# Clothing Store Management System

*Group Number: G10*

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## *Clothing Store Management System*
### *[House of Fashion]*

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- ***What is clothing store management system?***

"*House Of Fashion*" is a clothing store management system which is specially designed for the purpose of managing clothing item's details. It may help to clothing business or apparel business to manage their stocks and sales management by **clothing store managers**.

Jobs of clothing managers are, purchasing clothes and clothing from a manufacturer, wholesale store, or individual constrictors for the workshop and add them to the system oh workshop and maintain the system.

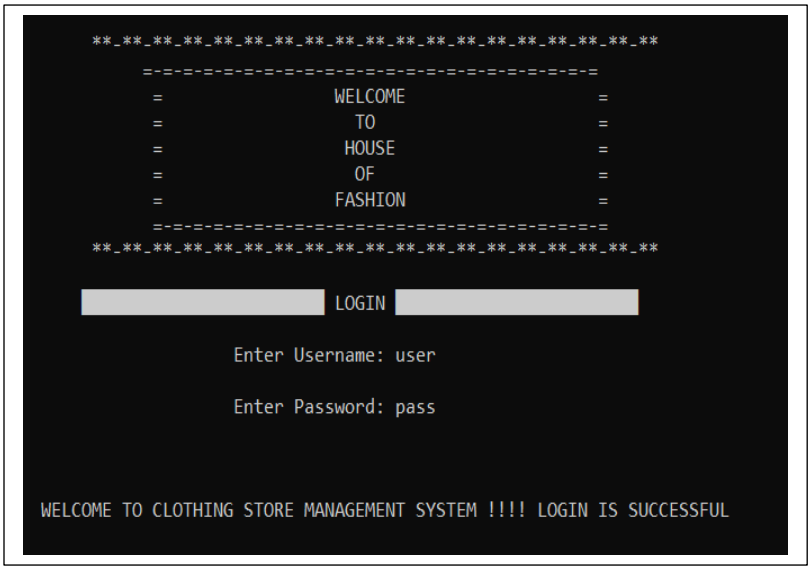



*Figure 1:House of Fashion Interface*

- ***Why we need a clothing store management system?***

Any system can be found everywhere in the developing world such as clothing store management system. As the physical storage fabric increase, so did the need for a system to manage the fabric in store. This need arises when the amount of fabric in the store increase. These systems can save a great deal of time in managing the fabric of the shop.

This is not like handling fabric data in a physical store but can be managed here with a very clear interface without spending too much time and effort. That's why we need such a clothing store management system.

- ***How we create a clothing store management?***

The requirements of workshop should be analyzed before making a system to clothing store. Usually in a shop,

- Deciding what kind of clothes, you want to sell in the shop.
- Pricing for fabrics determined.
- What types of payments methods are using? Are decided before creating a system.

Once the requirements are determined, the shop system is designed with any suitable language, allowed to use, and any deficiencies are examined, redeveloped, and maintained.

**This clothing management system was created in c programming language.**

## 2. Functionalities of the Application

For the functionality of this system, eight functions have been created by the C programming language to manage the store. Those are followings with a simple description

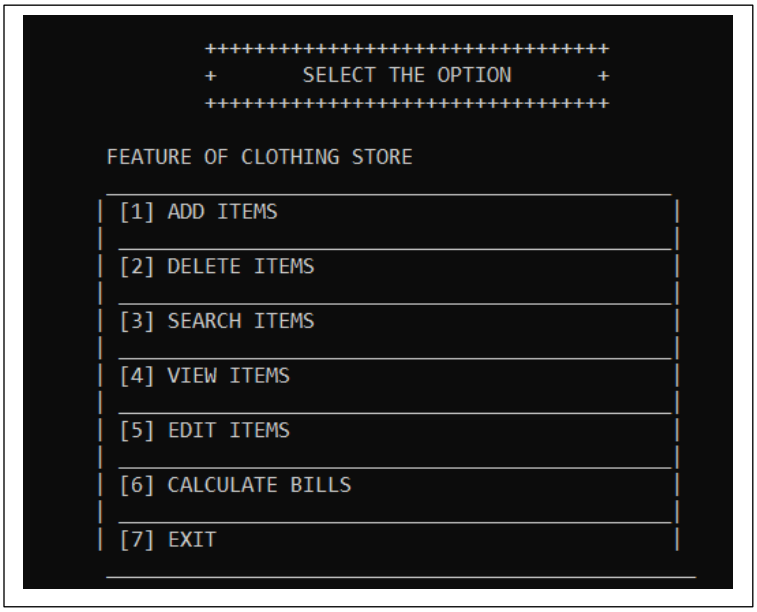



*Figure 2:Functionalities of clothing store management system*

1) **LOG IN**: When the store manager entering to the clothing management system, user must log in to the system by giving username and passwords. That functionality worked by **login ();** function.

2) **Main menu:** By logging to the system, store manager can see features of clothing management system such as: *ADD ITEMS, DELETE ITEMS, SEARCH ITEMS, VIEW ITEMS, EDIT ITEMS, EDIT ITEAMS, CALCULATE BILLS.*

3) **ADD ITEMS**: manager can add selling items to the store by entering the number of **addItem ();** function. Manager can add a lot of items as manager wish.

4) **DELETE ITEMS**: If manager want to remove the items, manager can remove/delete items by entering the item code of the item. That functionality created by **deleteproduct(void);** function.

5) **SEARCH ITEMS:** If the manager wants to search any item from the store, manager can search the item that he wants. Therefore, manager wants to enter the item code that he wants to search. That functionality created by **searchItem();** function. If there isn't any item code that the manager wants to search it will print error.

6) **VIEW ITEMS**: Manager can view the items where in the store by running the **view();** function.

7) **EDIT ITEMS:** lets think manager wants to edit some items from the store. Then manager can edit items by selecting the number of EDIT ITEMS. That functionality created by **edit_item();** function.

8) **CALCULATE BILLS:** One of main functionality of this system is to calculate the bill of purchasing items. Manager can calculate the bill by entering the number of **calc_bill()** function.

