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A

Mini Project Report On

“SUPERMARKET MANAGEMENT SYSTEM”

Submitted in the partial fulfillment of the requirements for the award of the Degree of

BACHELOR OF ENGINEERING IN INFORMATION SCIENCE AND ENGINEERING

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CERTIFICATE

This is to certify that the web mini project work entitled **“SUPERMARKET MANAGEMENT SYSTEM”** presented by **Mr. SUMANT HEGDE(1EW18IS100)** and **Mr. SUNEEL DHARANI(1EW18IS101)**, bonafide students of **EAST WEST INSTITUTE OF TECHNOLOGY**, Bengaluru in partial fulfillment for the award of **Bachelor of Engineering in Information Science and Engineering** of **Visvesvaraya Technological University**, Belgavi during the year 2020-2021. It is certified that all corrections/suggestions indicated for Internal Assessment have been incorporated in the report deposited in the departmental library. The mini project report has been approved as it satisfies the academic requirements in respect of project work prescribed for the said degree.

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ABSTRACT

The Wedding Reservation System is a simple project developed using PHP, JavaScript, and CSS. The project contains an admin and user modules. The admin module manages all the information of the customer. The main objective of the project is to manage the details of wedding, event, package . It manages all information about wedding ,quotation ,blog wedding. The project is totally built at administrative end and thus only the administration is guaranteed the access. In the proposed system an application program is built to reduce the manual work for managing the wedding. It tracks all the details about the event. To increase efficiency of managing the information and transaction of package. The customer can reserve the date and they can contact through this website for more information. The user module allows for sign up or logging in of the user. The user gets to make reservations by filling out the required form. Subsequently, any account related settings can be chnaged like password. Once the reservation is made, it can viewed for any further changes. The reservation made is refelected on the admin module where the reservation is looked at for further apporval or rejection based on contact and verification processes.

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CHAPTER 1

INTRODUCTION

1.1 Overview

Supermarket management system is the system where all the aspects related to the proper management of supermarkets are done. These aspects involve managing information about the various products, staff, managers, customers, billing etc. This system provides an efficient way of managing the supermarket information. Also allows the customer to purchase and pay for the items purchased.

This project is based on the sales transaction and billing of items in a supermarket. The first activity is based on adding the items to the system along with the rate which are present in the supermarket and the name of the items which the supermarket will agree to sell. This authority is given only to the product manager. Any modifications to be done in the item name and the rate can be done only by him. He also has the right to delete any item. As the customer buys the products and comes to the billing counter, the user is supposed to enter the item name he purchased and the quantity of the item he had purchased.

This study is to produce software which manages the sales activity done in a supermarket, maintaining the stock details, maintaining the records of the sales done for a particular month/year, managing employees working for the store etc. The users will consume less time in calculation and the sales activity will be completed within a fraction of seconds whereas manual system will make the user to write it down which is a long procedure and so paperwork will be reduced and the user can spend more time on monitoring the supermarket. The project will be user friendly and easy to use

1.2 Objective of the project

- To Manage employees working for a store.
- Net income and expenditure monitoring.
- Maintain record of all the products sold in the store.
- Monitor stock of different products.
- Add or remove products ,remove expired products.
- To Bill generation.
- Information can be easily accessed for identification and verification process by the Admin.
- This system will save the time of the Users.

1.3 Advantages

- User friendly design.
- Easy to operate.
- Has a good user interface.
- Easy to modify.
- Expandable.
- Handle the errors and exceptions satisfactorily.
- Always a room for scalability.

1.4 Disadvantages

- Error prone: Existing systems are error prone, since manual work is required. More time is consumed and errors may propagate due to human mistakes.
- It needs active internet connection.

CHAPTER 2

PROPOSED WORK

2.1 Existing System

The existing system is manual /machine systems where the users must have to perform their tasks manually. It will take more time and this whole procedure is very tedious and takes a lot of time.

Problems of the existing system

- It is limited to a single system.
- It has a lot of manual work (Manual work does not mean working with pen or paper, rather includes working on spreadsheets and other simple software.)
- The present system is very less secure.
- It is unable to generate different kinds of reports.
- Retrieval of information is difficult and time consuming.
- A lot of time and manual effort is required

2.2 Proposed System

Supermarket management system is the system where all the aspects related to the proper management of supermarkets are done. These aspects involve managing information about the various products, staff, managers, customers, billing etc. This system provides an efficient way of managing the supermarket information. Also allows the customer to purchase and pay for the items purchased.

2.3 Feasibility Study

After doing the project Super Market Management System, study and analyzing all the existing or required functionalities of the system, the next task is to do the feasibility study of the project. All the projects are feasible - given unlimited resources and infinite time. Feasibility study includes consideration of the possible ways to provide a solution to the given problem. The proposed solution

should satisfy all the user requirements and should be flexible enough so that future changes can be easily done based on the future upcoming requirements.

A) Economical Feasibility

This is a very important aspect to be considered while developing a project. We decided the technology based on minimum possible cost factor.

- All hardware and software cost has to be borne by the organization. It is limited to a single system. Overall we have estimated that the benefits the organization is going to receive from the proposed system will surely overcome the initial costs and the later on running cost for system.

B) Technical Feasibility

This included the study of function, performance and constraints that may affect the ability to achieve an acceptable system. For this feasibility study, we studied complete functionality to be provided in the system, as described in the System Requirement Specification (SRS), and checked if everything was possible using different type of frontend and backend platform.

B) Operational Feasibility

No doubt the proposed system is fully GUI based that is very user friendly and all inputs to be taken all self explanatory even to a layman. Besides, a proper training has been conducted to let know the essence of the system to the users so that they feel comfortable with the new system. As far our study is concerned the clients are comfortable and happy as the system has cut down their loads and doing.

2.4 Requirement Specifications

2.4.1 Software requirements

Tools used	: Microsoft Visual Studio code
Back end Design	: Python, JavaScript
Front end design	: HTML, CSS, JS
Database	: MySQL

2.4.2 Hardware Requirements

Processor : Ryzen 5 3600U, Intel i5

Ram : 8 GB

Hard disk : 500 GB

Chapter 3

LITERATURE SURVEY

3.1 Introduction to DBMS:

History: the relational model, first proposed in 1970 by Edgar F. Codd, departed from this tradition by insisting that applications should search for data by content, rather than by following links. The relational model employs sets of ledger-style tables, each used for a different type of entity. Only in the mid-1980s did computing hardware become powerful enough to allow the wide deployment of relational systems (DBMSs plus applications). By the early 1990s, however, relational systems dominated in all large-scale data processing applications, and as of 2015 they remain dominant: IBM DB2, Oracle, MySQL, and Microsoft SQL Server are the top DBMS.[10] The dominant database language, standardised SQL for the relational model, has influenced database languages for other data models.[citation needed]

Object databases were developed in the 1980s to overcome the inconvenience of object-relational impedance mismatch, which led to the coining of the term "post-relational" and also the development of hybrid object-relational databases.

The next generation of post-relational databases in the late 2000s became known as NoSQL databases, introducing fast key-value stores and document-oriented databases. A competing "next generation" known as NewSQL databases attempted new implementations that retained the relational/SQL model while aiming to match the high performance of NoSQL compared to commercially available relational DBMSs.

