Application Development On Store Management System (BRS STORE)

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Date: 24-January-2020

Word Count: 1879

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1. Introduction

The coursework is an individual course work for Clothing Store management system of "Application Development". The Language used for Coding is C#. The Coding part and Designing part are done in Visual Studio platform. In this System the user of this system can add the selected item, its quantity and also can rate the condition of the product. Also the user can give the feedback in the various topic provided by the store. The user can view and save the data in csv format. The user also can select the date of purchase if needed.

Current Scenario

The trend of this type of system is not common in Nepal. Only the few companies use this type of software, however these are not well popular in between the public. This system will definitely help to digitalise the future market of clothing as now a days people are aware that the record keeping is much more easier in this type of software rather than manual system or computer entry. This type of software covers overall requirements from record keeping to rating of their products.

Proposed System

This system is a fully digital system developed specifically for the management of clothing store user feedback and rating. Its aim is to produce an overall feedback based on the service and to maintain the quality service of the company. The user admin can provide feedback and rate services by entering various requirements and customers can enter the feedback.

2. System Overview

2.1 Instruction Manual

Opening a system

The system is made plain and simple in visual style. Tomato background colour is given as the system them colour. When the user first opens the software, the screen will looks exactly same as shown in the figure below.



Figure 1: Boot Start

After the boot start is finished, the login page will be shown in. where the user name is "BRS" and Password is "STORE". The user enters the password for only 5 times. After that the user needs to restart the application. But if the user enters the correct user name and password the user will be directed to the Home page named as main menu.

RB.	BRS STORE	
Username: Password:	Only 3 attempts left Login Close	

Figure 2: Incorrect password test

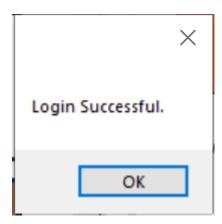


Figure 3:Login success message



Figure 4: Main Menu Page

In this page, there are the list of dresses categorized under the Item name. and their price is placed aside of it under the price label. There is also the Domain up down button with the help of which the user can increase or decrease the number of the item. There is also list box just below that domain up down button. Where user can select the condition of the cloth. User needs to press the ADD button to place the items in the list boxes placed just right to this button.



Figure 5: Adding items to the list boxes

After entering all the data to the list box. The user also can generate the total sum of the amount by just clicking the button named as Total Sum. Or the user can reset all the values if needed.



Figure 6: Generating Total Sum

The user can then save the file and generate the CSV file by clicking the Save and Generate Button. Also, the user can view graph of the dresses by just clicking the View record button. The user also can view and arrange record by just clicking the arrange button on the right hand side of the window.

