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Academic Year – (2022-2023) Sem- II

Project Report on
PETSHOP MANAGEMENT SYSTEM
Subject
Web Technology

Submitted To Savitribai Phule Pun University

Third Year in Computer Engineering

Department Of Computer Engineering



CERTIFICATE

**SVPM's COLLEGE OF
ENGINEERING, DEPARTMENT
OF COMPUTER ENGINEERING**

CERTIFICATE

This is to certify that,

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of class **T.E Computer**; have successfully completed their mini project work on “**PETSHOP MANAGEMENT SYSTEM** ” at **SVPM's College of Engineering, Malegaon(Bk.)** in the partial fulfillment of the Graduate Degree course in **T.E** at the department of **Computer Engineering** in the academic Year 20222023 Semester – II as prescribed by the Savitribai Phule Pune University.

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INTRODUCTION

This project is about creating a computer system that helps pet shop owners manage their inventory, sales, and customer information in an easy and efficient way. By using technology, we aim to make the pet shop business run smoother and provide the owner with useful insights into their business. The system will be customized to meet the specific needs of the pet shop owner and help them save time and grow their business.

Pet shop management involves the planning, organization, and execution of activities related to the operation of a pet store. This includes managing inventory, overseeing staff, providing customer service, and ensuring the health and well-being of the animals in the store. Pet shop managers must be knowledgeable about the care and maintenance of various types of pets, as well as regulations and industry standards related to the sale and housing of animals.

In addition to the day-to-day tasks of running a pet store, successful pet shop management also requires effective communication and marketing skills to attract and retain customers. This may involve developing advertising campaigns, managing social media accounts, and building relationships with local pet-related businesses and organizations.

PROBLEM STATEMENT

Managing a pet shop can be a complex and time-consuming task, especially when it comes to managing inventory, sales, and customer information. It can be challenging to keep track of the different types of pet food, toys, and other products that the shop carries, as well as the customer's purchase history and information. Additionally, manually managing sales, accounting, and other operational tasks can be prone to errors, resulting in loss of revenue and poor customer experience.

OBJECTIVE

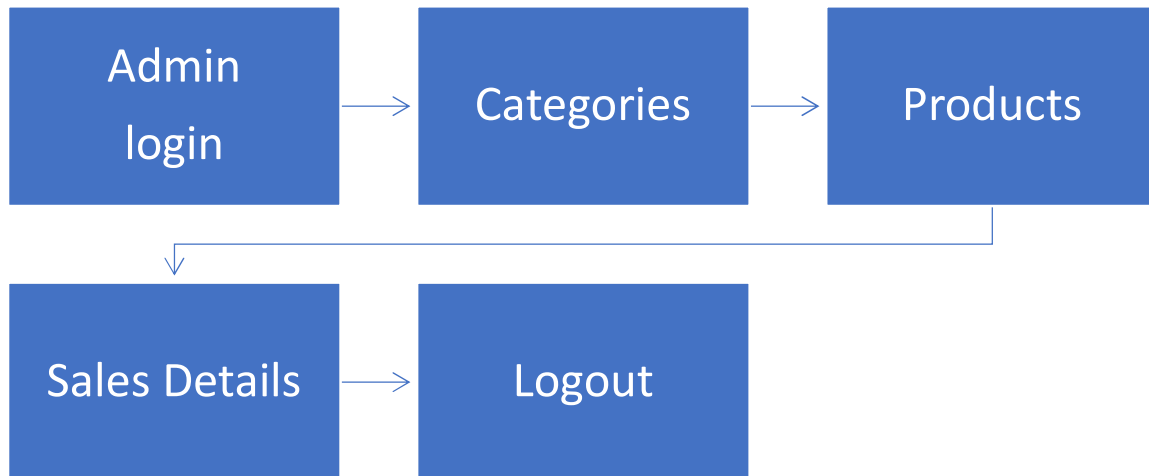
The objective of a pet shop management system is to streamline and enhance the overall operations of a pet shop. It aims to automate various tasks and processes, improve efficiency, and provide better customer service. The system helps in managing inventory, tracking sales and purchases, organizing customer information, scheduling appointments, and facilitating overall business operations. The ultimate goal is to optimize the management of the pet shop, leading to increased profitability, customer satisfaction, and smooth day-to-day operations.