3.2 Need of DBMS:

Database systems are basically developed for large amount of data. When dealing with huge amount of data, there are two things that require optimization: **Storage of data** and **retrieval of data**.

Storage: According to the principles of database systems, the data is stored in such a way that it acquires less space as the redundant data (duplicate data) has been removed before storage. Let's take a layman example to understand this:

In a banking system, suppose a customer is having two accounts, one is saving account and another is salary account. Let's say bank stores saving account data at one place (these places are called tables we will learn them later) and salary account data at another place, in that case if the customer information such as customer name, address etc. are stored at both places then this is just a wastage of storage (redundancy/ duplication of data), to organize the data in a better way the information should be stored at one place and both the accounts should be linked to that information somehow. The same thing we achieve in DBMS.

Fast Retrieval of data: Along with storing the data in an optimized and systematic manner, it is also important that we retrieve the data quickly when needed. Database systems ensure that the data is retrieved as quickly as possible.

3.3 Triggers:

A trigger is a SQL block structure which is fired when a DML statements like Insert, Delete, Update is executed on a database table. A trigger is triggered automatically when an associated DML statement is executed.

A trigger or database trigger is a stored program executed automatically to respond to a specific event e.g., insert, update or delete occurred in a table.

The database trigger is powerful tool for protecting the integrity of the data in your MySQL databases. In addition, it is useful to automate some database operations such as logging, auditing, etc.

3.4 Stored Procedures:

Stored procedures are set of Structured Query Language(SQL) statements with an assigned name which are stored in a relational database management system as a group, so it can be reused and shared by multiple programs

3.5 Java Server Pages(JSP):

Java Server Pages is a technology that helps software developers create dynamically generated webpages based on HTML, XML or other document types. Using JSP you can collect input from users through webpage forms, present records from a database or another source, and create webpages dynamically

CHAPTER 4

IMPLEMENTATION

Implementation is the phase of the project where detailed design is converted into a working system. Thus, this is the crucial stage in accomplishing successful system which is efficient. Implementation includes methodical planning, examination of constraints, assessment of methods and platform selection. The term implementation has different meanings ranging from the conversion of a basic application to a complete replacement of a computer system. The procedures however, are virtually the same. Implementation includes all those activities that take place to convert from old system to new. The new system may be totally new replacing an existing manual or automated system or it may be major modification to an existing system. The method of implementation and time scale to be adopted is found out initially. Proper implementation is essential to provide a reliable system to meet organization requirement.

4.1 System Development life cycle

Systems Development Life Cycle (SDLC) is the most common process adopted to develop a project and not surprisingly, this project is following this model too. To be precise, a waterfall model is being applied. Waterfall model is a sequential model process where the input of a phase actually results from the previous phase.

There are five phases in this model and the first phase is the planning stage. The planning stage determines the objectives of the project and whether the project should be given the green light to proceed. This is where the proposal submission comes into picture. After obtaining the approval, the next phase is analysis. Gathering and analyzing the system and user requirements is essential for entry to the design step.

With the user requirements gathering completed, there is a need to prepare the resources for the project. Be it software or hardware components, careful consideration and selection is to be taken care at this stage. The decision on the appropriate resources to be used is further elaborated under the subsections below. The next step is to design the system and database structure.

Results from the analysis and preparation that were concluded from the previous stage are put into action. With the user requirements in mind, the flow of the system is planned and the user interface is designed to suit their easy navigation needs. In addition, the number of tables, attributes, primary and unique keys of the database is listed.

After completing the design, actual coding begins. Databases are created and codes are written. Some of the codes required amendments and improvement to it so these are being developed at this fourth stage of the waterfall model. With the development completed, testing will begin. The codes and database are tested to ensure the results obtained are as intended. More time is spent on both development and testing stages because it is inevitable to have errors and issues and buffer time is allocated for troubleshooting.

4.2 Front end selection

4.2.1 HTML

Hypertext Markup Language (HTML) is the standard markup language for documents designed to be displayed in a web browser. It can be assisted by technologies such as Cascading Style Sheets (CSS) and scripting languages such as JavaScript. Web browsers receive HTML documents from a web server or from local storage and render the documents into multimedia web pages. HTML describes the structure of a web page semantically and originally included cues for the appearance of the document. HTML elements are the building blocks of HTML pages. With HTML constructs, images and other objects such as interactive forms may be embedded into the rendered page. HTML provides a means to create structured documents by denoting structural semantics for text such as headings, paragraphs, lists, links, quotes and other items. HTML elements are delineated by tags, written using angle brackets. Tags such as `` and `<input />` directly introduce content into the page. Other tags such as `<p>` surround and provide information about document text and may include other tags as sub-elements. Browsers do not display the HTML tags, but use them to interpret the content of the page. HTML can embed programs written in a scripting language such as JavaScript, which affects the behavior and content of web pages. Inclusion of CSS defines the look and layout of content. The World Wide Web Consortium (W3C), former maintainer of the HTML and current maintainer of the CSS standards, has encouraged the use of CSS over explicit presentational HTML since 1997. HTML stands for Hyper Text Markup Language. It is the standard markup language for creating Web pages, this describes the structure of a Web page and consists of a series of elements.

- A Simple HTML Document

```
<!DOCTYPE html>
```

```
<html>
```

```
<head>
```



```
<title>Page Title</title>

</head>

<body>

<h1>My First Heading</h1>

<p>My first paragraph.</p>

</body>

</html>
```

- Example Explained

- The <!DOCTYPE html> declaration defines that this document is an HTML5 document
- The <html> element is the root element of an HTML page
- The <head> element contains meta information about the HTML page
- The <title> element specifies a title for the HTML page (which is shown in the browser's title bar or in the page's tab)
- The <body> element defines the document's body, and is a container for all the visible contents, such as headings, paragraphs, images, hyperlinks, tables, lists, etc.
- The <h1> element defines a large heading
- The <p> element defines a paragraph

- What is an HTML Element?

An HTML element is defined by a start tag, some content, and an end tag: <tagname>Content goes here...</tagname>.The HTML element is everything from the start tag to the end tag:

- <h1>My First Heading</h1>
- <p>My first paragraph.</p>

4.2.2 CSS

CSS stands for Cascading Style Sheets. It describes how HTML elements are to be displayed on screen, paper, or in other media. CSS saves a lot of work. It can control the layout of multiple web pages all at once. External stylesheets are stored in CSS files.Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation of a document written in a markup

language like HTML.CSS is a cornerstone technology of the World Wide Web, alongside HTML and JavaScript.CSS is designed to enable the separation of presentation and content, including layout, colors, and fonts. This separation can improve content accessibility, provide more flexibility and control in the specification of presentation characteristics, enable multiple web pages to share formatting by specifying the relevant CSS in a separate .css file, and reduce complexity and repetition in the structural content. CSS information can be provided from various sources. These sources can be the web browser, the user and the author. The information from the author can be further classified into inline, media type, importance, selector specificity, rule order, inheritance and property definition. CSS style information can be in a separate document or it can be embedded into an HTML document. Multiple style sheets can be imported. Different styles can be applied depending on the output device being used; for example, the screen version can be quite different from the printed version, so that authors can tailor the presentation appropriately for each medium. The style sheet with the highest priority controls the content display. Declarations not set in the highest priority source are passed on to a source of lower priority, such as the user agent style. The process is called cascading. One of the goals of CSS is to allow users greater control over presentation. Someone who finds red italic headings difficult to read may apply a different style sheet. Depending on the browser and the web site, a user may choose from various style sheets provided by the designers, or may remove all added styles and view the site using the browser's default styling, or may override just the red italic heading style without altering other attributes.

