



American International University- Bangladesh

CSC 2209: Object Oriented Programming 1 (JAVA)

CO1 Evaluation Project Summary Report Fall 2019-20

Group No: 06

Project Title: Supershop Management System

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Introduction:

In our daily life Shopping is a important things .We need a lot of necessary things in daily life.Thats why we buy something everyday. But in our busy life we cant shopping everyday.If the people get a chance to do all the shopping from a supershop at a time .Then it will be great and beneficial for our life also it will make our life more easier.Thats why we try to make a user friendly SuperShop management System Software

User Category:

There are two types of Users here. They are:

- Admin
- Salesman

Feature List:

In this project the “Admin” has the following features:

- View Product details
- Update product
- Remove product
- Add product
- .View Employee
- Add employee
- Remove Employee
- Update Empolyee
-

In this project the “salesman” has the following features:

- Sell product
- Print bill
- And clear

GUI Description:

Here have a system where admin can log in,and he can add employee data ,update and remove employee data from database.Admin can also add product details ,update and remove product from data base.if a customar take their item in their cart and come to salesman for pay,sales man can calculate all product price with using this system and print out all product price for customer.



Welcome GUI



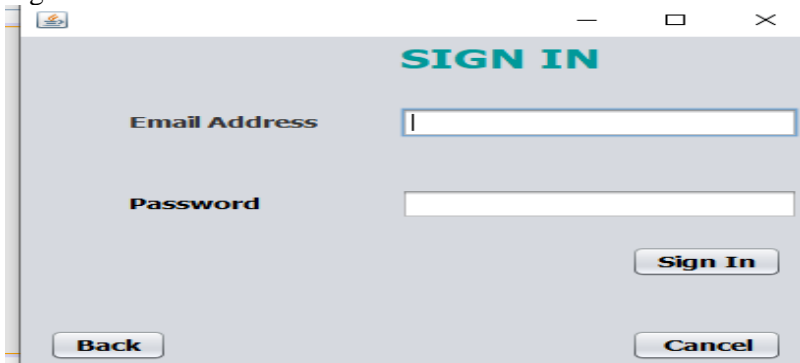
From here we can go to admin and salesman

Admin GUI



From here admin can go admin product GUI or employee GUI

Sign in GUI



If he is admin he have to log in



REGISTER

Name	<input type="text"/>
Phone Number	<input type="text"/>
Email	<input type="text"/>
Password	<input type="password"/>
Confirm Password	<input type="password"/>

[Click here to Sign In](#)

Here developer can register an account which is fixed

The image displays two Java Swing windows. The top window, titled "Product Details", features four text input fields for "Product ID", "Product Name", "Quantity", and "Price". To the right of these fields are five buttons: "Search", "Add", "Remove", "Update", and "Display". Below the input fields is a table with four columns: "ID", "Name", "Quantity", and "Price". The bottom window, titled "Employee Information", has three text input fields for "ID", "Name", and "Phone Number". To the right of these fields are five buttons: "Search", "Add Employee", "Remove Employee", "Update", and "Display". Below the input fields is a table with three columns: "Name", "ID", and "Phone No". Both windows have standard Windows-style window controls (minimize, maximize, close) in the top right corner.

Product Details

Product ID

Product Name

Quantity

Price

Search Add Remove Update Display

ID	Name	Quantity	Price
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Back Exit

Employee Information

ID

Name

Phone Number

Search Add Employee Remove Employee Update Display

Name	ID	Phone No
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Admin can view and update all

