Super Market Billing System

Design and Develop a Monolith Console based Super market billing system by understanding various use cases from the customer and administrator point of view. You are allowed to improvise and add more real-time use relevant cases to to each task if possible.

Module A : Authentication and Welcome menu

Application must authenticate both Admin and Customers taking EmailID and password and display a welcome menu based on their role.

Module B : Inventory Management

Admin can Add an item,Modify an Item details and Quantity and Delete an Item. Admin will add other Admins and Customers into the System

a) Admin can view list of all products sorted by Name or Price
b) Admin can search a product by Product name
c) Admin can increase the Customers credit item

Module C : Customer Purchase

Customer can view list of all Products available, Select the product by Product ID and specify the quantity and add to cart and proceed to payment

a) Add more items into cart, Add same item in cart
b) Edit Product quantities or delete product

Module D : Payment

Each Customer has given a Preloaded Credit amount of Rs 1000 initially when they are signed up , Customer can by products within their credit limit only, Also we will reward the customers based on any of these two criterias
a) If 5000 rupees spent in a bill we will discount 100 Rs to their wallet as pay back to

their credit and not add any reward points
b) For every 100 rupees spent we will add 1 Point to their loyalty score , on accumulation of 50 score we will give them 100 Rs discount on next immediate bill

Module E : Purchase History

Customers can login and view a list of all purchases made so far by the Bill date and Bill number

Module F : Reports

Admin can view below reports

a) Products with less quantity so that they can refill
b) Products that are not brought so far by any customers
c) Customers who has brought for more value
d) List of admins who has made more sale