Why Use CSS?

- CSS is used to define styles for your web pages, including the design, layout and variations in display for different devices and screen sizes.

4.2.3 Javascript

JavaScript is a high-level, interpreted scripting language that conforms to the ECMAScript specification. JavaScript has curly-bracket syntax, dynamic typing, prototype-based object orientation, and first-class functions. Alongside HTML and CSS, JavaScript is one of the core technologies of the World Wide Web. JavaScript enables interactive web pages and is an essential part of web applications. The vast majority of websites use it, and major web browsers have a dedicated JavaScript engine to execute it. As a multi-paradigm language, JavaScript supports event-driven, functional, and imperative (including object-oriented and prototype based) programming styles. It has APIs for working with text, arrays, dates, regular expressions, and the

DOM, but the language itself does not include any I/O, such as networking, storage, or graphics facilities. It relies upon the host environment in which it is embedded to provide these features. Initially only implemented client-side in web browsers, JavaScript engines are now embedded in many other types of host software, including server-side in web servers and databases, and in non-web programs such as word processors and PDF software, and in runtime environments that make JavaScript available for writing mobile and desktop applications, including desktop widgets. The terms Vanilla JavaScript and Vanilla JS refer to JavaScript not extended by any frameworks or additional libraries. Scripts written in Vanilla JS are plain JavaScript code. Google's Chrome extensions, Opera's extensions, Apple's Safari 5 extensions, Apple's Dashboard Widgets, Microsoft's Gadgets, Yahoo! Widgets, Google Desktop Gadgets, and Serence Klipfolio are implemented using JavaScript.

I. Advantages of JavaScript

- **Speed:** Client-side JavaScript is very fast because it can be run immediately within the client-side browser. Unless outside resources are required, JavaScript is unhindered by network calls to a backend server.
- **Simplicity:** JavaScript is relatively simple to learn and implement.
- **Popularity:** JavaScript is used everywhere on the web.
- **Interoperability:** JavaScript plays nicely with other languages and can be used in a huge variety of applications.
- **Server Load:** Being client-side reduces the demand on the website server.

4.3 Database language selection

- SQL is a standard language for accessing and manipulating databases.
- What is SQL?

SQL stands for Structured Query Language and lets you access and manipulate databases. It became a standard of the American National Standards Institute (ANSI) in 1986, and of the International Organization for Standardization (ISO) in 1987.

- What Can SQL do?

SQL can execute queries against a database and can retrieve data from a database, can insert records in a database, can update records in a database, can delete records from a database, can create new databases, can create new tables in a database, can create stored procedures in a database, can create views in a database, also can set permissions on tables, procedures, and views.

4.4 Backend Language Selection (Python)

Python language is incredibly easy to use and learn for new beginners and newcomers. The python language is one of the most accessible programming languages available because it has simplified syntax and not complicated, which gives more emphasis on natural language. Due to its ease of learning and usage, python codes can be easily written and executed much faster than other programming languages.

Python was created more than 30 years ago, which is a lot of time for any community of programming language to grow and mature adequately to support developers ranging from beginner to expert levels. There are plenty of documentation, guides and Video Tutorials for Python language are available that learner and developer of any skill level or ages can use and receive the support required to enhance their knowledge in python programming language.

Many students get introduced to computer science only through Python language, which is the same language used for in-depth research projects.

If any programming language lacks developer support or documentation, then they don't grow much. But python has no such kind of problems because it has been here for a very long time. The python developer community is one of the most incredibly active programming language communities.

This means that if somebody has an issue with python language, they can get instant support from developers of all levels ranging from beginner to expert in the community. Getting help on time plays a vital role in the development of the project, which otherwise might cause delays.

CHAPTER 5

TESTING

The testing phase is an important part of software development. It is the processes of finding errors and missing operations and also complete verifications to determine whether the objectives are requirements are satisfied. Software testing is carried out in three steps.

The first step includes unit testing where in each module is tested to provide its correctness, to determine any missing operations and to verify whether the objectives have been met. Errors are noted down and corrected immediately. Unit testing is the important and major part of the project. So, errors are rectified easily in particular modules and program quality is increased. In this project, entire system is divided into several modules.

Second step include integration testing. If we need not be the case that software whose modules when run individually and showing perfect result with also show perfect result as whole. The individual modules are clipped under this major module and tested again and verified the results. A module can have inadvertent, adverse effect on any other on the global data structure causing serious problems. Levels in testing:

- Unit testing
- Integration testing
- Validation testing

5.1 Levels of Testing

5.1.1 Unit Testing

Unit testing is a method by which individual units of source code, sets of one or more computer program modules together with associated control data, usage procedures, and operating procedures, are tested to determine if they are fit for use. Intuitively, one can view a unit as the smallest testable part of an application. In object-oriented programming a unit is often an entire interface, such as a class, but could be an individual method. For unit testing first we adopted the code testing strategy, which examined the logic of program. During the development process itself all the syntax errors etc. got rooted out. For this developed test case that result in executing every instruction in the program or module i.e., every path through

program was tested. Test cases are data chosen at random to check every possible branch after all the loops.

User Input

User will be inputting all the data from using a web browser.

Error Handling

In this system, we have tried to handle all the errors that occurred while running the application. the common errors we saw were reading a tuple with an attribute set to null and database connection getting lost. For Testing we used Top-Down design a decomposition process which focuses as the flow of control, at latter strategies concern itself with code production. The first step is to study the overall aspects of the tasks at hand and break it into a number of independent modules. The second step is to break one of these modules further into independent sub modules

5.1.2 Integration Testing

Data can be lost across an interface, one module can have an adverse effect on the other sub function, when combined may not produce the desired functions. Integrated testing is the systematic testing to uncover the errors with an interface. This testing is done with simple data and developed system has run successfully with this simple data. The need for integrated system is to find the overall system performance.

Steps to perform integration testing:

Step 1: Create a Test Plan

Step 2: Create Test Cases and Test Data

Step 3: Once the components have been integrated execute the test cases Step

4: Fix the bugs if any and re test the code

Step 5: Repeat the test cycle until the components have been successfully integrated

Name of the Test	Integration testing
Test plan	To check whether the system works properly when all the modules are integrated.
Test Data	Sample credential fill up

Table 5.1.2 Test cases for integration testing

5.1.3 System testing

Ultimately, software is included with other system components and the set of system validation and integration tests are performed. System testing is a series of different tests whose main aim is to fully exercise the computer-based system. Although each test has a different role all work should verify that all system elements are properly integrated and formed allocated functions.

Name of the Test	System Testing
Item being tested	Over all functioning of GUI with all functions properly linked.
Sample Input	Sample text files
Expected Output	The admin and user module work as expected
Actual Output	Application reacts to user inputs in expected manner.
Remarks	Successful

Table 5.1.3 Test cases for Input-Output

5.1.4 Validation Testing

At the culmination of black box testing, software is completely assembled is as a package. Interfacing errors have been uncovered and the correct and final series of tests, i.e., validation tests begins. Validation test is defined with a simple definition that validation succeeds when the software function in a manner that can be reasonably accepted by the customer.