## 3. Flow Charts and Pseudo Codes

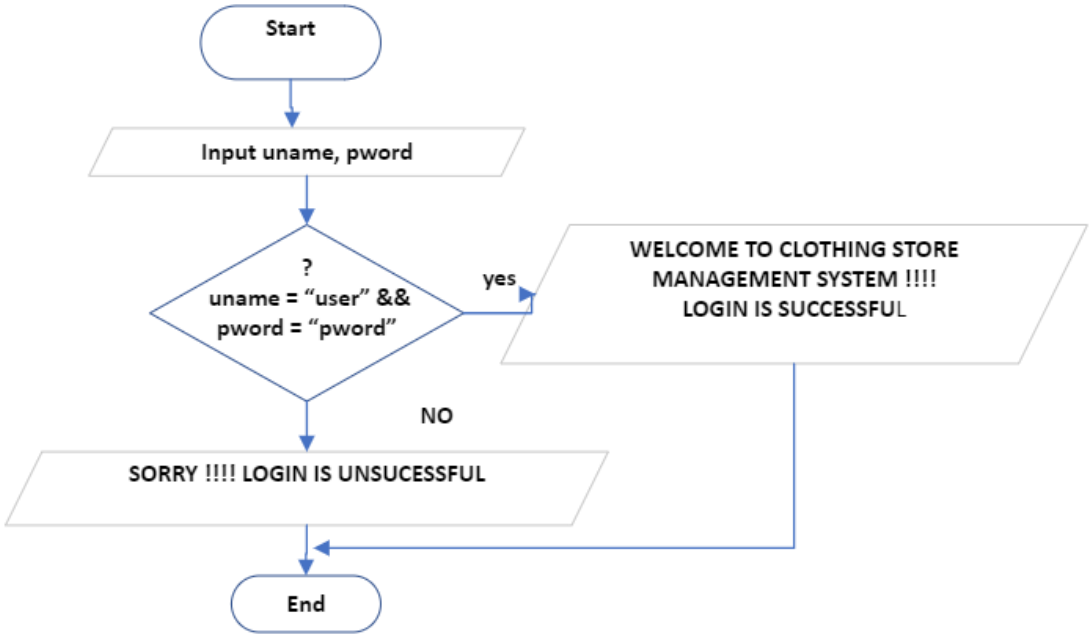
***[function 01]***

**Function Name:** login();

**Function Description:** This is a function to log in to the clothing management system. When the user enters the correct username and password, store manager can log in to the system successfully. I use Switch cases, If – else statements, and functions.

**Index Number and Name:** TG/2020/750 – D.S.Ashen Kawindu

**Flow Chart and Pseudo Code:**




```
START
    INPUT uname, pword
    IF (uname = "user" && pword = "pword")
        DISPLAY "WELCOME TO CLOTHING STORE MANAGEMENT SYSTEM!!!! LOGIN IS
        SUCCESSFUL"
    ELSE
        DISPLAY "SORRY!!!!  LOGIN IS UNSUCESSFUL"
    END IF
END.
```

***[function 02]***
**Function Name:** addItem()

**Function Description:** This is the function of adding items to our clothing store management system. To create this I used,

- File-handling
- Switch
- Loop statements-while, Do-while
- Selection statements-if
- structures

I create this function, When the manager adds items through the system, they store in our "***houseoffashion***" file.

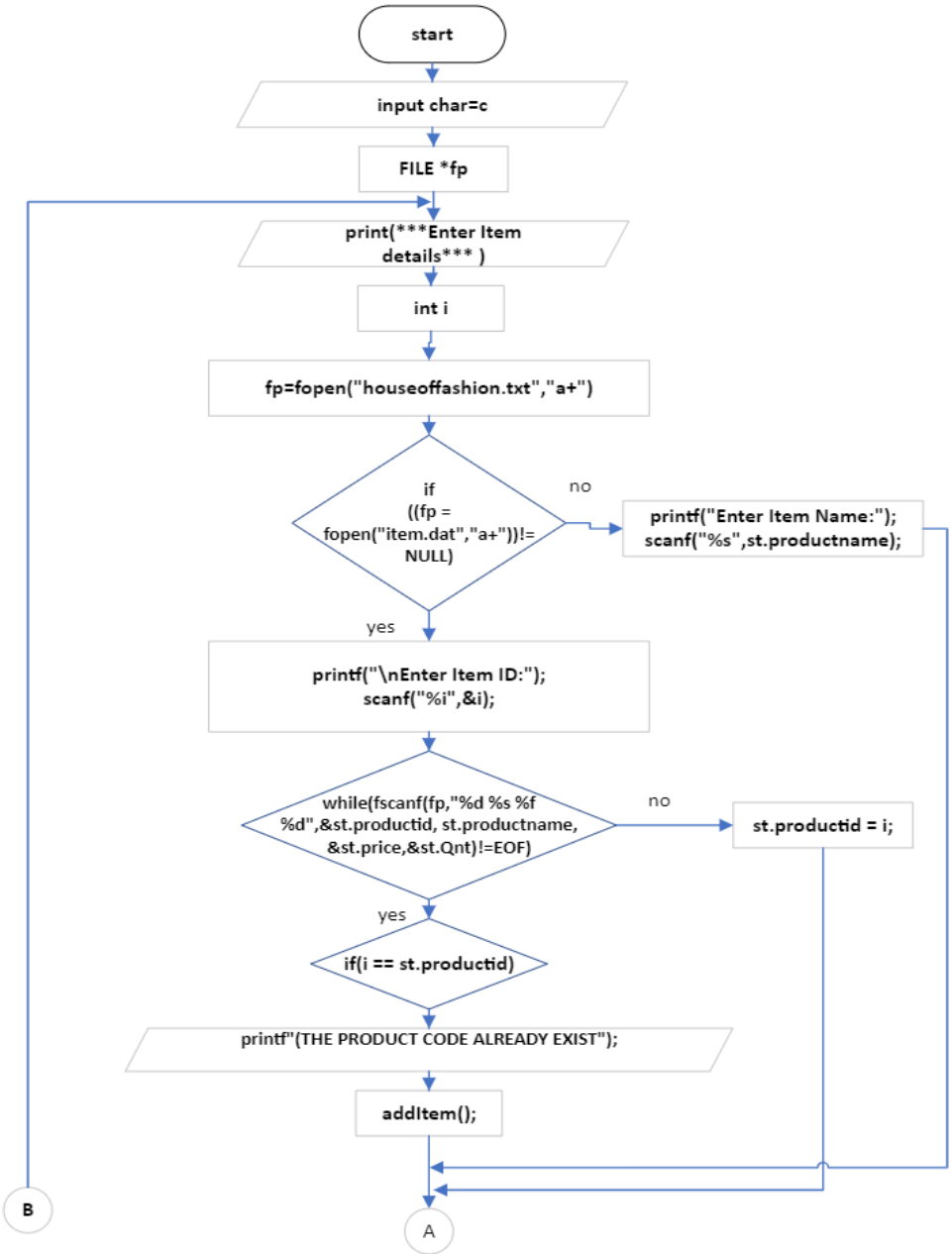
**Index Number and Name:** TG/2020/700 - Nimesh Rangana Dilshan Jayaweera

