Project Report on

GROCERY STORE(GUI)

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CERTIFICATE OF APPROVAL

This is to certify that the requirements for the WP mini project report entitled "**GROCERY STORE(GUI)"** has been successfully completed by the following students:

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in fulfillment of the Second year of Engineering in the Department of Computer Engineering, Pillai College of Engineering, New Panvel – 410206 during the Academic Year 2022 – 2023.

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Acknowledgement

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We are immensely grateful to all of them for sharing their pearls of wisdom with us during this course.

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Chapter 1

Introduction

1.1 Introduction

The title of the project is ‘Grocery Store (GUI)’. This project will handle whole the activities of the grocery store. It provides facilities to keep the records of the customer’s name, mobile number and address along with their total item chose by the buyer and total bill. This system is an offline system in which buyer would approach in the shop and he/she would choose the item he wanted and place the order. It helps buying the products like apple, orange, jamun, grapes, berries, guava, etc in the shop using the interface.

Chapter 2

Objective

2.1 Problem Definition:-

- This project is python based grocery shopping system which is made with the help of programing language python and Tkinter, Sqlite3.
- It provides the user the access to choose the item and place the order.
- To build a platform where we can shop grocery in easy steps.
- To provide an easy to handle system where the shopkeeper can sort the data and keep customers and order records efficiently.

2.2 System Requirements: -

HARDWARE REQUIREMENTS

1. OPERATING SYSTEM	: WINDOWS 7 AND ABOVE
2. PROCESSOR	: PENTIUM (ANY) OR AMD ATHALON (3800+-4200+ DUAL CORE)
3. MOTHERBOARD	: 1.845 OR 915,995 FOR PENTIUM OR MSI K9MM-V VIA K8M800+ 8237R PLUS CHIPSET FOR AMD ATHALON
4. RAM	: 512MB+
5. HARD DISK	: SATA 40 GB OR ABOVE

SOFTWARE REQUIREMENTS

1. Windows OS
2. Python Tkinter
3. Sqlite3

3.1 FLOW OF MODEL:-

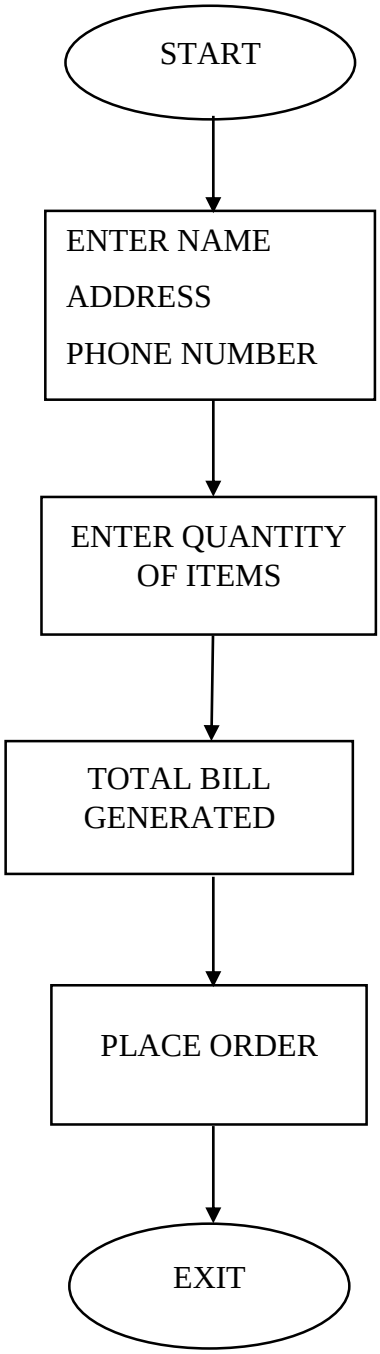


Figure 1: Flow Chart

3.2 TECHNOLOGIES USED:-

- PYTHON

Python is a dynamic, high-level, free open source, and interpreted programming language. It supports object-oriented programming as well as procedural-oriented programming. In Python, we don't need to declare the type of variable because it is a dynamically typed language.