5.1.5 Output Testing

After performing validation testing, the next step is output testing of the proposed system. Since the system cannot be useful if it does not produce the required output. Asking the user about the format in which the system is required tests the output displayed or generated by the system is required tests the output displayed or generated by the system under consideration. The output format on the screen is found to be corrected as the format was designated in the system has according to the user needs. As for the hard copy the output comes according to the specification requested by the user. The output testing does not result in any correction in the system.

5.1.6 Test data and Output:

Taking various kind soft data plays a vital role in system testing. After preparing the test data system under study is tested using the test data. While testing, errors are again uncovered and corrected by using the above steps and corrections are also noted for future use.

5.1.7 User acceptance Testing:

User acceptance testing of the system is the key factor for the success of the system. A system under consideration is tested for user acceptance by constantly keeping in touch with the prospective system at the time of development and making change whenever required. This is done with regard to the input screen design and output screen design.

5.1.8 GUI Testing:

GUI testing is use to ensure the visual clarity of the system, flexibility of the system, user friendliness of the system. The various components which are to be tested are:

- Relative layout
- Various Links and Buttons

CHAPTER 6

SNAPSHOTS

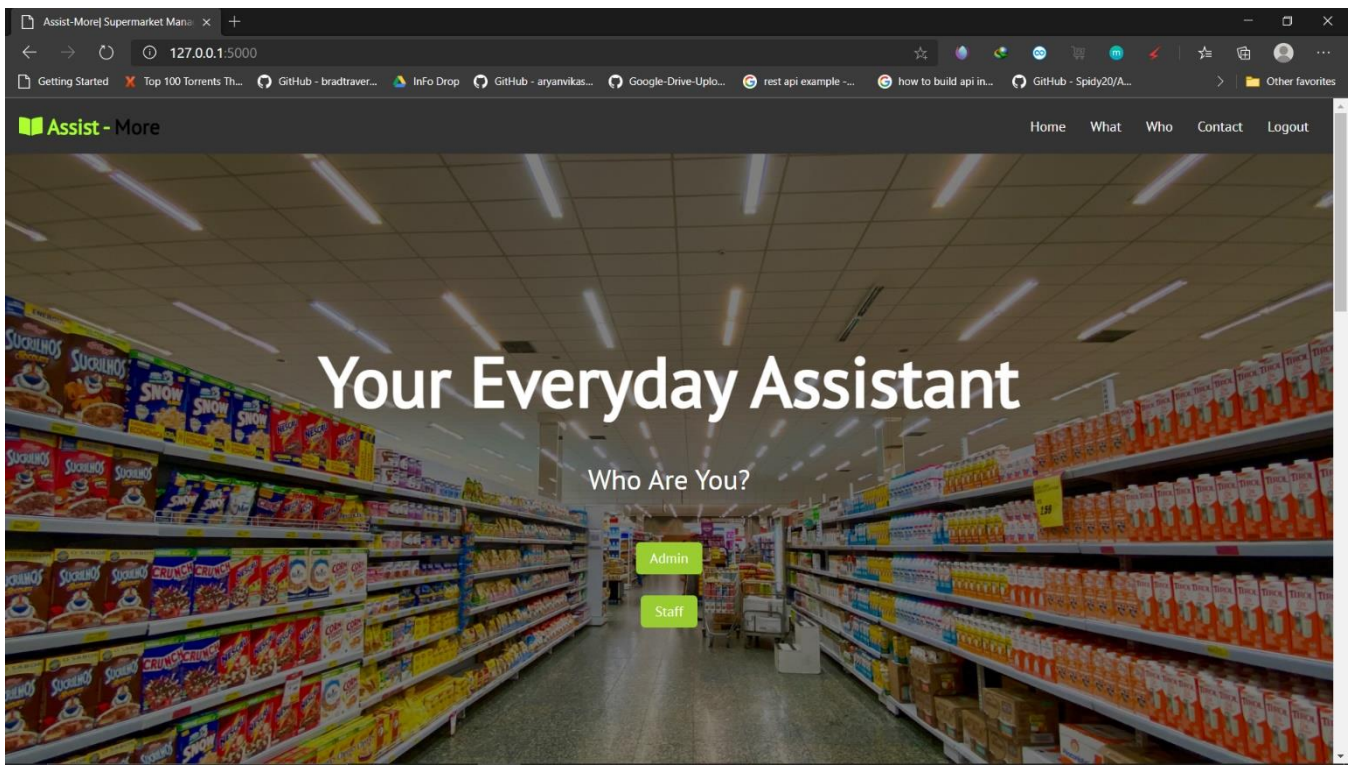


Fig 6.1: Home Page