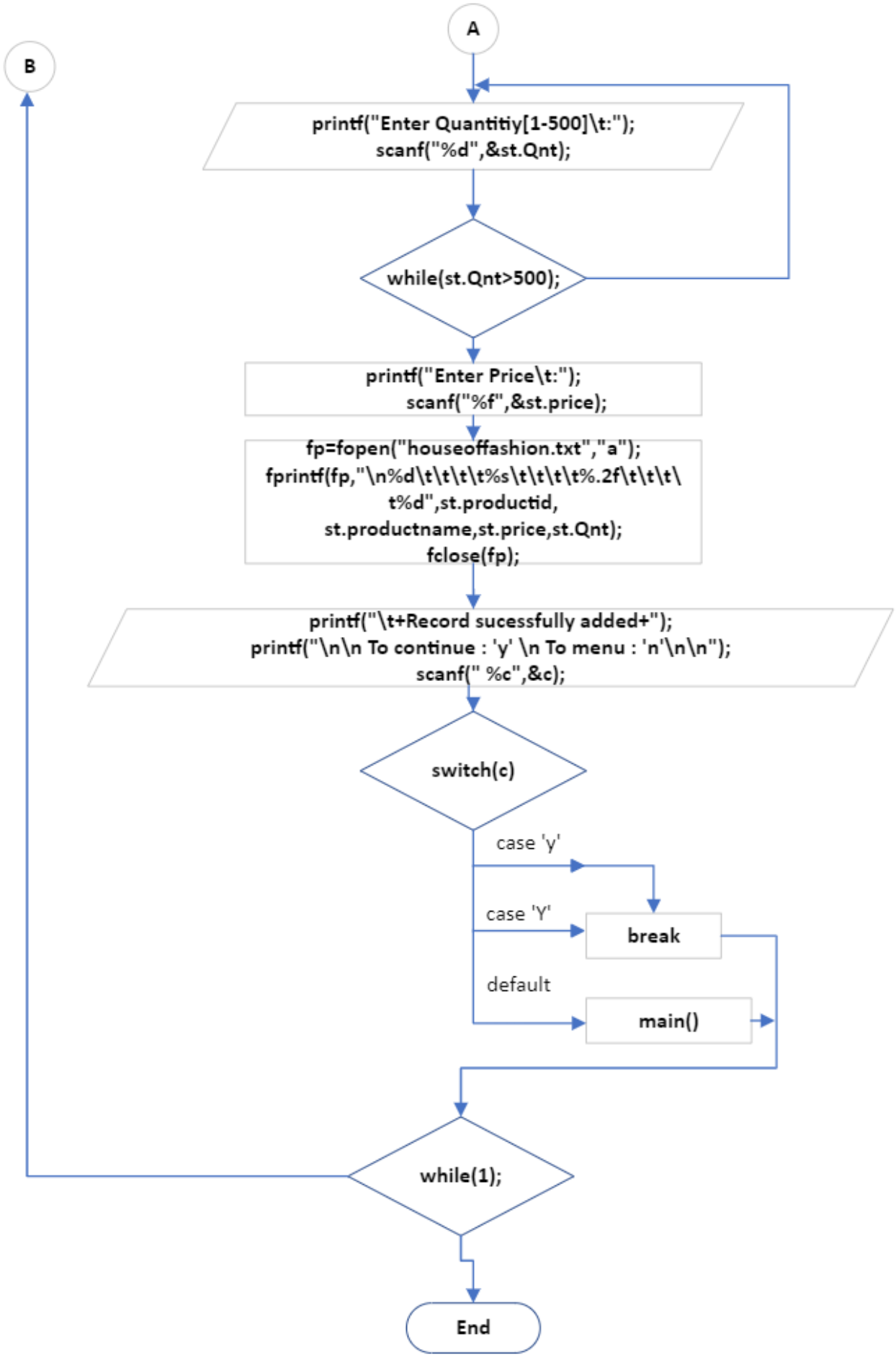
**Flow Chart and Pseudo Code:**

```
Begin
        Input char c
        Process FILE *fp
        While (1) DO
            Display("***Enter Item details***")
            Input int i;
            Process fp=fopen("houseoffashion.txt",a+);
            If ((fp = fopen("houseoffashion.txt","a+"))!=NULL) THEN
                Display ("Enter Item ID:");
                Get I;
                While (fscanf(fp,"%d %s %f %d",&st.productid, st.productname,
                &st.price,&st.Qnt)!=EOF)
                If (i == st.productid) THEN
                Display ("THE PRODUCT CODE ALREADY   EXIST.);
                    Process addItem()
                ELSE
                    Process st.productid = i
                End if
        Else
            Display ("\nProduct Code\t :")
            Get ("%i",&st.productid)
        End while
        Display ("Enter Item Name:")
        Get ("%s",st.productname)

        While (st.Qnt>500) Do
            Display ("Enter Quantitiy[1-500]\t:")
            Get ("%d",&st.Qnt)
        End while
```

```
display ("Enter Price\t:")
get ("%f",&st.price)
process fp=fopen("houseoffashion.txt","a"), fprintf(fp,"\n%d %33s %25.2f
%30d",st.productid, st.productname,st.price,st.Qnt), fclose(fp), fclose(fp),
printf("\n\n To continue : 'y' \n To menu : 'n'\n\n")
get (" %c",&c)
switch( c)
        case ‘y’
        case ‘Y’
                break
        default
                main()
end while
```