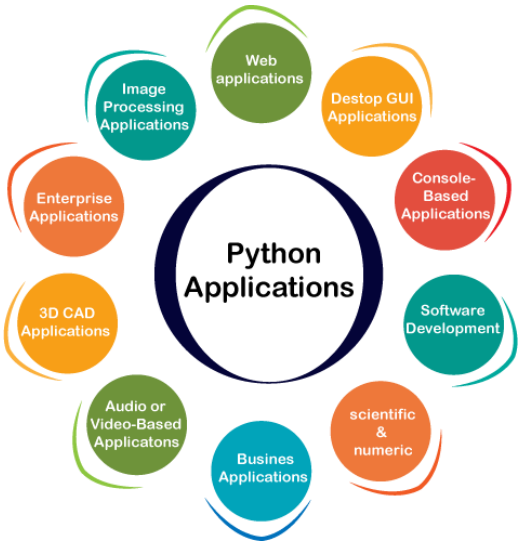
FEATURES OF PYTHON

1. Free and Open Source
2. Easy to code
3. Interpreted Language:

4.Portable

5. Object-Oriented Language
6. GUI Supporting Language

PYTHON APPLICATIONS



Web Applications, Software Development, Desktop GUI Applications, Business Applications, Scientific and Numeric, etc

- SQLite 3

SQLite is an embedded, server-less relational database management system. It is an in-memory open- source library with zero configuration and does not require any installation. Also, it is very convenient as it's less than 500kb in size, which is significantly lesser than other database management systems. SQLite is an open-source software. The software does not require any license after installation.

- Python Tkinter

Tkinter is the inbuilt python module that is used to create GUI applications. It is one of the most commonly used modules for creating GUI applications in Python as it is simple and easy to work with.You don't need to worry about the installation of the Tkinter module separately as it comes with Python already.

Widgets in Tkinter are the elements of GUI application which provides various controls (such as Labels, Buttons, ComboBoxes, CheckBoxes,

MenuBars, RadioButtons and many more) to users to interact with the application.

Chapter 4
Implementation

4.1 SYSTEM OVERVIEW:-

Grocery store GUI is a tkinter program that serves Customer and grocery store manager to allow to keep record of orders and allow the customer to order grocery items from the store