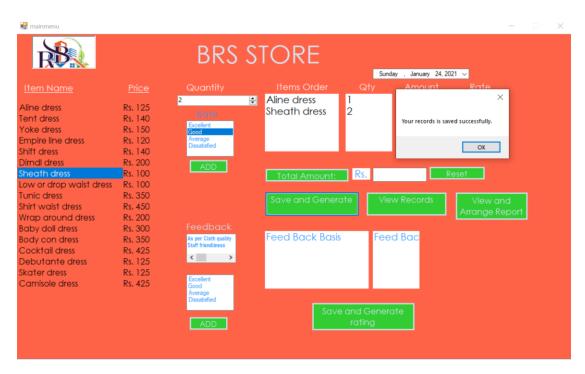


Figure 7: Pup up message for Saved notification



Figure 8: Graph View

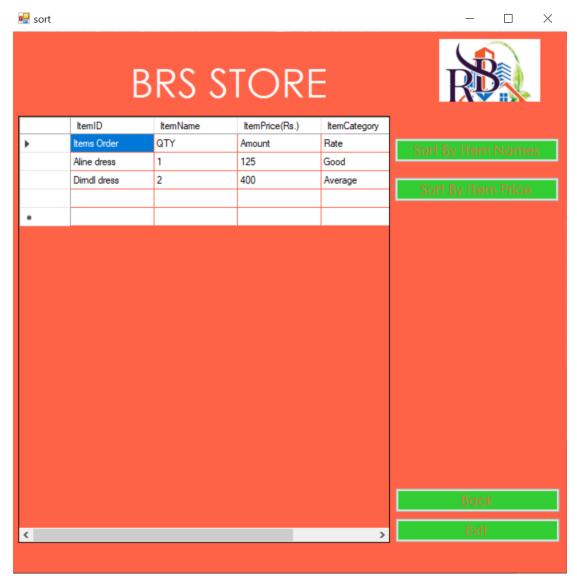


Figure 9: View and Arrange report Button and shorting

The user can get to the main menu any time by just clicking the back button or the user can quit the program by just clicking the Exit button where the user will be asked to confirm the exit command and can exit through the program.

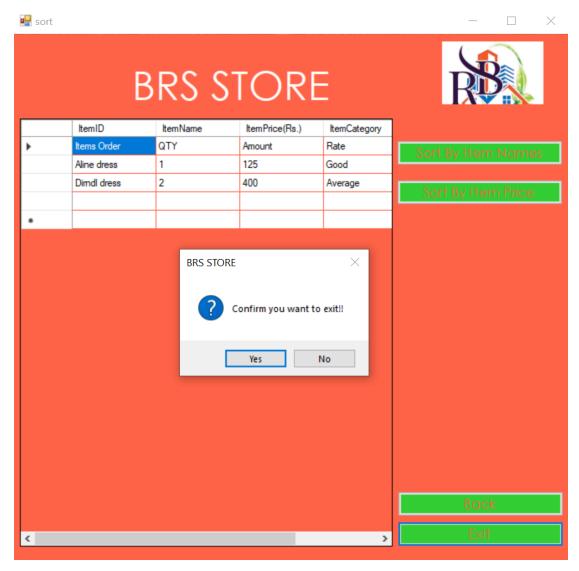


Figure 10: Button exit work

There is also the feedback system inbuilt in this application. The user also can give the feedback depending upon the various categories. Like as per cloth quality, staff friendliness etc. The user need to select the items in the box and click the add button.



Figure 11: Feedback data insert

The user can save and generate the rating csv file by clicking the respected button. As shown in the figure below.



Figure 12: pup up for feedback record

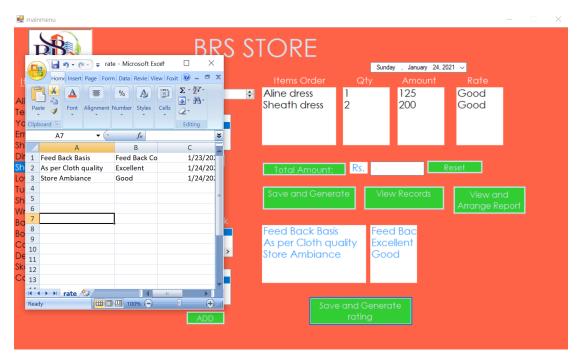


Figure 13: Feedback data entry in csv file opened in excel



Figure 14: Date change

Beside the exit button the close button on the top right of this window will also terminate the application and close it.

2.2. Architecture

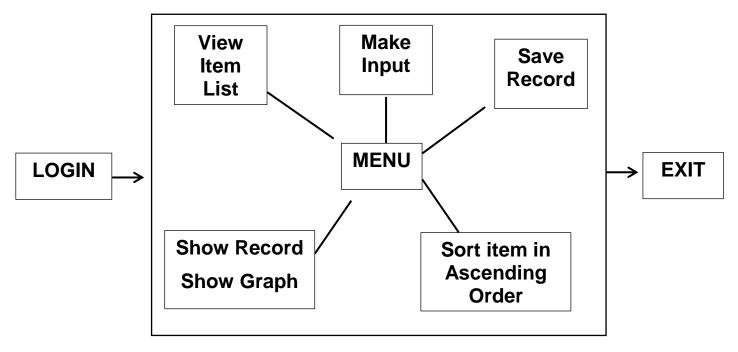


Figure 15:Architecture for Clothing store

This is the clothing store architecture of BRS Store. The user is allowed to get access if the user name and password is entered correctly in the login stage. Then the main menu is accessed from where various activities can be done in the figure tips. After using the application one can get out of the system by just clicking the exit button.

