BASAVARAJESWARI GROUP OF INSTITUTIONS

# Ballari Institute of Technology & Management

AUTONOMOUS INSTITUTE UNDER VISVESVARAYA TECHNOLOGICAL UNIVERSITY JNANASANGAMA,

BELAGAVI 590018

## INTERNSHIP

## Report On

## Project title

Submitted in partial fulfillment of the requirements for the award of degree of

## Bachelor of Engineering

## In

## ARTIFICAL INTELLIGENCE AND MACHINE LEARNING


**Submitted by**

**ARSHIYA ANJUM**

**3BR22AI015**


**Internship Carried Out**
**By**
**EZ TRAININGS & TECHNOLOGIES PVT.LTD**
**HYDERABAD**


**Internal Guide**

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**BALLARI INSTITUTE OF TECHNOLOGY & MANAGEMENT**

NACC Accredited Institution*

**(RecognizedbyGovt.ofKarnataka,approvedbyAICTE,NewDelhi&AffiliatedtoVisvesvarayaTechnologicalUniversity,Belagavi)**

**"JnanaGangotri"Campus,No.873/2,Ballari-HospetRoad,Allipur,Ballar1-583104(Karnataka)(India)Ph:08392–237100/237190,Fax:08392–237197**


**2023-2024**

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## DEPARTMENT OF ARTIFICAL INTELLIGENCE AND MACHINE LEARNING

# CERTIFICATE

This is to certify that the Internship entitled **"SPORTS MERCHANDISE SALES MANAGEMENT"** has been successfully completed by **ARSHIYA ANJUM** bearing USN **3BR22AI015** a bonafide student of Ballari Institute of Technology and Management, Ballari. For the partial fulfillment of the requirements for the **Bachelor's Degree in Artifical Intelligence and Machine Learning** of the VISVESVARAYA TECHNOLOGICAL UNIVERSITY, Belagavi during the academic year 2023-2024.

**Signature of Internship Co-ordinators**

**Mr.Reddy Santosh Kumar**
**Asst Professor,AIML**

**Mr.Mohammed Touseef D**
**Asst Professor,AIML**

**Signature of HOD**

**Dr. B.M VIDYAVATHI**
**Professor &HOD(AIML)**

# DECLARATION

I, **ARSHIYA ANJUM,** second year student of Artifical Intelligence And Machine Learning, Ballari Institute of Technology, Ballari, declare that Internship entitled **SPORTS MERCHANDISE SALES MERCHANDISE** is a part of Internship Training successfully carried out by **EZ TECHNOLOGIES & TRAININGS PVT.LTD, Hyderabad** at "**BITM, BALLARI".** This report is submitted in partial fulfillment of the requirements for the award of the degree, Bachelor of Engineering in Artifical Intelligence And Machine Learning of the Visvesvaraya Technological University, Belagavi.

**Date :** **Signature of the Student**
**Place :**

# ACKNOWLEDGEMENT

The satisfactions that a company the successful completion of my internship on " **SPORTS MERCHANDISE SALES MANAGEMENT** " would be incomplete without the mention of people who made it possible, whose noble gesture, affection, guidance ,encouragement and support crowned my efforts with success. It is my privilege to express my gratitude and respect to all those who inspired me in the completion of my internship.

I am grateful to my respective coordinators "**Mr Reddy Santosh Kumar, Asst Professor(AIML) and Mr. Mohammed Touseef D,Asst Professor(AIML)** for their noble gesture ,support co-ordination and valuable suggestions given to me in the completion of Internship.

I also thank **Dr. B M VIDYAVATHI,** HOD , Department of **Artifical Intelligence And Machine Learning** for extending all his valuable support and encouragement.

# Table of Contents

# CHAPTER-1

# COMPANY PROFILE

## Company Name: EZ Trainings and Technologies Pvt. Ltd.

### Introduction:

EZ Trainings and Technologies Pvt. Ltd. is a dynamic and innovative organization dedicated to providing comprehensive training solutions and expert development services. Established with a vision to bridge the gap between academic learning and industry requirements, we specialize in college trainings for students, focusing on preparing them for successful placements. Additionally, we excel in undertaking development projects, leveraging cutting-edge technologies to bring ideas to life.

### Mission:

Our mission is to empower the next generation of professionals by imparting relevant skills and knowledge through specialized training programs. We strive to be a catalyst in the career growth of students and contribute to the technological advancement of businesses through our development projects.

### Services:

### College Trainings:

- Tailored training programs designed to enhance the employability of students.
- Industry-aligned curriculum covering technical and soft skills.
- Placement assistance and career guidance.

### Development Projects:

- End-to-end development services, from ideation to execution.
- Expertise in diverse technologies and frameworks.
- Custom solutions to meet specific business needs.

