert(END,f"\nWheat          {self.wheat.get()}        {self.wheat.get() *
100}")

    if self.food_oil.get() != 0:

        self.txt.insert(END,f"\nFood Oil        {self.food_oil.get()}
{self.food_oil.get() * 180}")

    if self.daal.get() != 0:

        self.txt.insert(END,f"\nDaal          {self.daal.get()}        {self.daal.get() * 80}")

    if self.rice.get() != 0:

        self.txt.insert(END,f"\nRice          {self.rice.get()}        {self.rice.get() * 80}")

    if self.sugar.get() != 0:

        self.txt.insert(END,f"\nSugar          {self.sugar.get()}        {self.sugar.get() *
170}")

    if self.maza.get() != 0:

        self.txt.insert(END,f"\nMaza          {self.maza.get()}        {self.maza.get() *
20}")

    if self.frooti.get() != 0:

        self.txt.insert(END,f"\nFrooti          {self.frooti.get()}        {self.frooti.get() *
50}")

    if self.coke.get() != 0:

        self.txt.insert(END,f"\nCoke          {self.coke.get()}        {self.coke.get() *
60}")

    if self.nimko.get() != 0:

        self.txt.insert(END,f"\nNimko          {self.nimko.get()}        {self.nimko.get() *
20}")
```

```
        if self.biscuits.get() != 0:
            self.txt.insert(END,f"\nBiscuits        {self.biscuits.get()}        {self.biscuits.get()
* 20}")
        self.txt.insert(END,"\n==================================")
        self.txt.insert(END,f"\n                    Total :
{self.total_cosmetics_prices+self.total_grocery_prices+self.total_other_prices+self.to
tal_cosmetics_prices * 0.05+self.total_grocery_prices * 0.05+self.total_other_prices
* 0.05}")



    #Function to exit
    def exit(self):
        self.root.destroy()


root = Tk()
object = Bill_App(root)
root.mainloop()


################################CREATED BY ARUN
FAUJDAR##########################
```

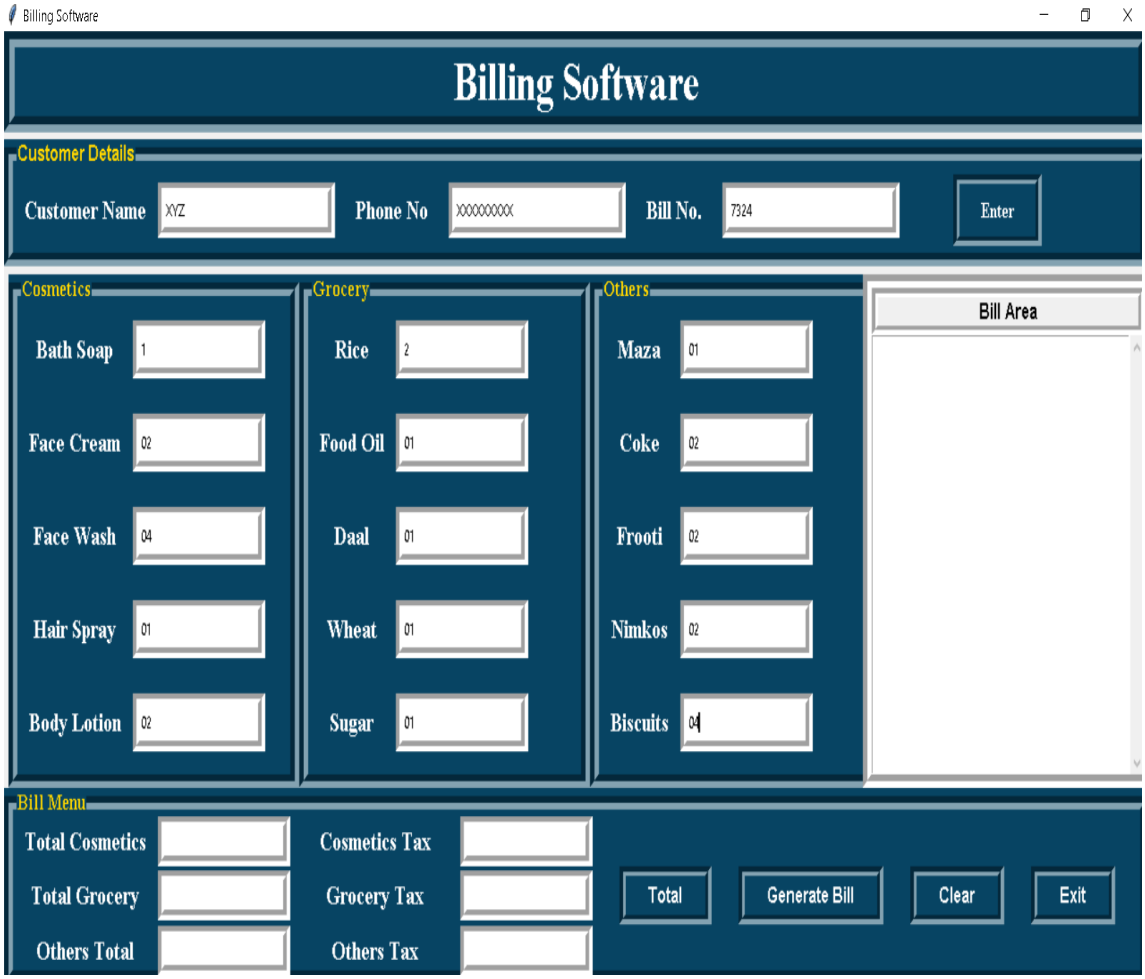
6. SCREEN SHOTS

1. Starting Screen

2. Adding customer name and contact.



3. Put values of items purchased.



4.Generate bill.

5.Click on Total

Bill Generated in just 5 easy steps!!!

Scope for Future Enhancement

In future we can add more modules in this project. In the proposed system the user is provided with a single screen. Data entry errors can be minimized through validity checks. We will connect it through database. The software can be developed further to include a lot of modules because the proposed system is developed on the view of future, for example we will develop the system as a database independent using JDBC so we can connect it to any other database. Now the proposed system is based on PC and intranet but in the future we will convert it into internet

THANK YOU!