2.3 Functionality

This application is .exe which means a windows pc is needed to run this software. PC with minimum requirement is also able to handle this software.

2.4 Class Diagram

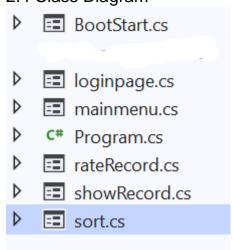


Figure 16: Classes used in this project

BootSt<u>art</u>

Methods I	Description	▲ 👣 BootStart
Timer1_Tick S	Sets time for a certain period.	BootStart() BootStart() BootStart() BootStart_Load(object, EventArgs): void BootStart_Load(object, EventArgs): void Callabel1_Click(object, EventArgs): void Components: IContainer Dispose(bool): void InitializeComponent(): void label1: Label label2: Label progressBar1: ProgressBar timer1: Timer pictureBox2: PictureBox

Figure 5.2.2: Class Diagram of Splash Screen

Login Page

Methods	Description	■ figure ¶ loginpage ∥ lo
Button1_Click Button2_Click	This is login button and on clicking this, main menu is displayed. This is exit button and on clicking the system exists.	count: int loginpage() button2_Click(object, EventArgs): void button1_Click(object, EventArgs): void loginpage_Load(object, EventArgs): void label6_Click(object, EventArgs): void components: IContainer
Label6_Click	When the username and password is incorrect label is displayed with message.	InitializeComponent(): void label1: Label label2: Label username: TextBox password: TextBox button1: Button button2: Button label3: Label panel1: Panel