**Locations:** Hyderabad | Delhi NCR

At EZ Trainings and Technologies Pvt. Ltd., we believe in transforming potential into excellence

# CHAPTER-2

## ABSTRACT


- ✓ It's a place where you can buy stuff related to sports, like jerseys, hats, and other gear.
- ✓ You can find all your favorite team's official stuff in one place, and it's super easy to use. Whether its basketball, soccer, or baseball, you'll find gear for your favorite team here.
- ✓ Find the perfect fit with our size guides and options for all body types. From jerseys to water bottles, we've got everything you need to support your team.
- ✓ No need to wait until you're home—just hop on with your phone and shop wherever you are. It’s the place to go for all your sports gear needs, hassle-free.
- ✓ You can leave reviews, share your buys on social media, and connect with other fans.
- ✓ Discover rare and exclusive merchandise to add to your sports memorabilia collection.
- ✓ No need to search for hours—our website is designed for quick and easy shopping.
- ✓ Don't forget about your furry friends—find team-themed pet accessories like collars, leashes, and jerseys.
- ✓ If you ordered the wrong size, no worries! Exchange it hassle-free for the right one.
- ✓ Quickly reorder your favorite items with just a few clicks, saving you time and hassle.

# CHAPTER-3

## INTRODUCTION OF THE PROJECT

- The main aim of the project is to create an online platform for selling sports merchandise, fans of various sports teams and athletes.
- It helps merchandise to keeps track of how much stock is available ,and lets the company know what people like to buy. It also helps the company run promotions and deals to attract more customers.
- Inventory Management: Maintain a centralized database of sports merchandise inventory,including product details,quantities,and pricing information.The system will enable real-time updates on stock levels,ensuring that popular items are always in stock minimizing the risk of overstocking or stockouts.
- Python concepts used:
    - File Handling
    - Exception Handling
    - List and Dictionaries
    - Streamlit as Local-host
    - Pandas for Data management
    - Classes and Objects

# CHAPGTER-4

## MODULE DESCRIPTION

This code defines a class Sports merchandise sales platform to manage inventory by optimizing the data of available stock. Here's a breakdown of the module:

- **Initialization**: Set up the system by loading inventory data from a JSON file. If the file doesn't exist, initialize empty inventory, revenue, and expenditure.
- **Inventory Management System class:** This class manages the inventory data and operations such as adding items, selling items, removing items, calculating profit/loss, loading inventory from a JSON file, and saving inventory to the same JSON file.
- **display_inventory function**: Displays the current inventory data on the Streamlit app interface.
- **Menu options**:
    - **Add item**: Allows users to add items to the inventory by providing details like category, name, UID, color, size, quantity, and price.
    - **Sell item**: Lets users sell items from the inventory by specifying the item details and quantity.
    - **Remove item**: Enables users to remove items from the inventory by providing the item details.
    - **Display inventory**: Shows the current inventory data on the app interface.
    - **Calculate Profit/Loss**: Calculates and displays the total revenue, total expenditure, and profit/loss of the inventory.
- **User Interface**: Use Streamlit for the user interface, allowing users to interact with the system through options like adding items, selling items, removing items, displaying inventory, and calculating profit/loss.
- **Data Persistence**: Save inventory data automatically when the user closes the application to ensure data integrity.

This module provides a basic framework for managing inventory through a user-friendly interface

using Streamlit.

# CHAPTER-5

## ALGORITHM

- Start.

- **Create a Class for Inventory Management System (IMS):**

- Define a class named Inventory Management System.
- Initialize the class with attributes such as inventory_file, revenue, and expenditure.
- Define methods for loading, saving, adding, selling, removing items, and calculating profit/loss.

- **Initialize IMS**:

- Instantiate an object of the Inventory Management System class named IMS.

- **Display Inventory**:

- Define a function display_inventory to display the inventory items.

- **Add Item**:

  - Get input for category, name, UID, color, size, quantity, and price.
  - If the Add button is clicked, call the add_item method of IMS with the provided inputs.

- **Sell Item**:

- Get input for category, name, UID, color, size, and quantity.
- If the Sell button is clicked, call the sell_item method of IMS with the provided inputs.

- **Remove Item**:

- Get input for category, name, UID, color, and size.
- If the Remove button is clicked, call the remove_item method of IMS with the provided inputs.

- **Display Inventory**:

- If the Display inventory option is selected, call the load_inventory method of IMS to reload inventory data and then display it using the display_inventory function.

- **Calculate Profit/Loss**:

- If the Calculate Profit/Loss option is selected, call the calculate_profit_loss method of IMS to calculate and display the profit/loss.