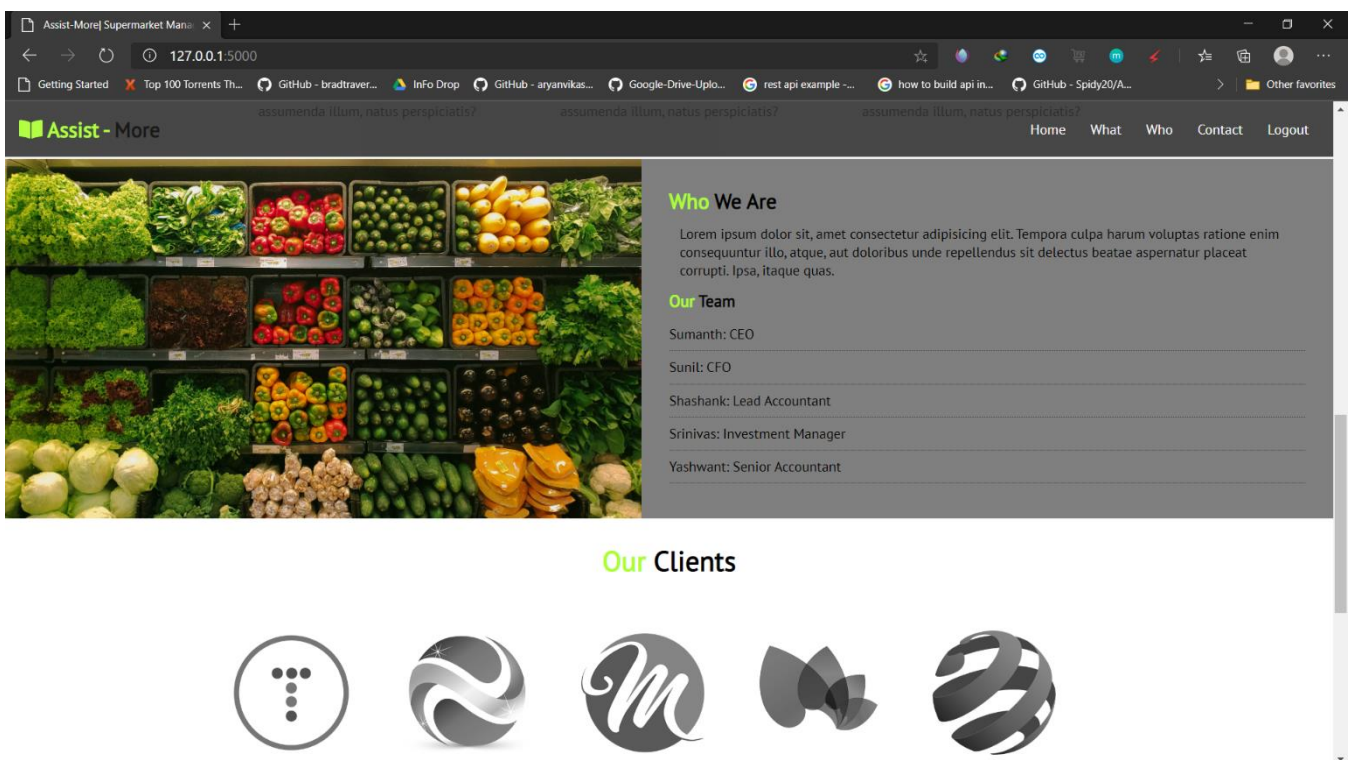


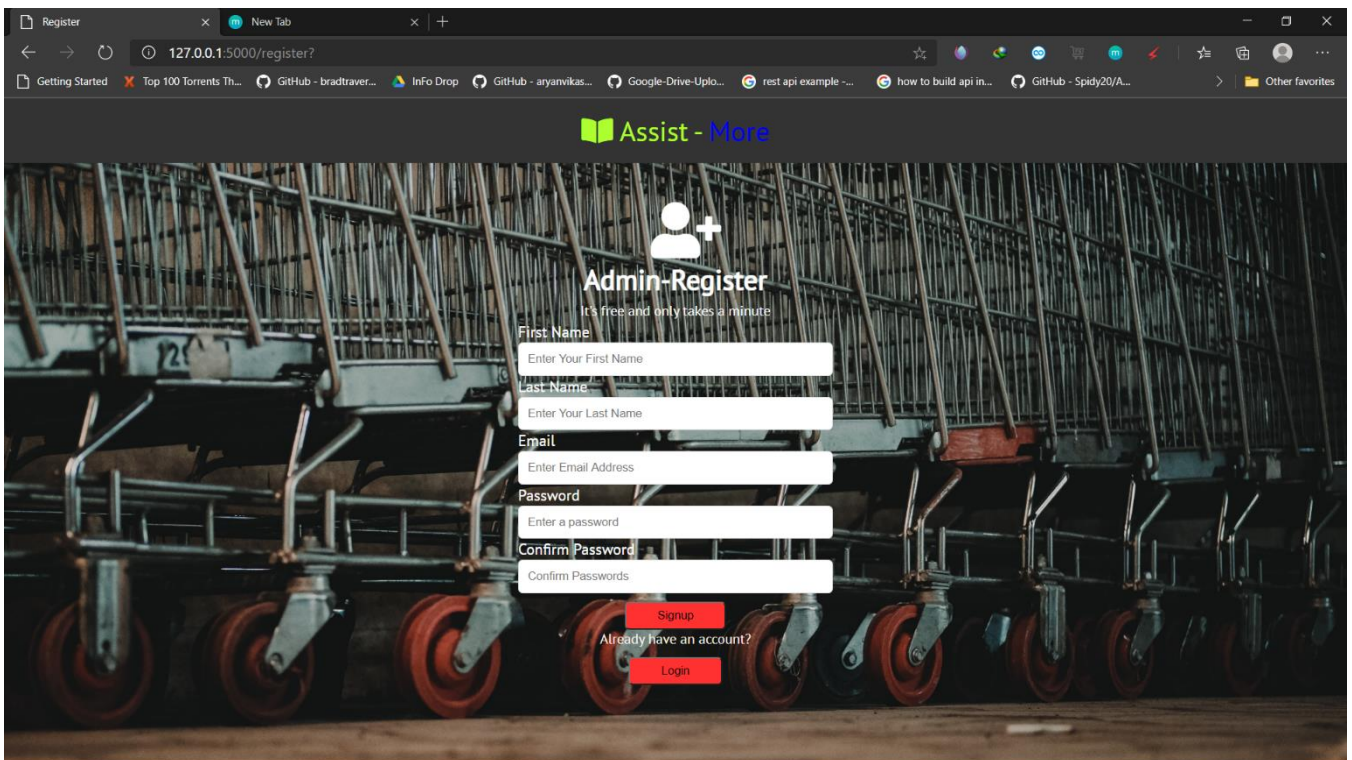
Fig 6.2: Who We Are And Clients

The screenshot displays the 'Assist-More' website interface. At the top, there is a navigation bar with links: Home, What, Who, Contact, and Logout. Below the navigation bar, there are five circular icons representing different services or features. The main content area is divided into two sections. On the left, there is a 'Contact us' form with the heading 'Please Fill This Form To Contact Us'. The form includes fields for 'Email' (with a sub-label 'Enter Your Name'), 'Email' (with a sub-label 'Enter Your email'), 'Phone No' (with a sub-label 'Enter Your Phone number'), and 'Messeage' (with a sub-label 'Enter Your Messeage'). A 'Send' button is located at the bottom of the form. On the right, there is a Google Map showing the location of the 'East West Institute of Technology' and 'East West College'. The map includes labels for various landmarks and streets. At the bottom of the page, there is a copyright notice: 'Copyright © 2020, Assist-More, All Rights Reserved'.

Fig 6.3: Contact Form & Location

The screenshot displays the 'Assist-More' website interface for the 'Admin-Login' page. The page features a background image of a shopping basket filled with various fruits and vegetables. The main heading is 'Admin-Login' with a lock icon above it. Below the heading, there is a sub-heading 'Welcome to Assist-More'. The login form includes fields for 'E-Mail' (with a sub-label 'Enter Your Email Address') and 'Password' (with a sub-label 'Enter Your Password'). There are three buttons: 'Login', 'New User?', and 'Register'.

Fig 6.4: Admin Login



Register

127.0.0.1:5000/register?