Figure 17: Class Diagram for Login

Main Menu page

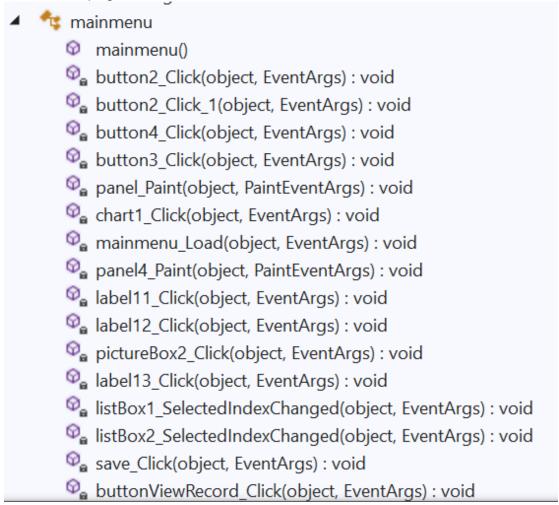


Figure 18:Main Menu Class Diagram

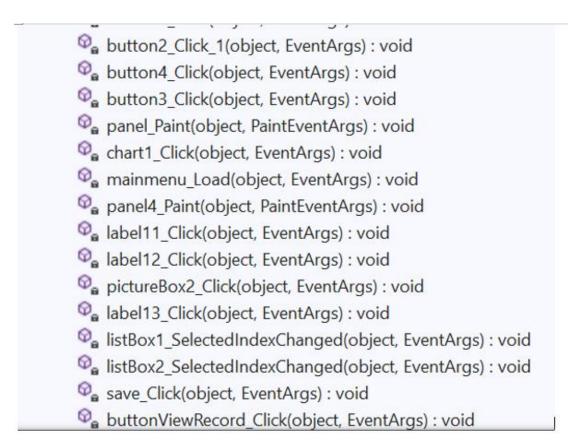


Figure 19: Main Menu Class Diagram

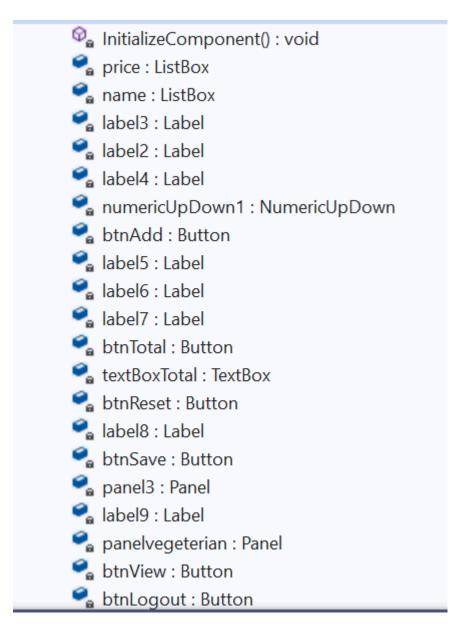


Figure 20:Main Menu Class Diagram

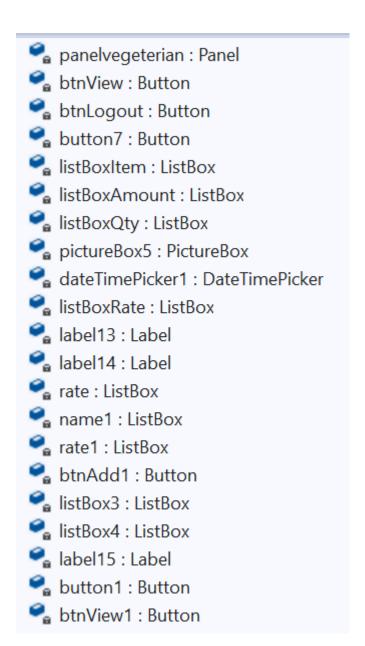


Figure 21:Main menu Class Diagram

Program page

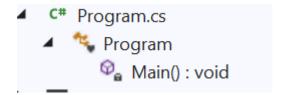


Figure 22: Class Diagram of Program

Rate Record

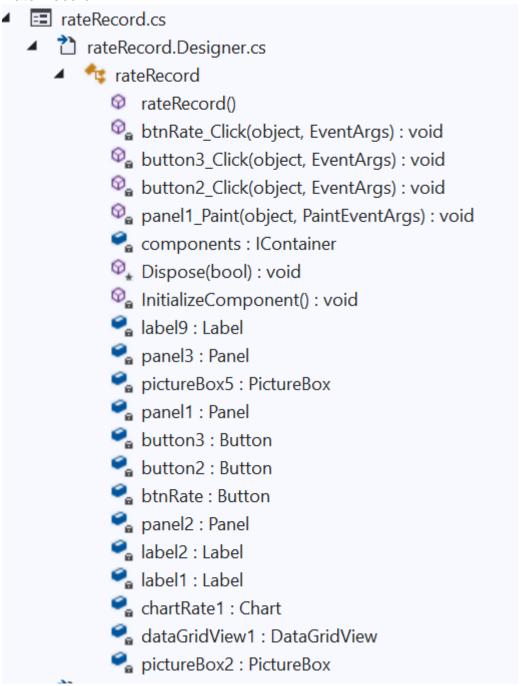


Figure 23: Rate Record Class Diagram

Show Record Page

Methods	Descriptio	✓ tyiewRecord
	n	ds : DataSet
Button1_Click	Shows the	viewRecord()
	graph of	buttonviewRecord_Click(object, EventArgs) : void
	the data	panel2_Paint(object, PaintEventArgs) : void
	stored.	viewRecord_Load(object, EventArgs) : void
Button2_Click	On	button2_Click(object, EventArgs) : void
	clicking	💁 button3_Click(object, EventArgs) : void
	this button	💁 label9_Click(object, EventArgs) : void
	the system	降 pictureBox1_Click(object, EventArgs) : void
	exits.	💁 chart1_Click(object, EventArgs) : void
Button3_Click	It gets	🗣 button1_Click(object, EventArgs) : void
	back to	components : IContainer
	main menu	🔐 Dispose(bool) : void
		№ InitializeComponent() : void
	page.	abel9 : Label
		Panel3 : Panel
		🚰 panel1 : Panel
		🔩 button1 : Button
		Panel2 : Panel
		button2 : Button
		button3 : Button
		abel1 : Label
		chartRate : Chart

