



**Write a report on the design and development
of a database management system
for an online apparel store.**

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INTRODUCTION

1.0 General Introduction

The “apparel store Management System” was developed to overcome the problems that prevail in the practical manual system. This software is supported to eliminate and, in some cases, reduce the difficulties encountered by this legacy system. Furthermore, this system is designed for the specific business needs to be implemented.

Smooth and efficient operation. The application is minimized to avoid data entry errors. It also provides an error message if invalid data is entered. No formal knowledge is required for the use of this system by the user. So all of this proves that it is easy to use. The clothing store management system described above can result in an error free, safe, reliable and fast management system. It can help you focus on other tasks instead of focusing on keeping records. Big or small, every business faces challenges and manages information on products, apparel, businesses, payments, and inventory.

Each clothing store management system has different clothing requirements; that’s how we design unique employee management systems, tailored to your management needs. This is intended to support strategic planning and help ensure your organization is equipped with the right information and details for your future goals. Plus, for busy executives who are always on the go, our systems are equipped with remote access capabilities so you can manage your workforce anytime, anywhere. This proposed system ultimately allows you to better manage the resources and time of an organization.

1.1 Statement of the Problem

Write a report on the design and development of a database management system for an online apparel store.



1.2 Purpose

The Software Requirements Specification (SRS) provides a detailed description of the requirements for the apparel store management system. This SRS allows for a complete understanding of what to expect from the MSMS to be built. A clear understanding of the tissue management system and its capabilities helps develop the appropriate software for the end user. It will be used for the development of the future phases of the project.

This SRS serves as the basis for the project. From this SRS the system can be designed, built and finally tested. This SRS is used by the software developers who create the system and by the end users of the clothing store. Software engineers will use SRS to fully understand the expectations of this apparel store management system to create the appropriate software. End users of clothing stores can use this SRS as a “test” to see if the software engineers will build the system as they expect. If it does not meet their expectations, end users can indicate how it does not meet their expectations and the software engineers modify the SRS to meet the needs of the end users.

1.3 Scope of the Study

It can help you to collect perfect management in detail. The collection will be clear, meaningful, and simple in no time. It will help a person to fully and clearly see the direction of the passing year. It also helps with all the ongoing work related to the clothing store management system. In addition, collection costs will be reduced, and administration and the collection process will run smoothly.

Our project is aimed at the automation of business processes, i.e. we have tried

- To computerize various processes of the management system of clothing stores.
- In a computer system, the person has to fill in multiple forms and the number of copies of the forms can easily be generated at the same time.
- It is not necessary to create the manifest in a computer system, but we can do it directly. Print it, which saves us time.
- Helping employees understand the efforts made in their respective areas of work.
- Use resources efficiently by increasing their productivity through automation purposes.
- Meet user requirements to allow users and operators to be easily understood
- It must be easy to use,
- Have an exemplary and scalable database



Management

2.0 Cloth Store Management System Modules

- **Fabric Management Module:** Used to manage fabric details.
- **Inventory module:** to manage inventory and payment details
- **Product management module:** used to manage product information and details.
- **Product type form:** used to manage product type details
- Company form
- **Login form:** used to manage credentials used to manage system users
- User form and components
- Easy creation and editing of problems
- List of query issues at any depth and more comprehensive reports and graphs
- User Accounts to Control Access and Maintain Security Status and Simple Solutions
- Multi-level priority and severity.
- Goals and milestones to guide programmers
- Robust database
- Different levels of reports available with many filter criteria
- Includes better storage capacity and Accuracy in work
- Quick and easy retrieval of information Well-designed reports

Software

3.0 Software Specification Requirements

The software requirements specification is created after the software analysis task as part of the function engineering and performance attributed to the detailed description of the function and behavior, an indication of the performance requirements and design constraints, appropriate validation criteria, and other data relevant to the requirement.

- The proposed system has the following requirements:
 - The system must store information about the new garment.
 - The system is designed to help internal staff stay informed about the product and find it based on various questions.
-
- The system must keep a record of quantity.
 - The system must keep a record of the product type.



- The system should update and delete the record.
- The system also needs a search field.

3.1 Software Requirements

- **Operating system:** Windows 98, Windows XP, Windows 7, Linux
- **Language:** PHP runtime environment
- **Database:** MySQL
- **Browser:** Opera, Chrome, etc.
- **Web Server:** Apache
- **Software Development Kit** PHP
- **Scripting Language Enable** JavaScript
- **Driver:** MySQL Connector

3.2 Hardware

- **PROCESSOR:** Pentium III or higher
- **RAM:** 128 GB
- **HARD DISK:** 20 GB
- **MONITOR:** 15-inch color monitor



Requirements

4.0 Functional Requirements

Functional requirements define basic actions that the system must execute. The applicable requirements for the system are divided into three main categories: Apparel Inventory, Customer and Billing Information, and Sales and Supplier Information. See use cases for more details.