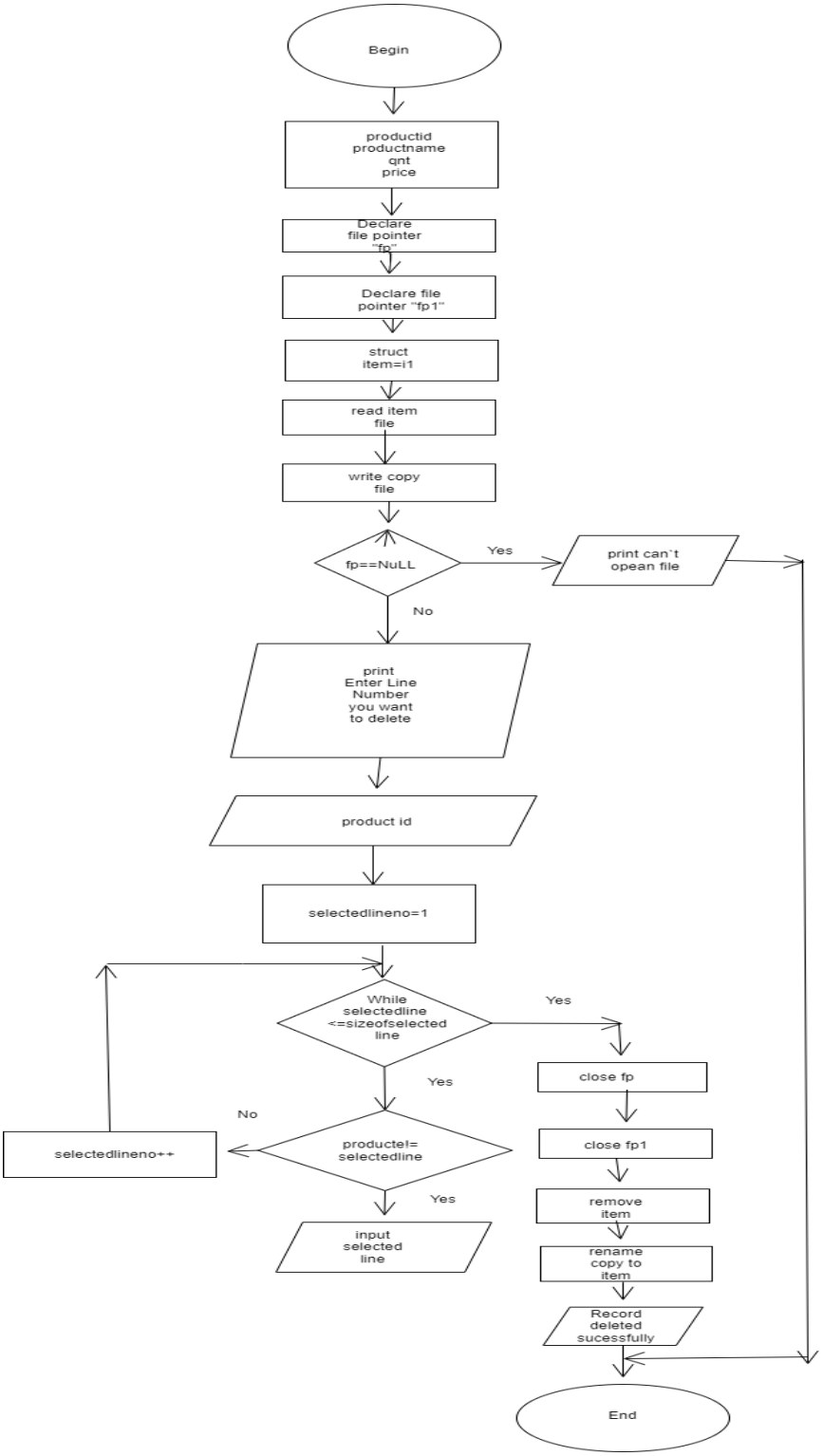
End.




A
B
printf("Enter Quantitiy[1-500]\t:");
scanf("%d",&st.Qnt);
while(st.Qnt>500);
printf("Enter Price\t:");
scanf("%f",&st.price);
fp=fopen("houseoffashion.txt","a");
fprintf(fp,"\n%d\t\t\t\t%s\t\t\t\t%.2f\t\t\t\
t%d",st.productid,
st.productname,st.price,st.Qnt);
fclose(fp);
printf("\t+Record sucessfully added+");
printf("\n\n To continue : 'y' \n To menu : 'n'\n\n");
scanf(" %c",&c);
switch(c)
case 'y'
case 'Y'
break
default
main()
while(1);
End

***[function 03]***
**Function Name:** deleteproduct(void);

**Function Description:** using this function we can delete insert data where in the file.
**Index Number and Name:** TG/2020/720 - B.A.D.Chanaka
**Flow Chart and Pseudo Code:**



```
Begin
Create struct item
        int productid
        char productname
        int Qnt
        float price
create file fp
create file fp1
open file fp for read
open file fp1 for write
if   fp=null
         print(“can`t open file”)
else
    print(“Enter line number you want to delete”)
  input productid
  char selectedline
  int selectedlineno
while (fgets(selectedline, sizeof(selectedline),fp))
                    {
if(productid != selectedline[0]){
   fprintf(selectedline);
                            }selectedlineno++
                    }
             fclose(fp);
             fclose(fp1);
              remove("item.dat")
             rename("copy.dat"As"item.dat")
 print("Record deletedsucessfully")

End.
```