Assist - More

Admin-Register
It's free and only takes a minute

First Name
Enter Your First Name

Last Name
Enter Your Last Name

Email
Enter Email Address

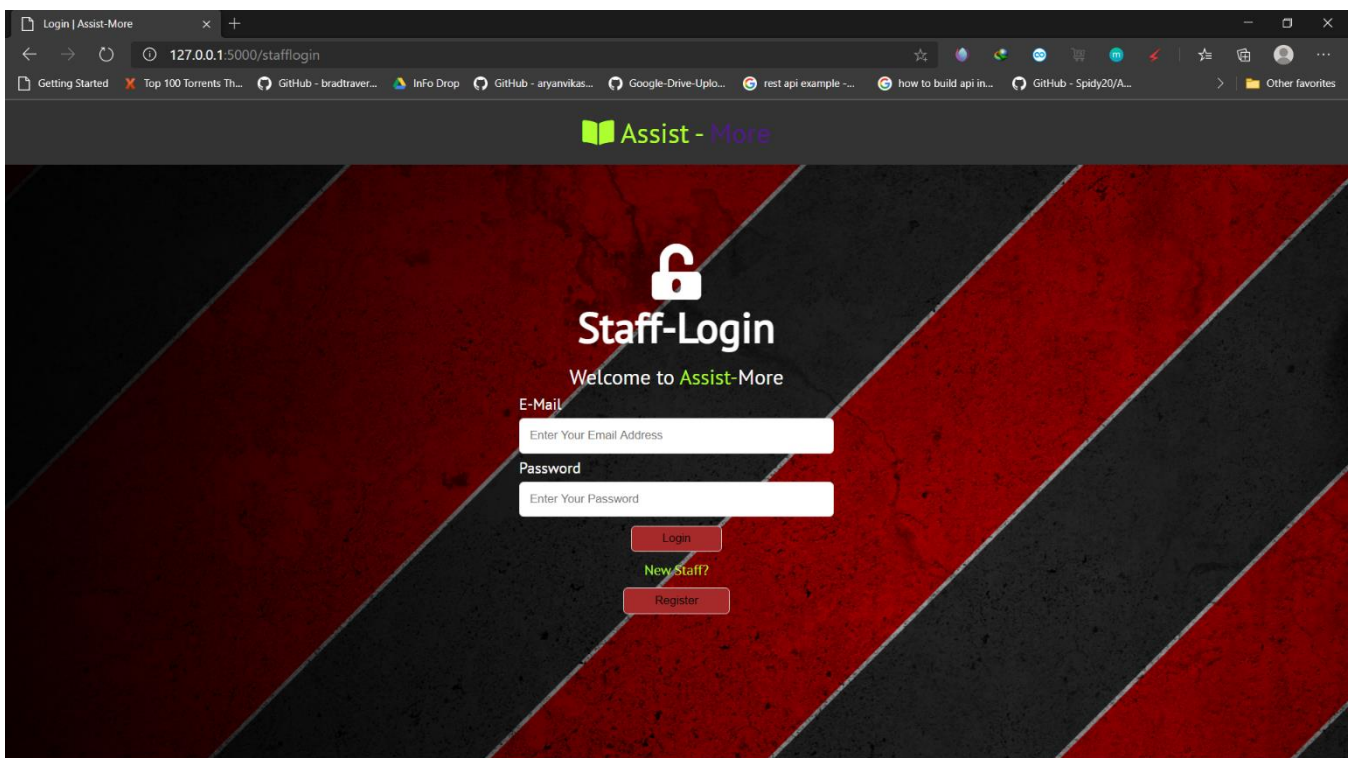
Password
Enter a password

Confirm Password
Confirm Passwords

Signup

Already have an account?

Login

Fig 6.5: Admin Register

Login | Assist-More

127.0.0.1:5000/stafflogin

Assist - More

Staff-Login
Welcome to Assist-More

E-Mail
Enter Your Email Address

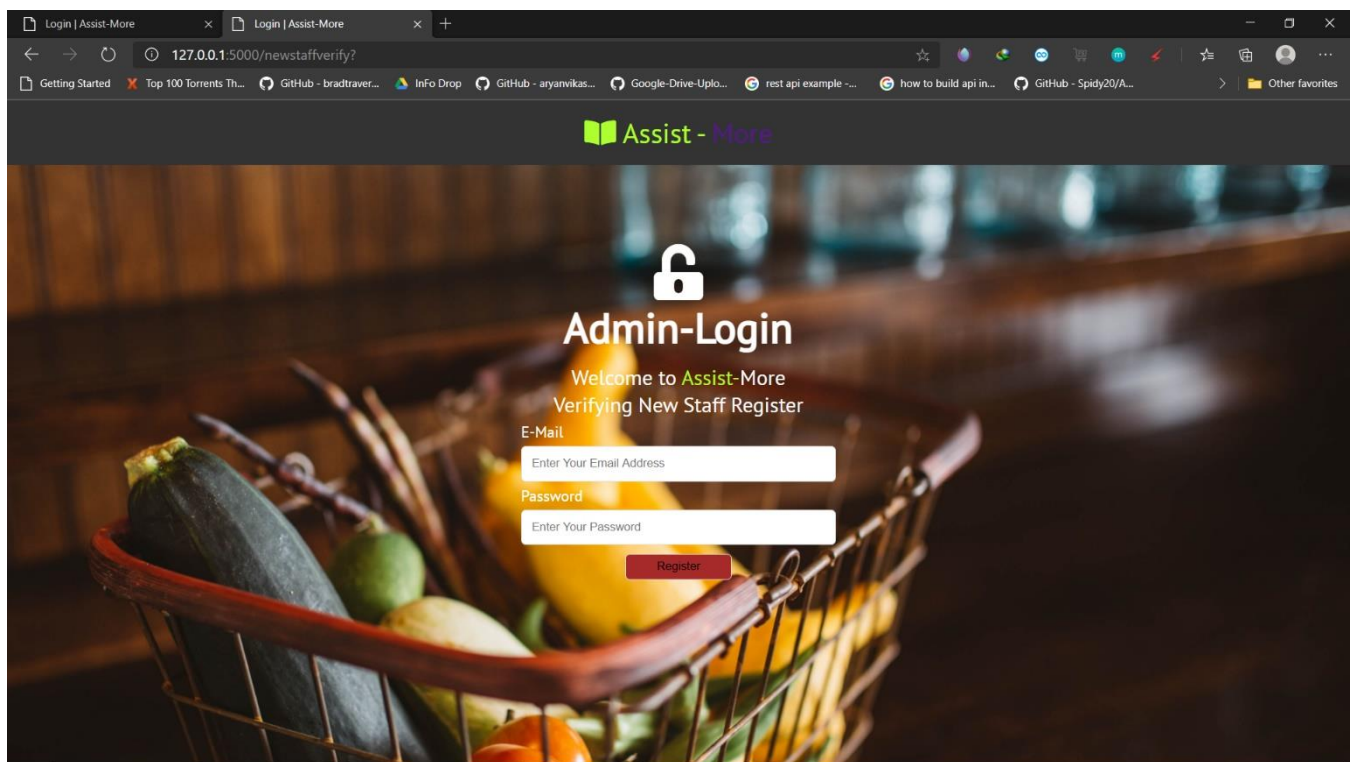
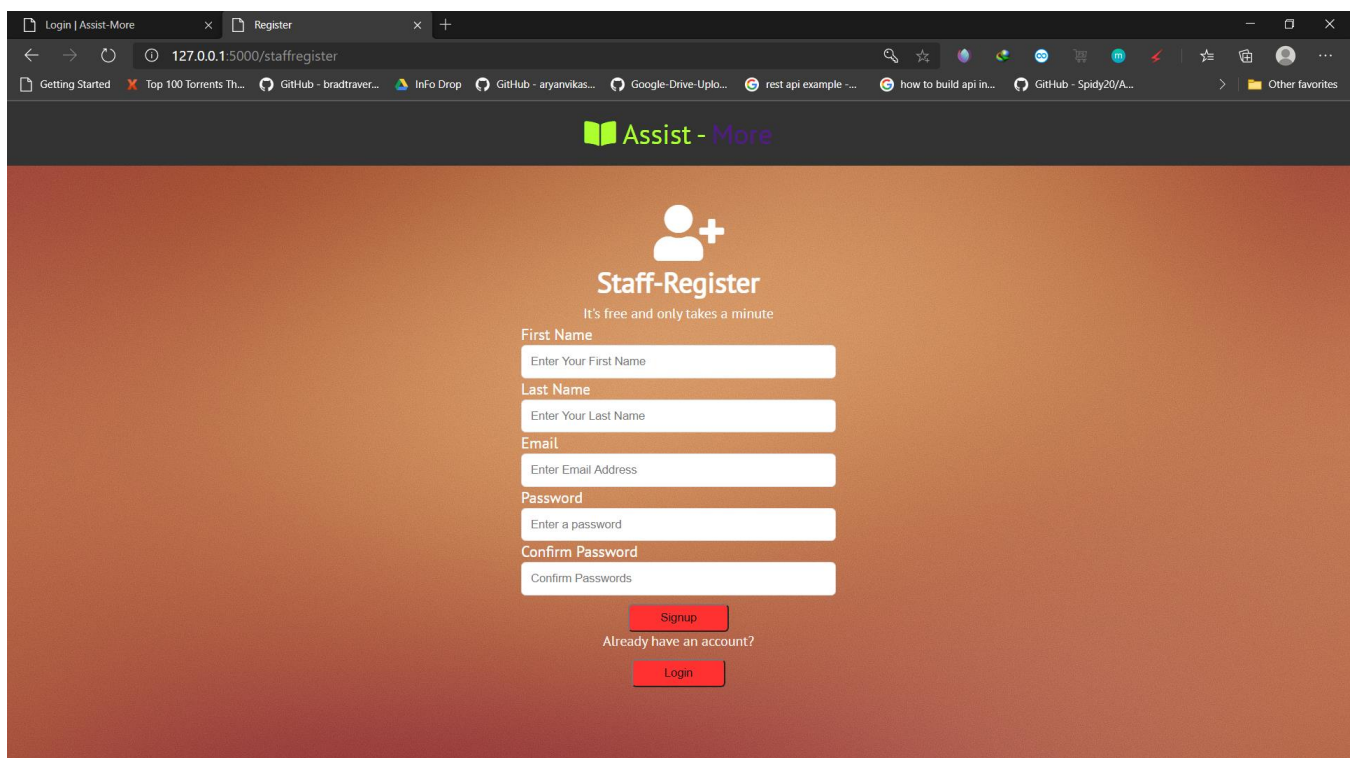
Password
Enter Your Password