- **Save Inventory Data**:

- Inform the user that inventory data will be saved automatically when closing the app.

- **Default Case**:

- If the user enters an invalid choice, it prints a message indicating that the choice is invalid.

- Repeat or Exit.

# CHAPTER-6

# OUTPUTS:

## Output: 1

Here's how the output of your Streamlit app will look like for each menu option:

- **Add Item to Inventory**:

  - Input fields for category, name, UID, color, size, quantity, and price.
  - "Add" button to add the item to the inventory.
  - Success message if the item is added successfully or a warning if there are issues.

- **Sell Item from Inventory**:

  - Input fields for category, name, UID, color, size, and quantity.
  - "Sell" button to sell the item from inventory.
  - Confirmation message if the item is sold successfully or a warning if there are issues.

- **Remove Item from Inventory:**

  - Input fields for category, name, UID, color, and size.
  - "Remove" button to remove the specified item from inventory.
  - Success message if the item is removed successfully or an error message if the item is not found.

- **Remove All Items from Inventory**:

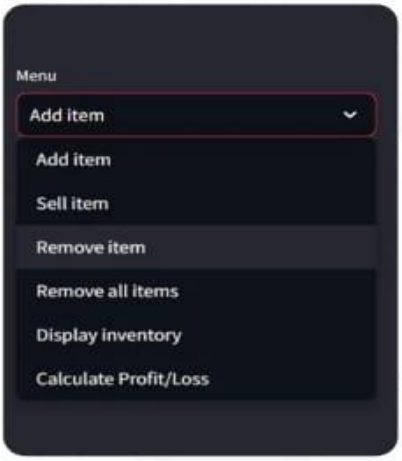
  - "Remove All" button to clear the entire inventory.
  - Success message confirming all items are removed.

- **Display Inventory**:

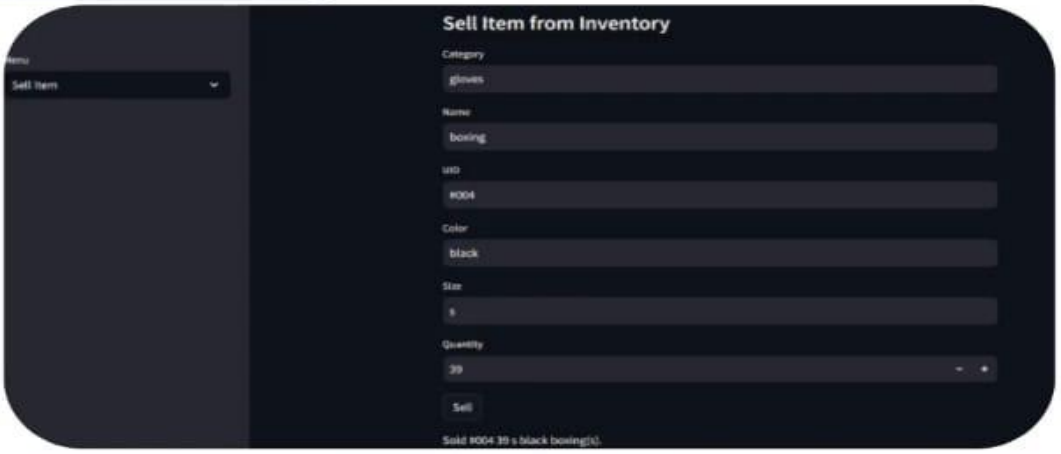
  - Table displaying the current inventory with columns for category, UID, name, color, size, quantity, and price.
  - If the inventory is empty, it will show a message indicating that.