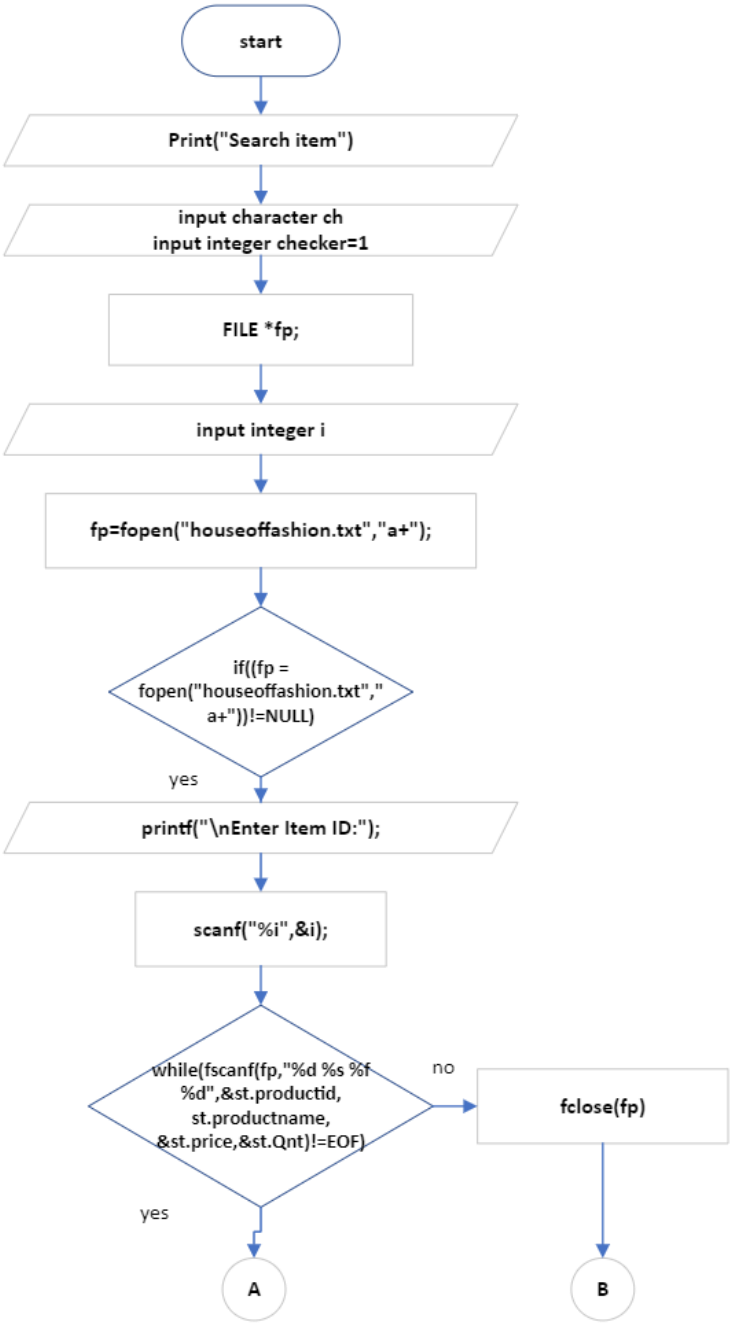
***[function 04]***

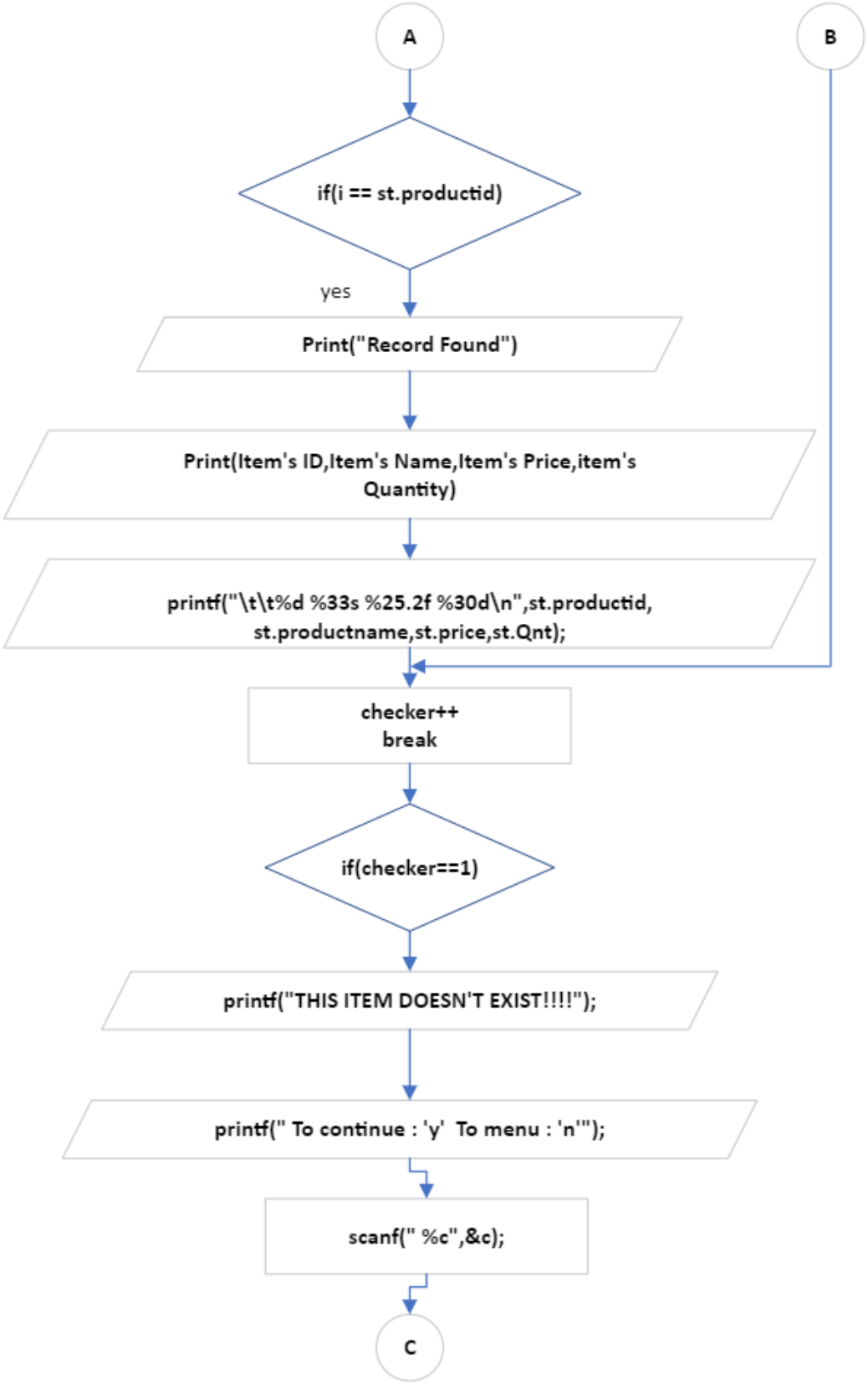
**Function Name:** searchItem();

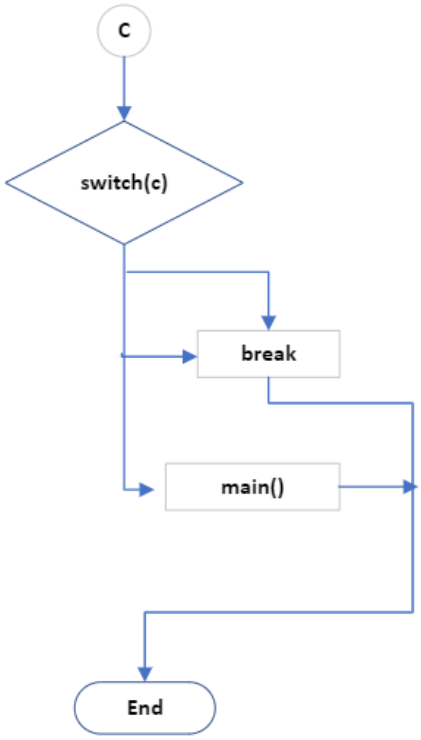
**Function Description:** In this function manager can search items where in the store by reading the "houseoffashion.dat" file. If the manager wants to search any item from the store, manager can search the item that he wants. Therefore, manager wants to enter the item code that he wants to search. That functionality created by **searchItem();** function. If there isn't any item code that the manager wants to search it will print error. I used structures, while, if statements, file handling, swith case to build up my function.