Login

New Staff?

Register

Fig 6.6: Staff Login

**Fig 6.7: Verifying New Staff Registration****Fig 6.8: Staff Registration**

Super-Market Management System

Manage Products New Order

Date	Order Number	Customer Name	Total Cost	Action
Mon, 11 Jan 2021 20:03:06 GMT	42	Ravi	130.00 Rs	Delete
Mon, 11 Jan 2021 20:05:11 GMT	43	Sindhu	120.00 Rs	Delete
Mon, 11 Jan 2021 20:07:50 GMT	44	Gagan	530.00 Rs	Delete
Mon, 11 Jan 2021 20:11:36 GMT	45	Shravan	95.00 Rs	Delete
Mon, 11 Jan 2021 20:13:35 GMT	47	Abhi	1010.00 Rs	Delete
Mon, 11 Jan 2021 20:14:46 GMT	48	Harsha	110.00 Rs	Delete
Mon, 11 Jan 2021 20:16:23 GMT	49	Vishwa	400.00 Rs	Delete
Mon, 11 Jan 2021 20:17:24 GMT	50	Rajesh	90.00 Rs	Delete
			Total	2485.00 Rs

Fig 6.9: Order Dashboard

Manage Products

Add New Product

Name	Unit	Price Per Unit	Action
7up (500ml)	Each	40	Delete
7up(1Ltr)	Each	80	Delete
Lays	Each	10	Delete
Bingo	Each	10	Delete
Parle-G	Each	10	Delete
Oreo	Each	10	Delete
Kit-Kat	Each	10	Delete
Clinic Plus	Each	1	Delete
Egg	Each	6	Delete
Dove	Each	40	Delete
Dettol Soap	Each	25	Delete
Redbull Tin	Each	90	Delete
Colgate	Each	40	Delete