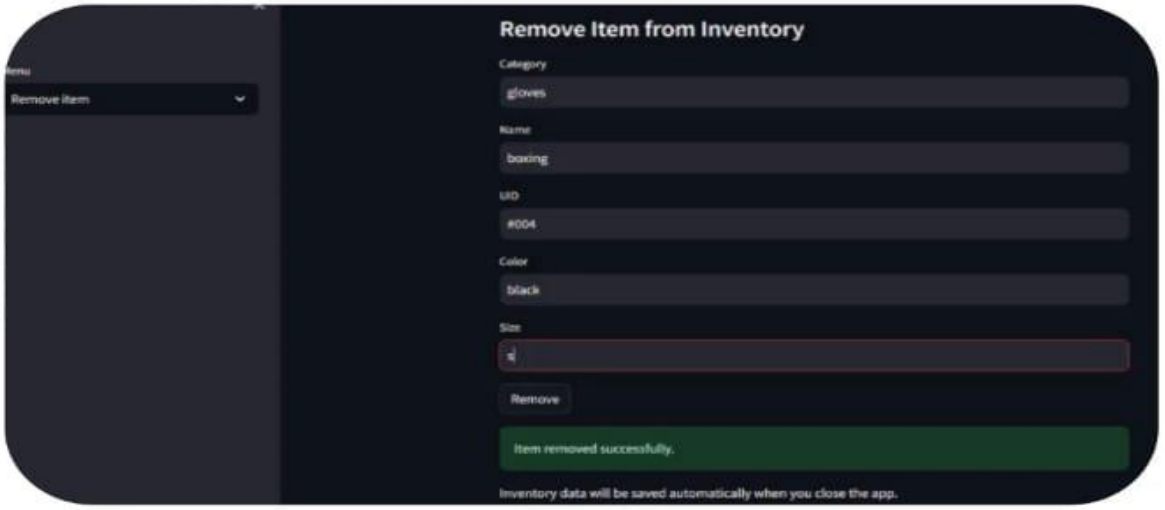
- **Calculate Profit/Loss:**

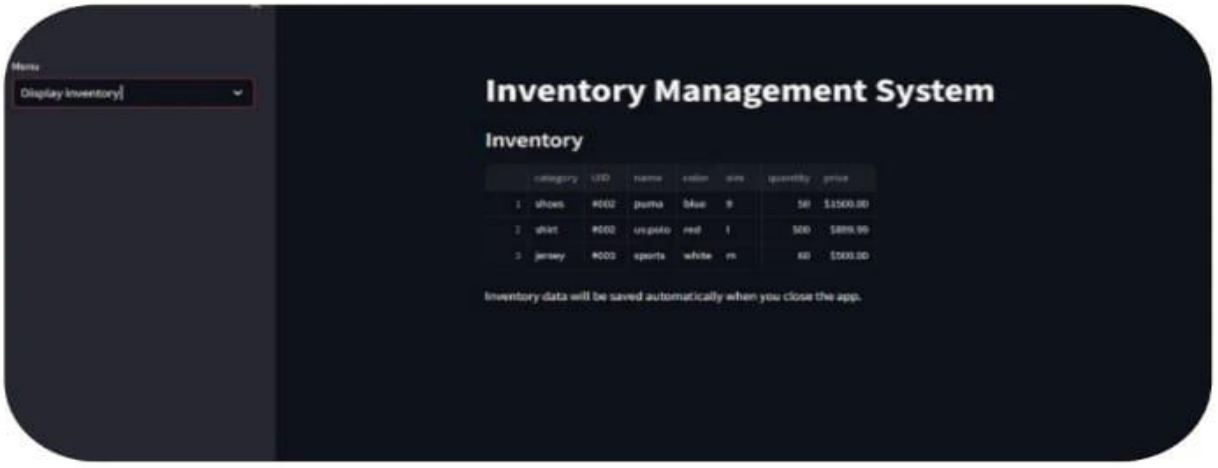
  - Input field for total expenditure.
  - Financial overview section showing total revenue, total expenditure, and either profit or loss based on the calculation.
  - Additionally, there will be a notification that inventory data will be saved automatically when the app is closed.


Menu
Add item
Add item
Sell item
Remove item
Remove all items
Display inventory
Calculate Profit/Loss


Color
black
Quantity
Price
Add
Item added to inventory.
Inventory data will be saved automatically when you close the app.


Menu
Sell item
Sell Item from Inventory
Category
gloves
Name
boxing
UID
#004
Color
black
Size
s
Quantity
39
Sell
Sold #004 39 s black boxing(s).


Menu
Remove item
Remove Item from Inventory
Category
gloves
Name
boxing
UID
#004
Color
black
Size
s
Remove
Item removed successfully.
Inventory data will be saved automatically when you close the app.


Menu
Display Inventory
Inventory Management System
Inventory
category UID name color size quantity price
1 shoes #002 puma blue 9 50 $1500.00
2 shirt #002 us polo red l 500 $899.99
3 jersey #003 sports white m 60 $500.00
Inventory data will be saved automatically when you close the app.

# CHAPTER-7

## Conclusion

In conclusion, the provided code defines an Inventory Management System using Streamlit for the user interface. It allows users to add items to inventory, sell items, remove items, display the current inventory, and calculate profit/loss. The inventory data is stored in a JSON file (inventory.json).

The Inventory Management System class handles operations such as adding, selling, and removing items from the inventory, as well as calculating profit/loss. The Streamlit app layout provides input fields for each operation and buttons to execute them. Finally, it displays the financial overview including total revenue, total expenditure, and profit/loss.

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# CHAPTER-9

## REFERENCES


- **https://medium.com/**
- **Git hub**
- **Black box**
- **YouTube**
- **http://streamlit.com/**