# **Object Oriented Programming**

## Lab 13

# Project Report: Pharmacy Management System

## Objective

The Pharmacy Management System simplifies operations by allowing Pharmacists to manage inventory and premises while enabling Customers to purchase medicines efficiently.

### **Features**

#### 1. Main Menu:

- Users can log in as either a Pharmacist or a Customer.

## 2. Pharmacist Module:

- Add Medicine: Enter details such as name, type, quantity, and price.
- View Stock: Display current medicine inventory.
- Register Premises: Register pharmacy premises with name and address.
- View Premises: Display registered premises.
- Exit: Close the pharmacist interface.
- 3. Customer Module:
- Buy Medicine: Purchase medicines by specifying name and quantity.
- Exit: Close the customer interface.

## Code Structure

- Modules Used:
- pharmacist: Manages pharmacist-related operations.
- customer: Handles customer interactions.
- Implementation:
- Object-oriented design ensures clean separation of responsibilities.
- -User-friendly menus guide interactions.

## Proposed Enhancements

- 1. Add user authentication for security.
- 2. Implement database integration for data persistence.
- 3. Provide real-time stock alerts for pharmacists.
- 4. Enhance the customer experience with advanced search and pricing previews.

## Conclusion

The system is a functional prototype for pharmacy operations, offering core features for inventory and transaction management. With suggested improvements, it can evolve into a robust real-world solution.