**Index Number and Name:** TG/2020/680 – Bandara K.D.T.

**Flow Chart and Pseudo Code:**




A
B
if(i == st.productid)
yes
Print("Record Found")
Print(Item's ID,Item's Name,Item's Price,item's Quantity)
printf("\t\t%d %33s %25.2f %30d\n",st.productid, st.productname,st.price,st.Qnt);
checker++
break
if(checker==1)
printf("THIS ITEM DOESN'T EXIST!!!!");
printf(" To continue : 'y'  To menu : 'n'");
scanf(" %c",&c);
C




Begin

Display (“search item”)
Input character ch, integer checker=1
Process FILE *fp
Input integer i
Fp= fp=fopen("houseoffashion.txt","a+");

If(if((fp = fopen("houseoffashion.txt","a+"))!=NULL)) THEN
Display (Enter item ID)
Process scanf("%i",&i);
While(while(fscanf(fp,"%d %s %f %d",&st.productid, st.productname, &st.price,&st.Qnt)!=EOF))
If(if(i == st.productid)) THEN
display ("Record Found")
display (Item's ID,Item's Name,Item's Price,item's Quantity)
display ("\t\t%d %33s %25.2f %30d\n",st.productid, st.productname,st.price,st.Qnt)

else
Process fclose(fp)
Process checker ++, break
End if.

```
                fclose(fp)
                end while.
        End if.
        If(checker==1)  THEN
            printf("THIS ITEM DOESN'T EXIST!!!!")
        End if.

        printf(" To continue : 'y' To menu : 'n'");

        process scanf(" %c",&c);

        switch( c)
                case ‘y’
                case ‘Y’
                        break
                default
                        main()
End.
```

***[function 05]***

- **Function Name:** void view();

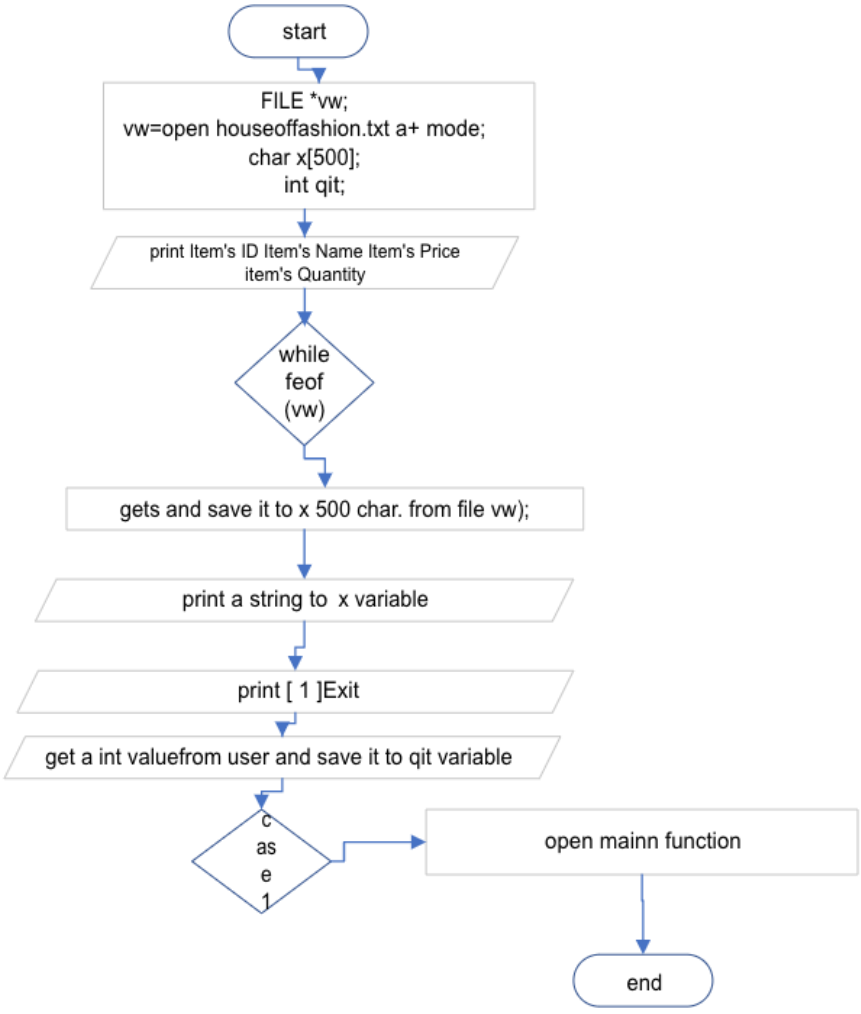
- **Function Description:** In our overall function, we divide it into 8 parts, and here I got the view part and its cloth store's management system so, we must use a file handling. according to that I also use file handling and other special parts also included to my function such as.
  - File-handling
  - Switch
  - Etc.

  There is a file house of fashion.txt we all use that file to add items view, edit, remove also

  In my function simply choose a number 04 it will open and it will show the items list in the store

- **Index Number and Name:** TG/2020/710: Akthar Zarzam

- **Flow Chart and Pseudo Code:**



```
BEGIN;

        FILE *vw ;
        vw = fopen ( houseoffashion.txt , a+ ) ;


        char x;
        int qit;
        print = WELCOME TO THE VIWER'S SITE :) ;

        print = Item's name, Item's price,  Item's Brand, item's code, Item's Quantity;

        while(!feof(vw)){
        fgets(x,500,vw);
        print = x ;
        }
        Print = [1]Exit ;
        Get a value and store in variable qit ;
    switch(qit){

        case '1':
        main();
        break;
        }


fclose(vw);

    }


END;
```