FUTURE SCOPE

The future scope of pet shop management is promising, as the pet industry continues to experience significant growth and people's love for pets shows no signs of diminishing. Here are some potential areas of development and opportunities for pet shop management in the future:

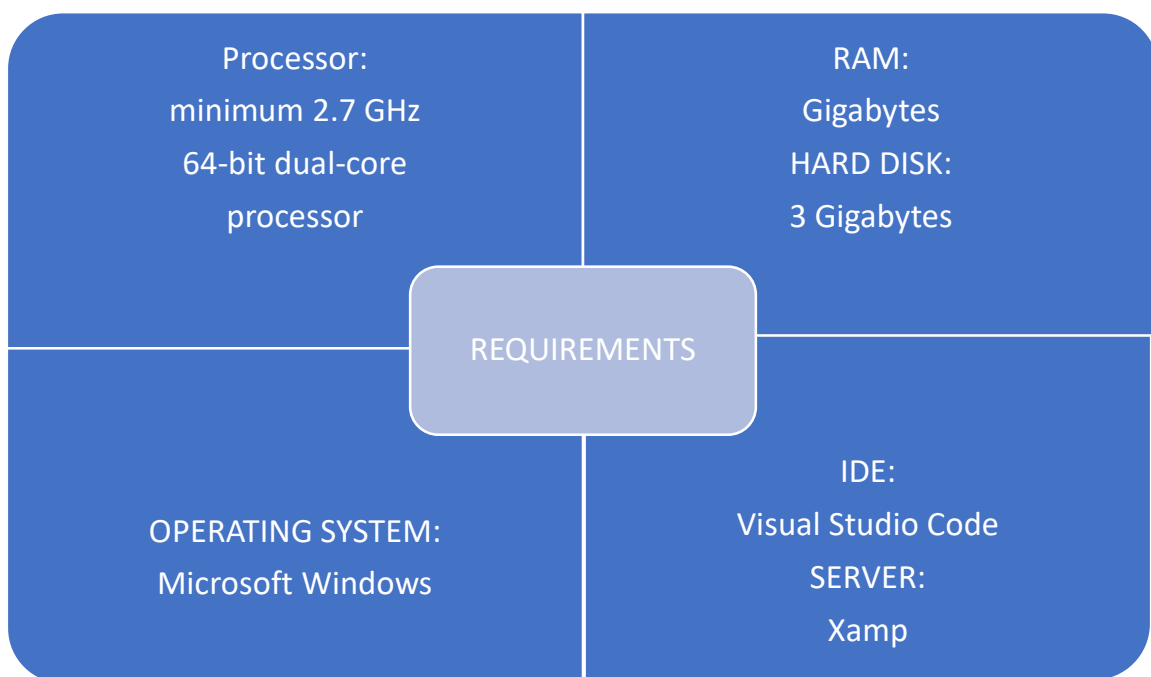
- 1) E-commerce and Online Presence
- 2) Personalized Customer Experience
- 3) Health and Wellness Focus
- 4) Adoption and Rescue Services
- 5) Pet Services Integration

SYSTEM ARCHITECTURE



TECHNOLOGY USED

In this project we used lots of different technologies which are given in the below diagram.



Let's understand this technology in brief:

Classes and Objects:

A class defines object properties including a valid range of values, and a default value. A class also describes object behavior. An object is a member or an "instance" of a class. An object has a state in which all of its properties have values that you either explicitly define or that are defined by default settings.

Java:

Java is a widely used object-oriented programming language and software platform that runs

on billions of devices, including notebook computers, mobile devices, gaming consoles, medical devices and many others.

Switch:

The switch statement is a multi-way branch statement. In simple words, the Java switch statement executes one statement from multiple conditions. It is like an if-else-if ladder statement. It provides an easy way to dispatch execution to different parts of code based on the value of the expression.

Oops:

As the name suggests, Object Oriented Programming or OOPs refers to languages that use objects in programming, they use objects as a primary source to implement what is to happen in the code. Objects are seen by the viewer or user, performing tasks assigned by you. Object-oriented programming aims to implement real-world entities like inheritance, hiding, polymorphism etc. in programming. The main aim of OOP is to bind together the data and the functions that operate on them so that no other part of the code can access this data except that function.