Fig 6.10: Product Management

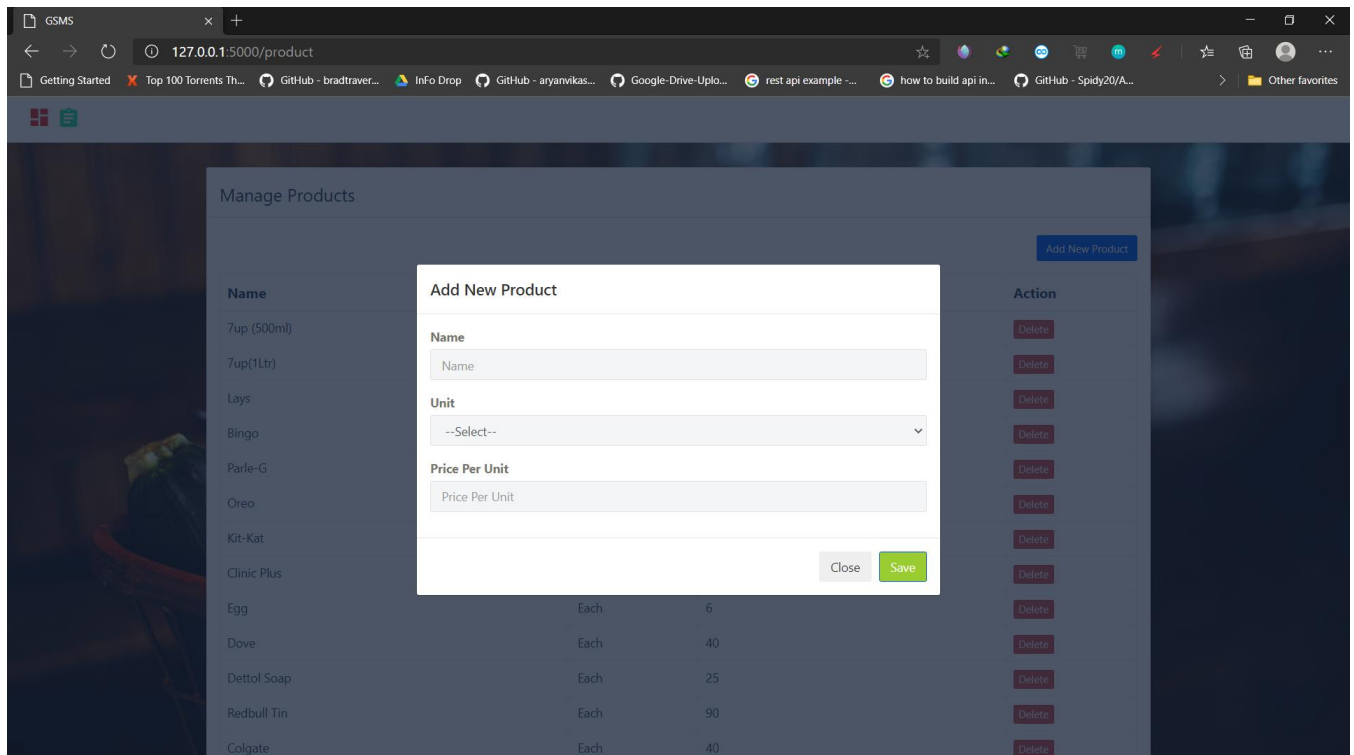


Fig 6.11: Adding New Product

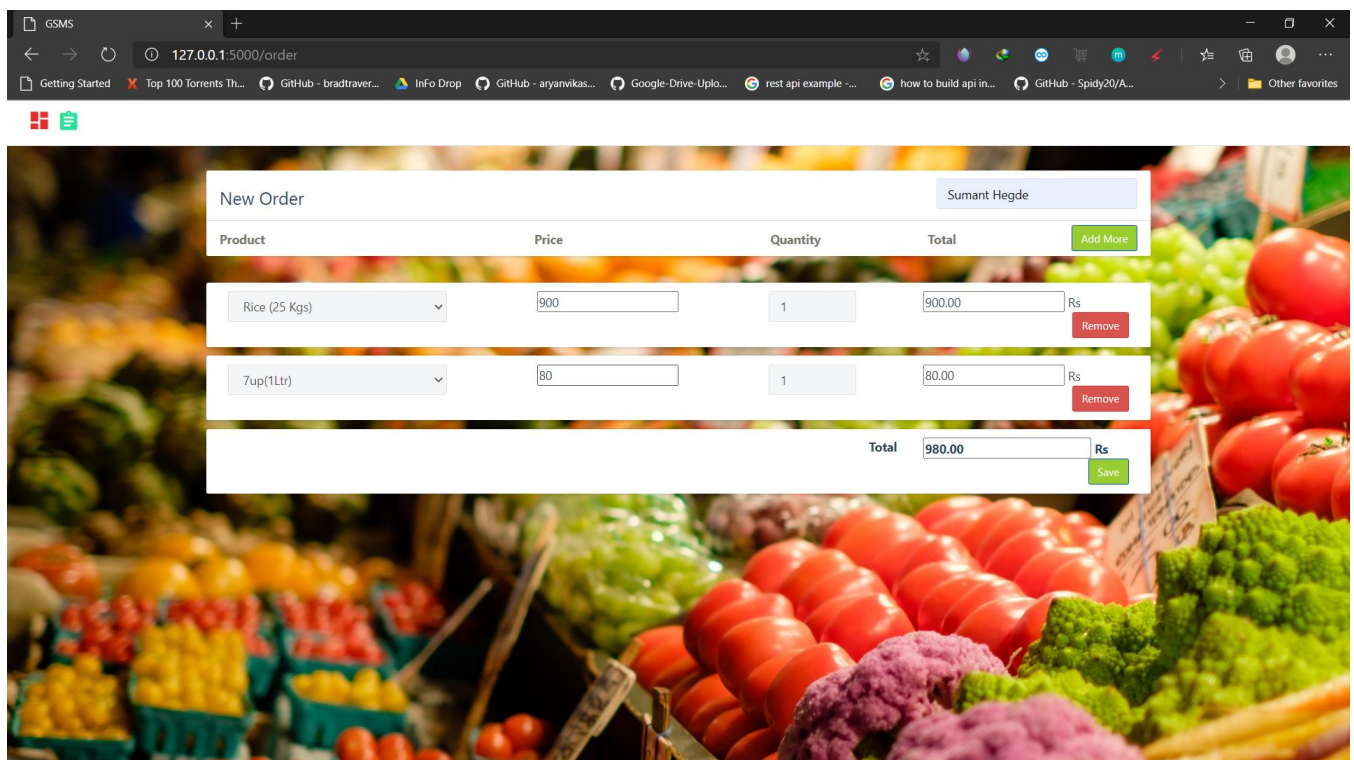
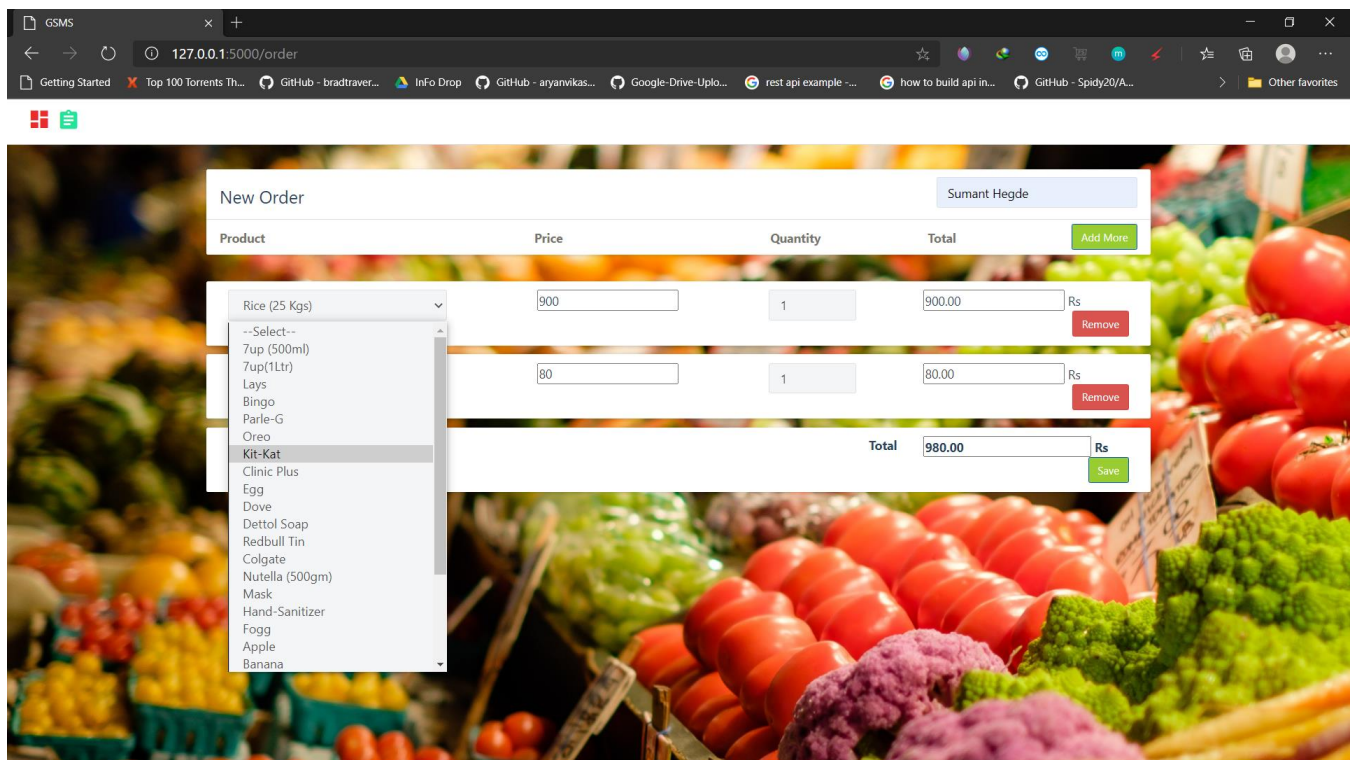


Fig 6.12: Adding New Order

**Fig 6.13: Product Drop Down Menu**

CONCLUSION

Simplicity is never simple. As we have seen in this project, the process of creating a user-friendly and straightforward platform that facilitates the administrator's job is one filled with complexity. From understanding user requirements to system design and finally system prototype and finalization, every step requires in-depth understanding and commitment towards achieving the objectives of the project. Although the student database management module is not fully integrated to the system and used on real time, the system prototype demonstrates easy navigation and data are stored in a systematic way. Overall, efficiency has improved and work processes simplified. Although all the objectives have been met, the system still has room for improvement. The system is robust and flexible enough for future upgrade using advanced technology and devices.

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