Figure 24:Class Diagram of Show Record

Sorting Page

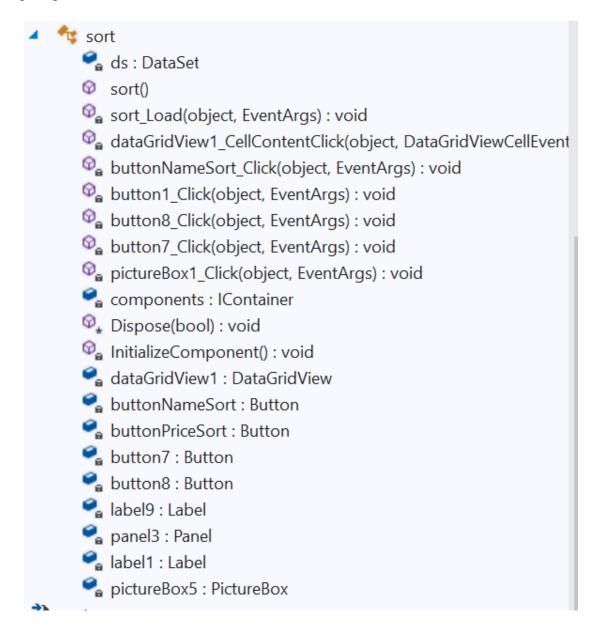


Figure 25: Class Diagram of Sort

3. Testing

After system completion, testing is carried out. It is tested to achieve or not the expected features in the system. Additional improvements would be made if the system has not been found to function properly. The following are some tests for this system:

Test 1:

Objective: To check Login Button:

Result: Login successful when entered right username and password. Login failed when entered wrong username and password.



Figure 26:Login Test with wrong Userpass



Figure 27: Login Test using Right user pass

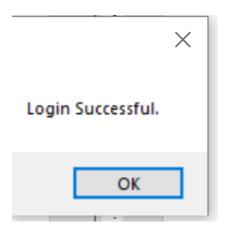


Figure 28: Login success prompt message

Test 2:

Objective: To check if ADD button is working or not.

Result: The items and the corresponding values are added as selected in the list.



Figure 29: Adding items in the list

Test 3:

Objective: To check the Arrange Button

Result: After clicking the Arrange Button next page is opened and after clicking the short by price, items are placed in ascending order.



Figure 30: Check of Arrange button



Figure 31:Items are arranged in ascending order

Test 4:

Objective: Changing the Date:

Result: The date is changed as required.



Figure 32: Changing Date

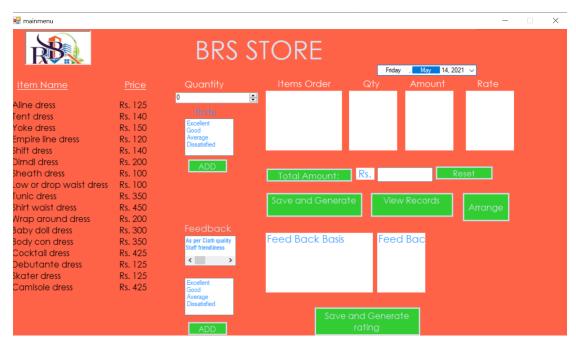


Figure 33:Changing Date

4. Reflection

This was totally a new experience in building an desktop application for me. Visual studio and c# were used to develop the GUI part and Back end part of this application. I tried my best to make the design as simple as possible so that my app can be very user friendly.

This system I now ready to carry out all the task given to us for the completion of cw1 in application development. I got new ideas about how the programmes works and how the things work in real life. Connecting the GUI part to the csv

file was a little bit hard for me. But with the help of our lecture slides and some research on the internet I was able to figure it out how actually it's done.

After analysing the task, A level of confidence is developed within me. I am now able to think about the program in different way. Overall the project was very fruitful in my case that helped me to increase the coding skill and understanding level about program and programming.

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Values)%20is,more%20fields%2C%20separated%20by%20commas.

[Accessed 2121].