- Stock of clothing
- The system records the stock of clothing.
- The system needs to be updated when new stock arrives.
- The system must report the inventory of expired drugs.
- The system records drug details,
- customer information, and billing
- The system displays the customer information.
- The system creates the invoice.
- The system must store customer information.
- The system records the billing.
- Sales and Suppliers
- The system displays and updates supplier information from time to time.
- The system should display the number of sales with a profit and loss record.

4.1 Non-Functional Requirements

Functional requirements define performance requirements, database logic requirements, design constraints, standards compliance, reliability, availability, security, maintainability, and portability.

4.2 Performance Requirements

It defines acceptable response times for the system functionality.

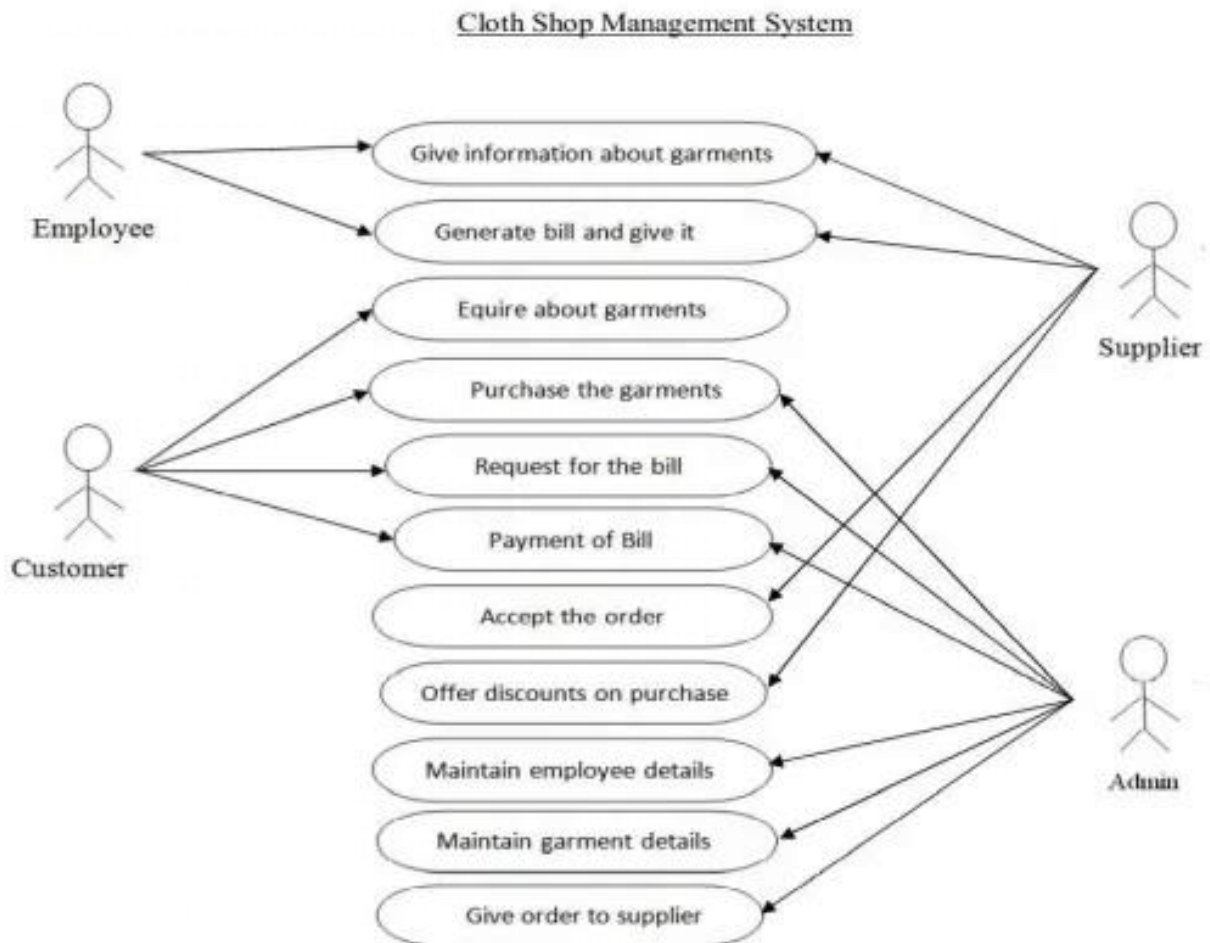
- The UI screens should take ten seconds to load.
- Credentials must be verified within five seconds.
- Queries must return results within five seconds.



5.0 Project Use Case Module:

The use case model for each system consists of “use cases”. Use cases represent how the user can use the system. An easy way To find all use cases for a system is to ask the question “What can the user do with the system?” Use cases mean breaking down system behavior into transactions so that each transaction performs a specific practical action from the user’s perspective.

The purpose of the use case is to define consistent behavior without exposing the internal structure of the system. A use case generally represents a sequence of interactions between the user and the project. These interactions consist of a mainline that describes the regular interaction between the user and the system. The use case model represents an artifact of critical analysis and design (activity). Usage can be represented by drawing a use case diagram and writing accompanying text that augments the design.

