# **Supermarket Project**

#### Step 1: Project banane ka idea

Sabse pehle maine socha ki ek simple sa Supermarket system banata hoon jisme customer aake saman kharid sake, uska bill ban sake, aur sab cheezein easy ho jayein. Mujhe laga ki Python ke sath JSON use karke yeh kaam simple aur interesting ho sakta ha

#### Step 2: JSON file banana

Maine ek JSON file banayi jisme sabhi item ka naam, price, aur quantity rakha. Jaise ki "Aalu", "Tamatar", "Dhaniya" waise hi sabziyon ke types dale the maine. Yeh file basically ek database ki tarah kaam karti hai

# Step 3: Menu tayar kiya

Phir maine code mein ek simple menu banaya jisme user ko options milte hain - jaise:

- Item dekhna
- Item kharidna
- Bill banana
- Exit karna

Isse use karna easy ho jata hai.

#### Step 4: Item dikhana

Jab koi user "item dekhna" choose karta hai, toh maine code mein usko JSON se data read karke sab item display kar diye jaise ek supermarket mein hota hai. Naam, price, aur quantity - sab kuch clearly dikhaya

#### Step 5: Item lena aur quantity

set karna Agar user kuch kharidna chahta hai, toh wo item choose karta hai aur quantity dalta hai. Fir code check karta hai ki item available hai ya nahi, aur utna stock hai ya nahi. Agar sab theek hai, toh wo item cart mein chala jata hai

## Step 6: Bill generate karna

Maine ek system banaya jisme jitne items user ne select kiye hote hain, unka total price nikalta hai, GST lagta hai (chhota sa %), aur finally ek proper bill dikhata hai. Yeh part mujhe bahut mazedaar laga

# **Step 7: Payment method**

Maine ek basic sa payment method bhi add kiya jisme user ko option milta hai:

- Cash
- UPI
- Car

User koi bhi select karta hai, fir "Payment Successful" ka message aata hai. Real payment nahi hoti, bas simulate kiya gaya hai.

## Step 8: Program ka end

Agar user exit karta hai, toh thank you ka message show hota hai aur program close ho jata hai. Saath hi JSON file update hoti hai, matlab agar koi item kharida gaya hai toh uski quantity kam ho jati hai.