SOURCE CODE

```
<html>
<head>
<title>
  petshop
</title>
  <meta name="viewport" content="width=device-width, initial-scale=1">
<style>
body {
  margin: 0;

  background-size: cover;
background: #484848;
  background: -webkit-linear-gradient(right, #484848,#1a1a1a);
background: -moz-linear-gradient(right, #1a1a1a,  #484848);
background: -o-linear-gradient(right,#484848,#1a1a1a);
background: linear-gradient(to left, #1a1a1a, #484848);
  font-family: "Roboto", sans-serif;
  -webkit-font-smoothing: antialiased;
  -moz-osx-font-smoothing: grayscale;
  /*background-color:rgba(43, 3, 3, 0.945);*/
}
.topnav {
  overflow: hidden;
  background-color:rgb(73, 25, 21);
  height: 70px;
  border: 2px solid black;
}

.topnav a {
  float: left;
  color: #f2f2f2;
  text-align: center;
  padding: 14px 16px;
  text-decoration: none;
  font-size: 35px;
  font-weight: bold;
}
.login-page {
  width: 360px;
  padding: 8% 0 0;
  margin: auto;
}
.form {
  position: relative;
```

```

    z-index: 1;
    background: #FFFFFF;
    max-width: 360px;
    margin: 0 auto 100px;
    padding: 45px;
    text-align: center;
    box-shadow: 0 0 20px 0 rgba(0, 0, 0, 0.2), 0 8px 8px 0 #491915;
    border: 5px solid #491915;
    border-radius: 3px;
}
.form input {
    font-family: "Roboto", sans-serif;
    outline: 0;
    background: #f2f2f2;
    width: 100%;
    border: 0;
    margin: 0 0 15px;
    padding: 15px;
    box-sizing: border-box;
    font-size: 14px;
}
.form button {
    font-family: "Roboto", sans-serif;
    text-transform: uppercase;
    outline: 0;
    background: rgba(249, 105, 14, 1);
    width: 100%;
    border: 0;
    padding: 15px;
    color: #FFFFFF;
    font-size: 14px;
    -webkit-transition: all 0.3 ease;
    transition: all 0.3 ease;
    cursor: pointer;
}
.form button:hover, .form button:active, .form button:focus {
    background: rgba(249, 105, 14, 1);
}

</style>
</head>
<body>
    <div class="topnav">
        <a class="active" href="index.php"></a>
        <a href="login.html">pets shop</a>
    </div>

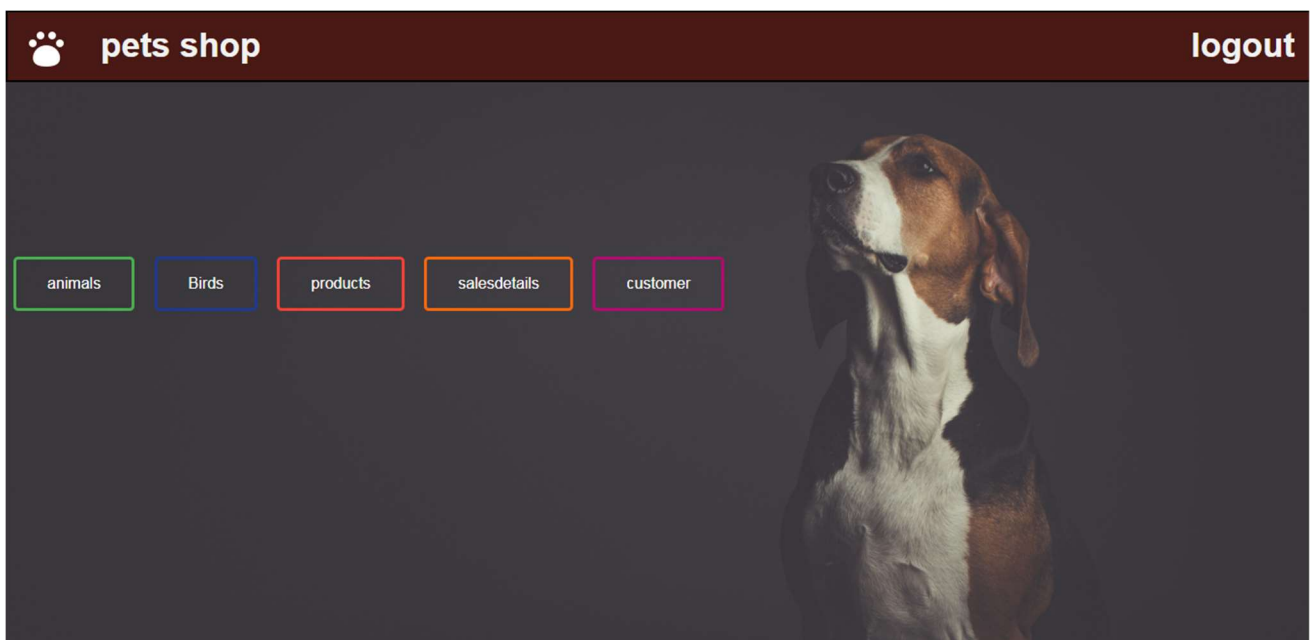
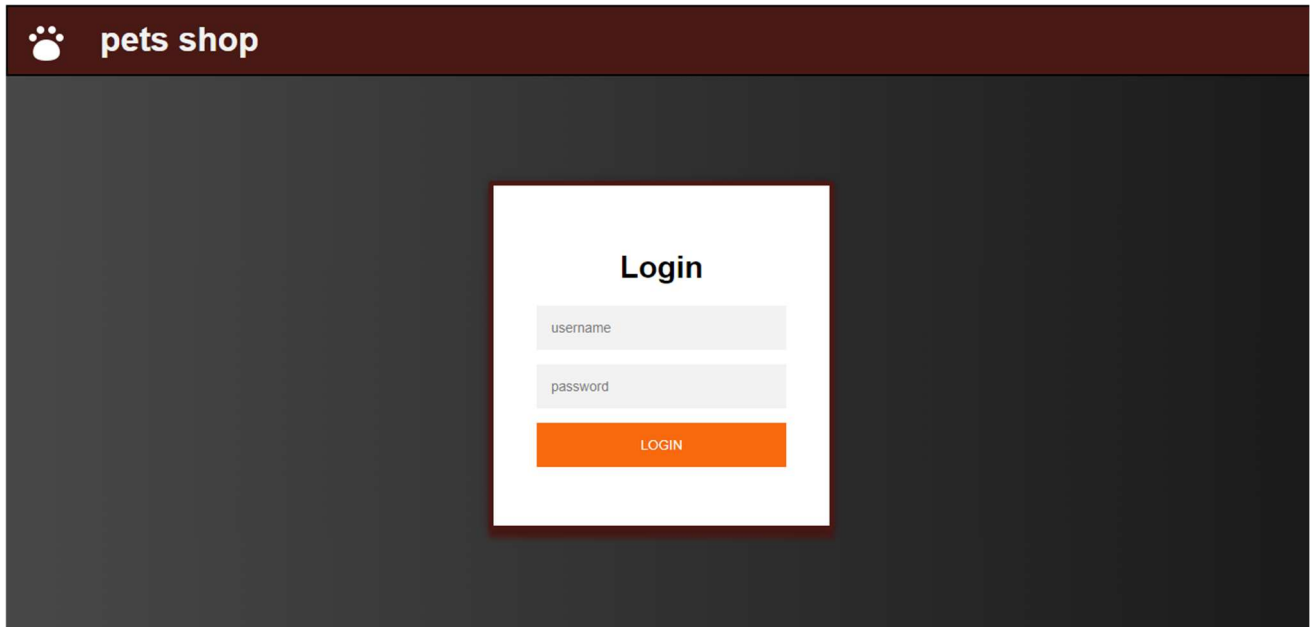
```


```
<div class="login-page">
<div class="form">
  <form class="login-form" action="index.php" method="POST">
    <h1>Login</h1>
    <input type="text" name="t1" placeholder="username" required/>
    <input type="password" name="t2" placeholder="password" required/>
    <button type="submit" name="t23" >login</button>
  </form>
</div>
</div>

</body>

</html>
```