***[function 06]***

**Function Name:** edit_item()

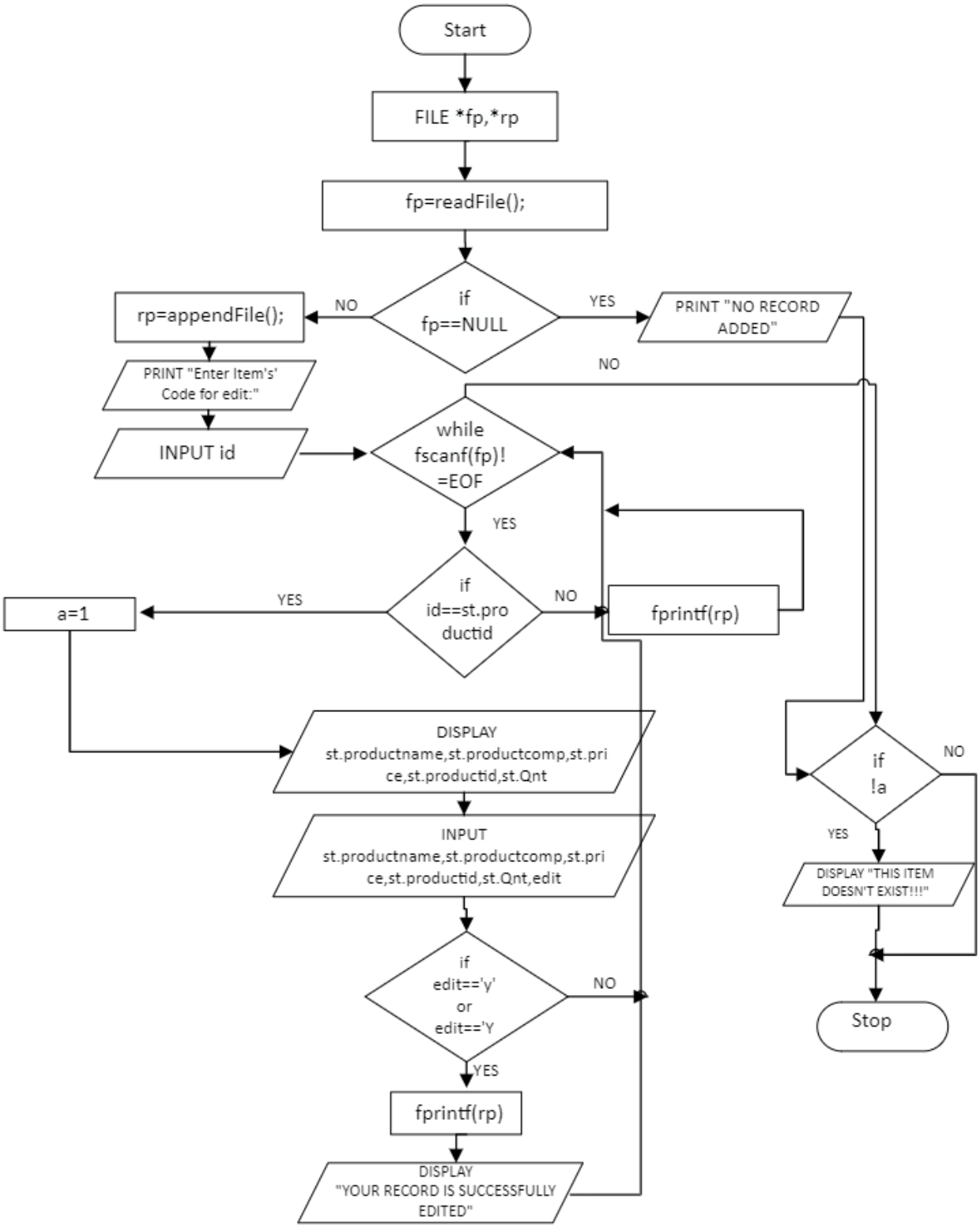
**Function Description:** In this function we can edit existing data and change data.

**Index Number and Name:** TG/2020/740 M.J.M. Jamzeeth

**Flow Chart and Pseudo Code:**

- Pseudo Code

```
START
        FILE *fp, *rp
        Fp=readFile()
        IF (fp=NULL)
        THEN
                DISPLAY  “NO RECORD ADDED”
                IF (!a)
                THEN
                        DISPLAY  “THIS ITEM DOESN’T EXIST”
                ENDIF
        ELSE
        rp=appendFile()
        DISPLAT “Enter item’s code for edit”
        INPUT id
        WHILE (fscanf(fp)!=EOF)
                IF (id==st.productid)
                THEN
                a=1
                DISPLAY st.productname, st.productcomp, st.price, st.productid, st.Qnt
                INPUT st.productname, st.productcomp, st.price, st.productid, st.Qnt, edit
                        IF (edit==’y’ or edit==’Y’)
                        THEN
                        fprintf(rp)
                        DISPLAY "YOUR RECORD IS SUCCESSFULLY EDITED"
                        ENDIF
                ELSE
                        fprintf(rp)
                ENDIF
        ENDIF
        END WHILE
STOP
```


Start
FILE *fp,*rp
fp=readFile();
if fp==NULL
NO
YES
rp=appendFile();
PRINT "NO RECORD ADDED"
PRINT "Enter Item's' Code for edit:"
INPUT id
NO
while fscanf(fp)! =EOF
YES
if id==st.pro ductid
YES
NO
a=1
fprintf(rp)
DISPLAY st.productname,st.productcomp,st.pri ce,st.productid,st.Qnt
INPUT st.productname,st.productcomp,st.pri ce,st.productid,st.Qnt,edit
if edit=='y' or edit=='Y
NO
YES
fprintf(rp)
DISPLAY "YOUR RECORD IS SUCCESSFULLY EDITED"
if !a
NO
YES
DISPLAY "THIS ITEM DOESN'T EXIST!!!"
Stop