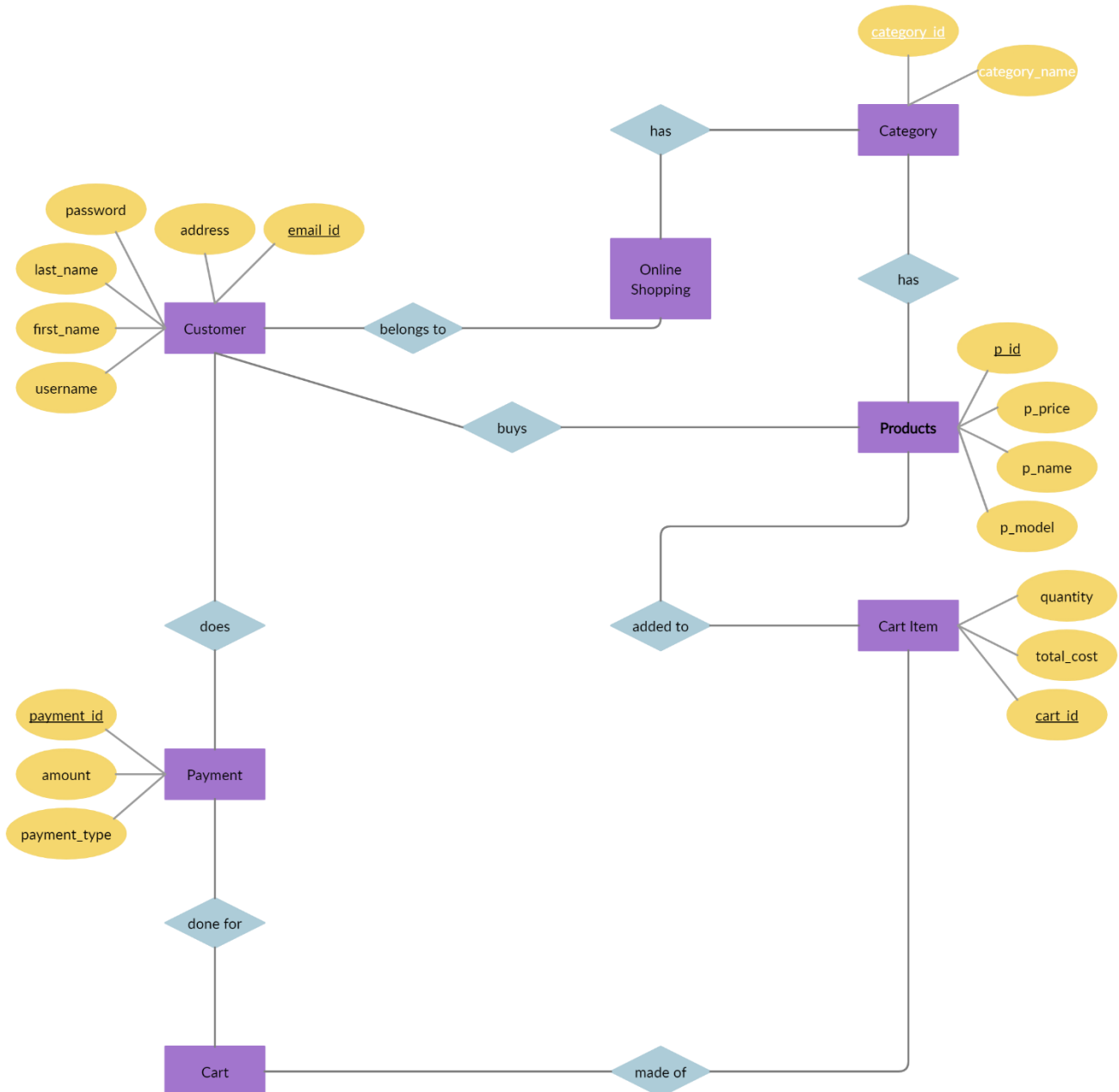




6.0 Entity Relations Model

ER model is a popular conceptual high-level data model. This model and its variants are commonly used in the conceptual design of database applications, and many database design tools use this concept. A database that confirms an ER diagram can be represented by a collection of tables in the relational system. The mapping from the ER diagram to the entities is:

- Attributes
- Relationships





7.0 Limitations of The Garment Management System

Although I have tried my best to make the software flexible and easy to use I cannot rule out limitations either. While the software offers its users a wide range of options, some complex options cannot be covered, partly due to logistics and partly due to a lack of sophistication. Lack of time was also a major obstacle. Therefore, it was not possible to make the software infallible and dynamic. Lack of time also made me skip some parts like saving old candidate results etc.

Numerous efforts have resulted in the software being easy to use even for non-IT people. However, it is recognized that at first, this can be somewhat problematic for a layman. The user receives assistance at every stage for his convenience while using the software.

8.0 Conclusion:

To carry out the various user-friendly coding has also been adopted This package will prove influential when it comes to meeting all of the school's needs. The purpose of software planning is to provide the manager with a framework in which reasonable estimates should be made within a limited time frame at the start of the software project and updated periodically as the project progresses.

.....END.....