Salesman GUI



phpMyAdmin

Server: 127.0.0.1 » Database: supershop » Table: register

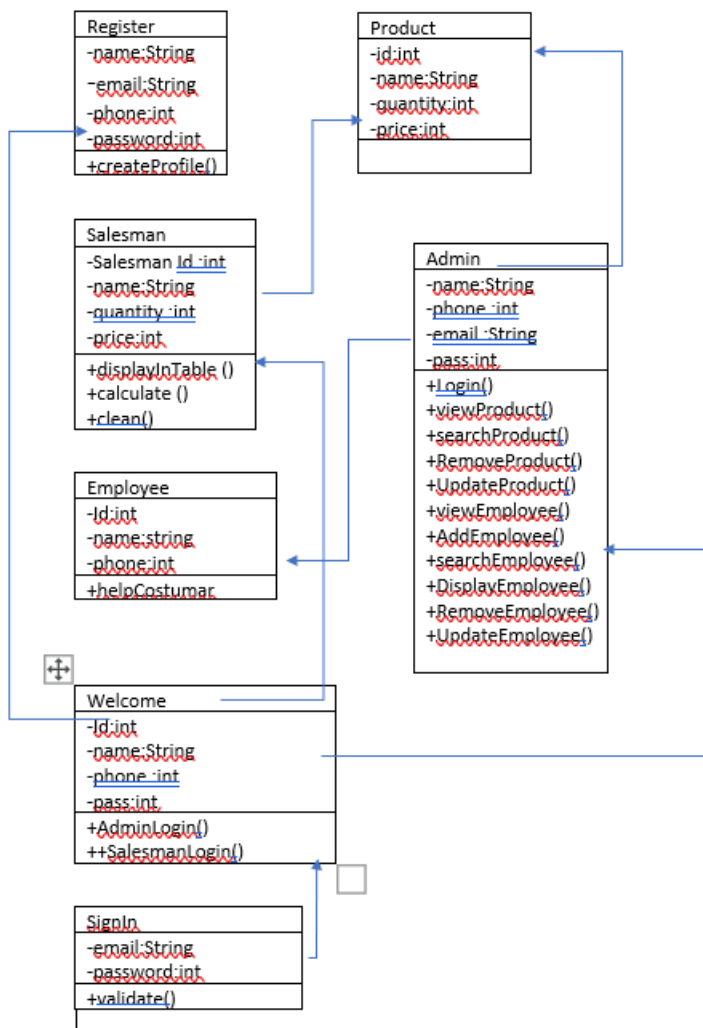
Browse Structure SQL Search Insert Export Import Privileges Operations Tracking

Table structure Relation view

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra	Action
1	ID	int(10)			No	None		AUTO_INCREMENT	Change Drop More
2	Name	varchar(50)	latin1_swedish_ci		Yes	NULL			Change Drop More
3	Phone_Number	int(50)			Yes	NULL			Change Drop More
4	Email	varchar(50)	latin1_swedish_ci		No	None			Change Drop More
5	Password	varchar(50)	latin1_swedish_ci		No	None			Change Drop More
6	Confirm_Password	varchar(50)	latin1_swedish_ci		No	None			Change Drop More

Check all With selected: Browse Change Drop Primary Unique Index Fulltext Add to central column

Class Diagram:



Tools Used:

To develop this project we have used the following:

- Netbeans
- Xampp
- PhpMyAdmin

OOP and Java Concepts Used:

- Overloading: Overloading means when same operator and function name is used just parameter type and numbers are different.
- Overriding: Overriding means a class have more than one method having the same name ,if their argument list is different.
- Abstract: Abstract class have abstract method and non-abstract method.it must be in abstract class and it must be overridden.
- GUI: GUI (Graphical user interface) is a program interface that takes advantage of the computers graphics capabilities to make the program easier to use.
- Exception handling : here exception are contained within a try block.if an exception occurs within the try block ,it is thrown to the catch block.

Impact of this Project:

This Supershop Management System project will have a significant impact on society. By using this software, the quality of life of people in the society will increase and will be very fast. It will have a positive impact on the economic condition of the society.

With this project, the customer can easily get a list of those which he purchase. This will save time both the customer and the shopkeeper. By doing so, people are protected from many forms of suffering.

Limitations and Possible Future Improvements:

In this project we could not arrange to order online. Our biggest limitation of this software is that it can only run on a personal computer.

We will create a web site for this software where customer can easily order anything from home. And we will add a new feature named *Delivery boy* who delivered the products to customer's house. We will also make a mobile application which will available at Google Playstore and people will can easily use it for order anything.