RESULT




Animals
logout

Add new animal
update animal

pet_ID	petcategory	breed	weight(kg)	height(cm)	age(m)	fur	cost(Rs)
pa01	dog	labrador	11.3	30	2	white	8000
pa02	cat	parsian	3.6	20	2	white	3000
pa03	dog	golden retriever	12.5	40	2	gloden	8500
pa04	dog	boxer	11.5	45	3	black	15000
pa05	cat	rag doll	2.6	20	5	white	3500
pa06	dog	st bernard	10.8	35	3	brownish yellow	10500
pa07	dog	bulldog	8	25	3	white	12000
pa08	dog	german shepard	12	42	4	black	10000


Delete


sold pets
logout

Back
Add new details

sd_ID	pet_id
sd01	pa01
sd02	pa02
sd05	pa03
sd06	pb02
sd06	pb04

Delete


Customers
logout

Add new customer
update customer
phone nos.

cs_ID	cs_fname	cs_minit	cs_lname	cs_address
cs01	Naveen	kumar	k	Mandya
cs02	manjunath	kumar	h v	BENGALURU
cs03	pavan	chikkanna	gowda	BENGALURU
cs04	kushal	kumar	k	BENGALURU
cs05	ravi	shankar	c	BENGALURU

Delete

CONCLUSION

In conclusion, a pet shop management system can bring significant benefits to pet shop owners, including increased efficiency, improved customer service, better decision-making, and cost savings. Although there are some disadvantages to implementing such a system, the advantages generally outweigh the drawbacks. Ultimately, a pet shop management system can help pet shop owners to manage their business more effectively, making it a valuable investment for those looking to improve their operations and profitability.

REFERENCES

- † https://www.w3schools.com/java/java_switch.asp
- † <https://www.tutorialspoint.com/OOPS-concepts-in-Java>
- † <https://www.geeksforgeeks.org/classes-objects-java/>
- † <https://www.economicsdiscussion.net/banks/nationalized-banks/9-major-problems-faced-byindias-nationalized-banks/12927>