

Project Design Phase

Technology Stack (Architecture & Stack)

Date	03 October 2022
Team ID	PNT2022TMID52083
Project Name	Retail Stores Stock Inventory Analytics
Maximum Marks	4Marks

Technical Architecture:

The Deliverable shall include the architectural diagram as below and the information as per the table1 & table2

Reference:

<https://images.app.goo.gl//gCChM7K8CEeYJoDQ8>

Guidelines:

1. Defining the question.
2. Collecting the data.
3. Cleaning the data.
4. Analyzing the data.
5. Sharing your results.
6. Embracing failure.
7. Summary

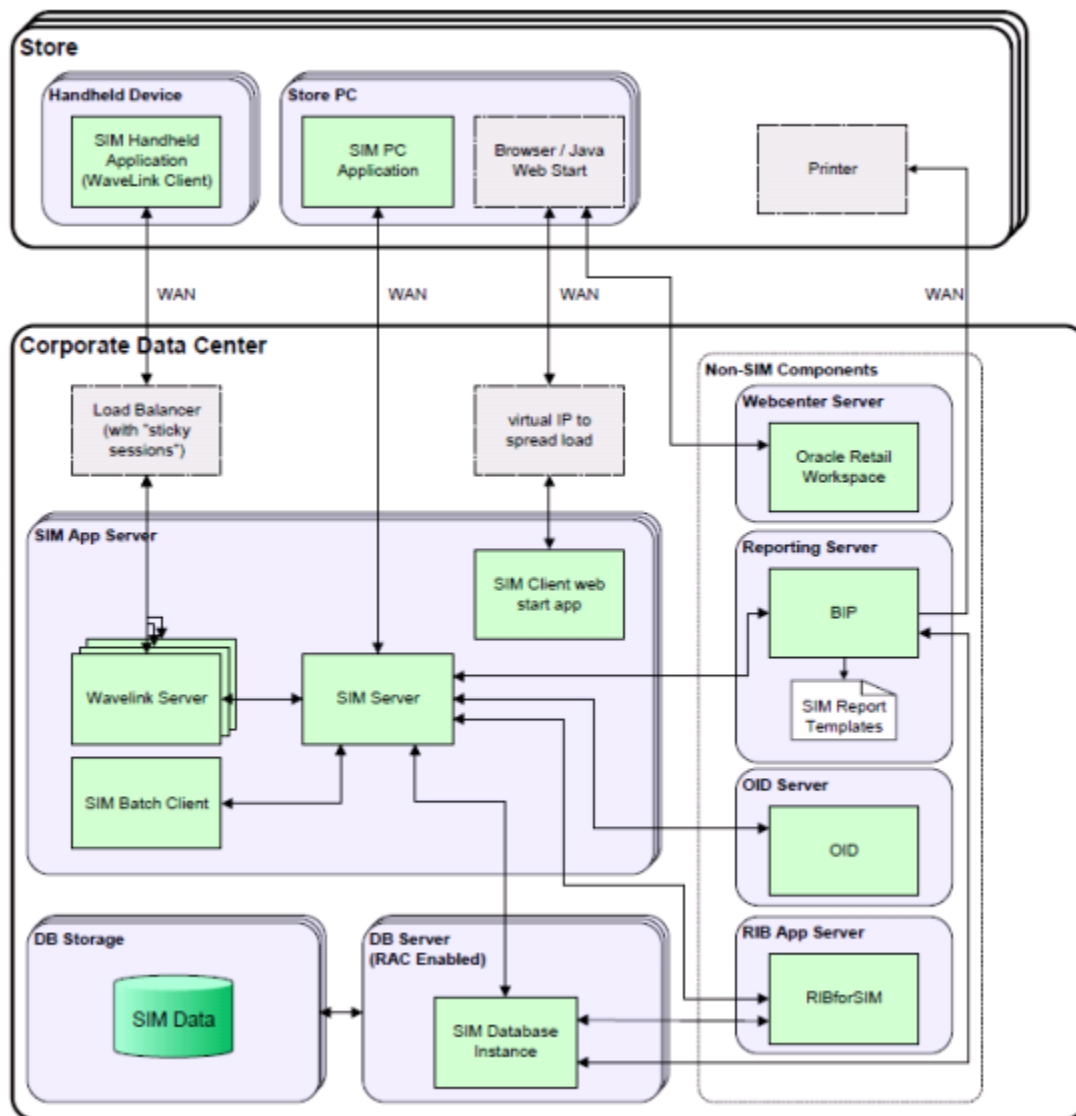


Table-1:Components&Technologies:

S. No	Component	Description	Technology
1.	Collecting data	Data collection is the process of gathering and measuring information on variables of interest.	Mobile phones, GPS, Bluetooth, Smart cards.

2.	Data analysis	A data analytics collects and stores data on market research, logistics, linguistics, or other behaviors.	Data analysis is the process of examining data sets in order to find trends and draw conclusions about the information they contain.
3.	Reporting results	A report result is a document that presents information in an organized format for a specific audience and purpose.	Fault detection, monitoring and maintenance technology used by computers.
4.	Improving Processes	Identify, plan and implement key projects to improve quality ,reduce costs, increase productivity and improve cycle time by reducing wasted time, etc.	Process mining ,Robotic Process Automation, Data Extraction, Further Reading.
5.	Building a data-driven culture	It makes strategic decisions based on data analysis and interpretation.	Lay your data foundation, turn data into action, monitor and refine your data culture.
6.	Product	A product description is the marketing copy that explains what a product is and why it's worth purchasing.	Television, Internet, Cell phones ,computers, software.
7.	Price	Price the amount of	Ending a price with

		money that has to be paid to acquire a given product.	an odd number to make a customer feel like they are spending much less.
8.	Place	Start early, Be specific, Use unfamiliar locations.	Virtual Fitting Rooms, Cashierless checkout, Total Experience.
9.	promotion	Variety of action intended to raise greater awareness or advancement of an item.	Promotion technology offers up 120Hz refresh rate instead of the standard 60Hz.

Table-2: Application Characteristics:

S. No	Characteristics	Description	Technology
1.	Velocity	Velocity defined as the distance covered by an object in unit time.	Velocity technology provides end-to-end IT solutions and service.
2.	Visualization	Formation of mental visual images, the act or of putting into visible.	Visualization technology is now an indispensable part of automation.
3.	validity	Validity refers to how accurately a method measures what it is intended to measure.	Technology used.
4.	Volume	Volume is defined as the space occupied within the boundaries of an object in three	Technology used.

		dimensional space.	
5.	Value	Some common synonyms of value are appreciate, cherish, prize and treasures.	Technology of open source framework.