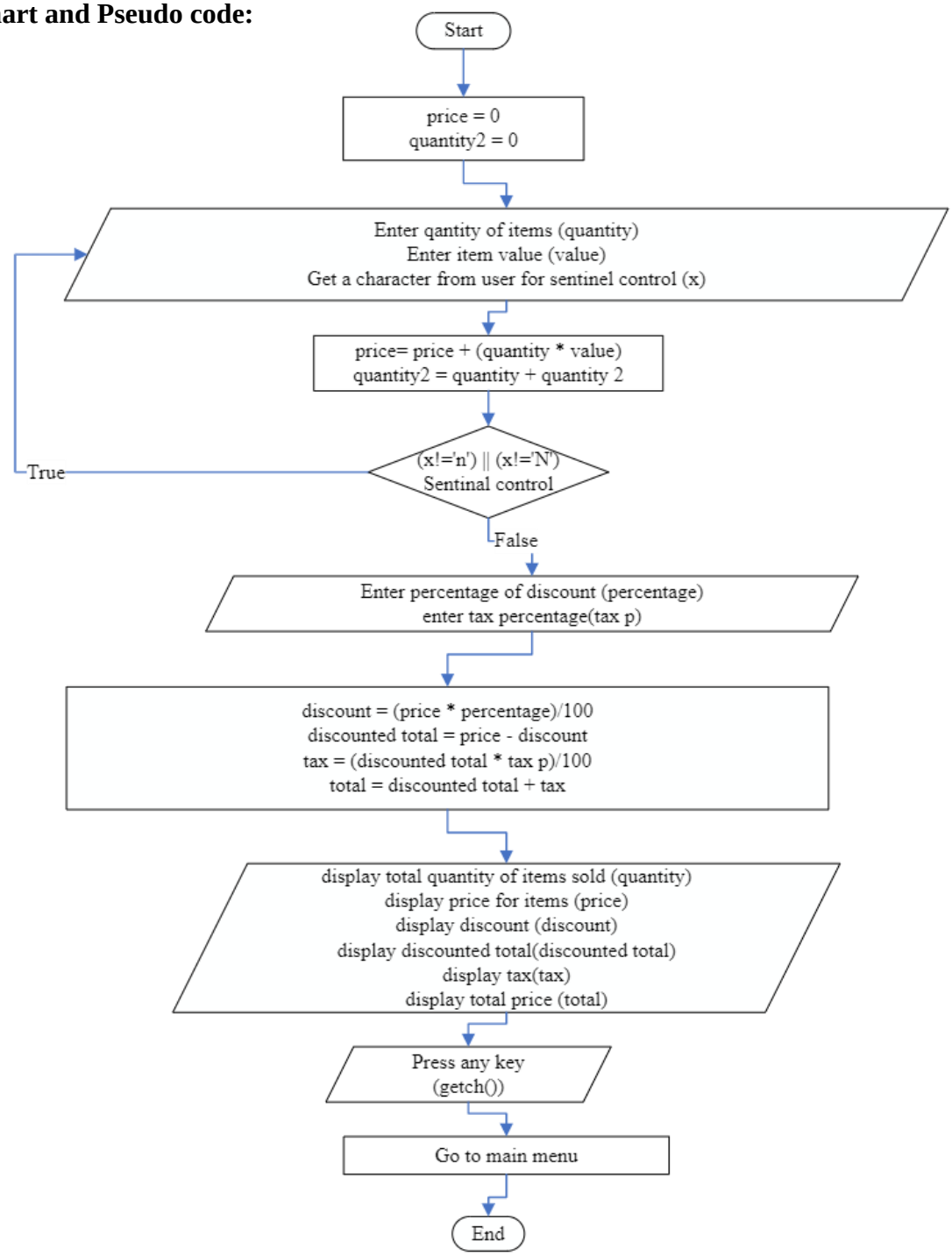
***[function 07]***

**Function name:** calc_bill()

**Function description:** In a clothing store, buyer is buying items and cashier has to make a bill for those items. This function's functionality is creating a bill for the customer.

**Index number and name:** TG/2020/690 W.A. Randil Hasanga

**Flow Chart and Pseudo code:**



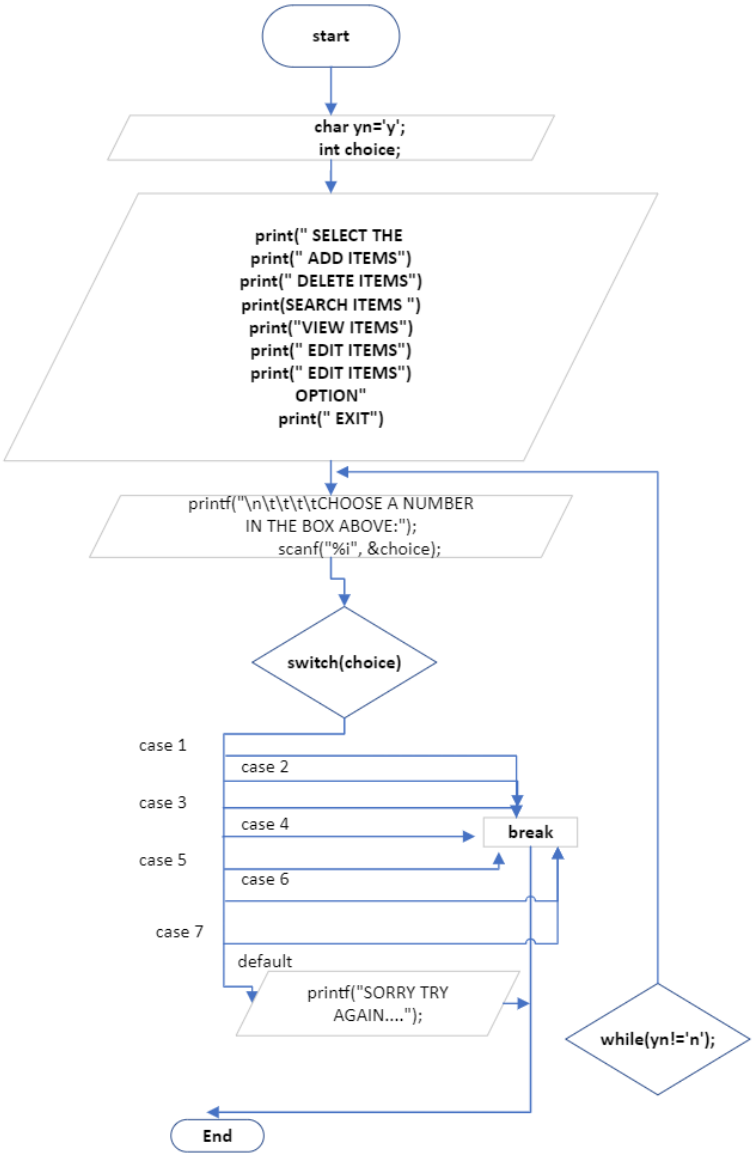
```
BEGIN
    Price =0;
    Quantity2 = 0;
    Do
        INPUT quantity of items (quantity);
        INPUT item value (Value);
        GET a character from user for sentinel value (x);
        CALCULATE price (price = price + (value * quantity));
        CALCULATE quantity2 (quantity2 = quantity + quantity2);
    While (x!= 'n' or x!= 'N');

    INPUT discount percentage (percentage);
    INPUT tax percentage (tax p);
    CALCULATE discount (discount=(price * percentage)/100);
    CALCULATE discounted total price (discounted total = price – discount);
    CALCULATE tax price (tax = (discounted total * tax p) / 100);
    CALCULATE total price (total = discounted total + tax);

    DISPLAY quantity of items sold (quantity);
    DISPLAY price of items (price);
    DISPLAY discount (discount);
    DISPLAY discounted total price (discounted total);
    DISPLAY tax price (tax);
    DISPLAY total price (total);

    INPUT any key (getch());
    GO to main menu;
END
```

*[function 08]*
**Function name:** mainn()

**Function description :**

**Index number and name:** TG/2020/690 W.A. Randil Hasanga

**Flow Chart and Pseudo code:**



Begin

Input char yn=’y’

Int choice

```
print(" SELECT THE
print(" ADD ITEMS")
print(" DELETE ITEMS")
print(SEARCH ITEMS ")
print("VIEW ITEMS")
print(" EDIT ITEMS")
print(" EDIT ITEMS")
OPTION"
print(" EXIT")

do
        printf("\n\t\t\t\tCHOOSE A NUMBER IN THE BOX ABOVE:");
                scanf("%i", &choice);
        switch( choice)
    case 1: addItem();
    case 2: del()
    case 3: searchItem();
    case 4: view();
    case 5: edit();
    case 6: calc_bill();
    case 7: exit(1);
    default: printf("SORRY TRY AGAIN....");
while(yn!='n');)
```

end