1. First the customer has to enter the details like Name , Phone Number and address

2. Customer will now able to enter the quantity of items required

3. Now the customer will add this items to cart

4. Now by clicking place order customer will able to see the total bill

5. By clicking place order the order will be placed

4.2 PROJECT WORKING WITH SNAPSHOTS:-

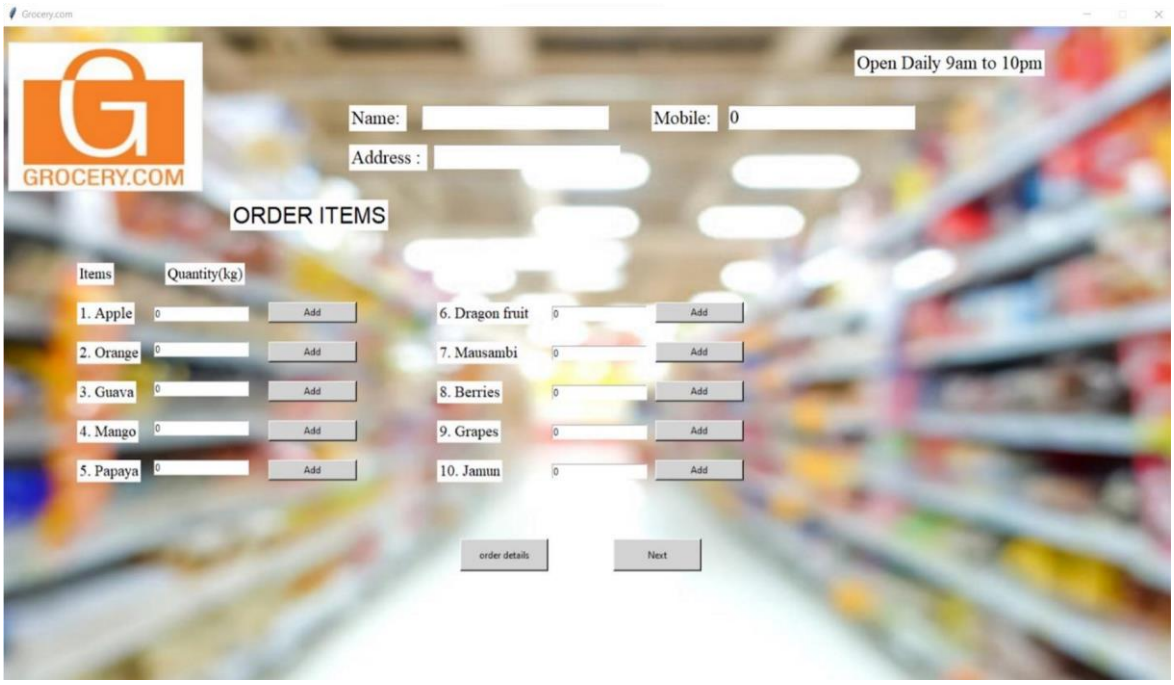


Figure 2:Homepage

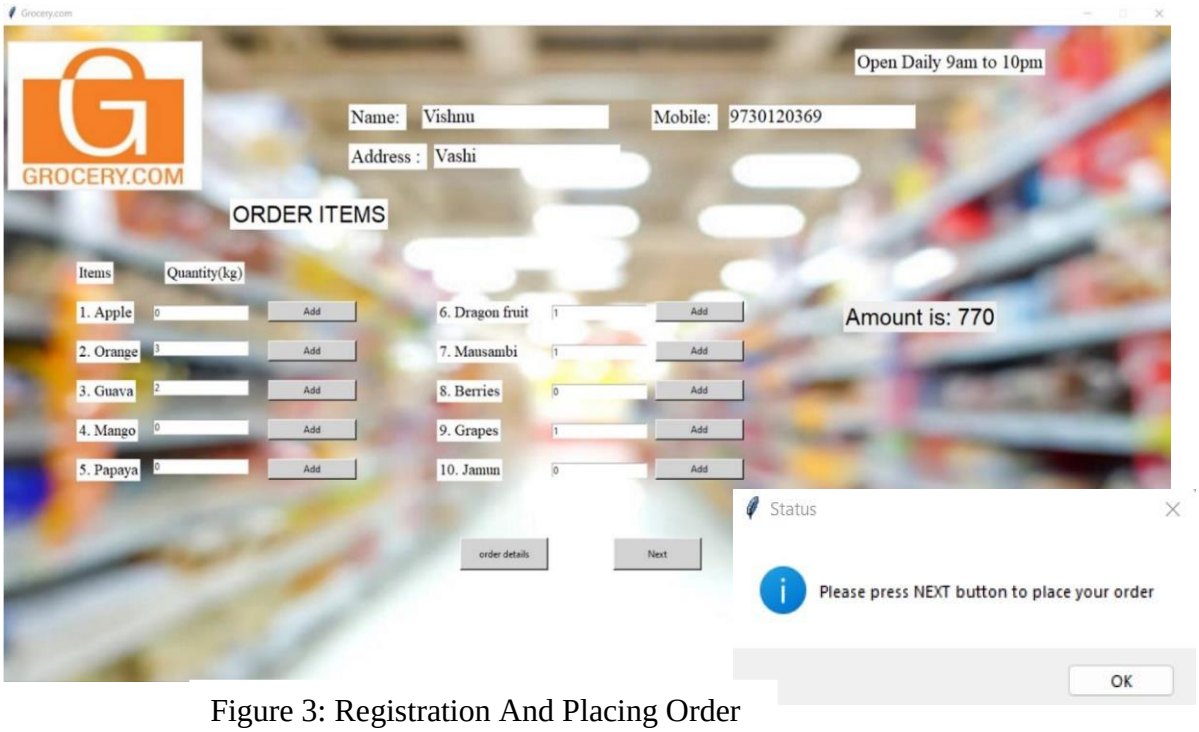


Figure 3: Registration And Placing Order

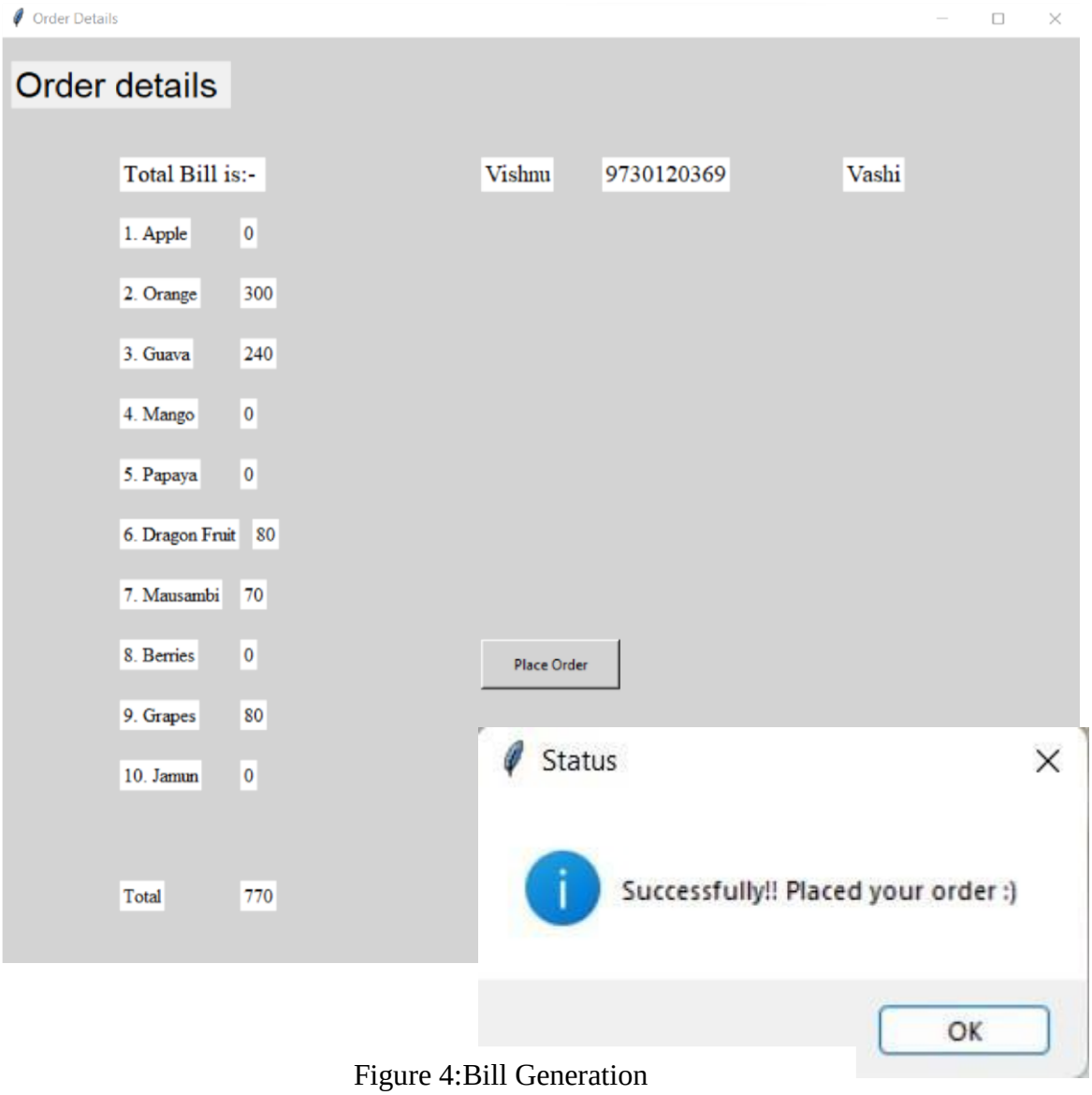


Figure 4:Bill Generation

	customer_id	customer_name	mobile_number	customer_address	Total_bill
	Filter	Filter	Filter	Filter	Filter
1	1	Sneha	9768139854	Panvel	830
2	2	Tanuj	8763975106	Kharghar	820
3	3	shyam	7649813065	Belapur	670
4	4	Sita	9437012973	Seawoods	700
5	5	Saloni	7301964806	Kamote	770
6	6	Omkar	7603196483	Panvel	600
7	7	Ram	9731097634	Chembur	690
8	8	Aditi	8301967340	Bandra	640
9	9	Ananya	8640973640	Andheri	510
10	10	Ramesh	9763408160	Sanpada	680
11	11	Vishnu	9730120369	Vashi	770

Figure 5:Customer Record

	customer_id	customer_name	Apple	Orange	Guava	Mango	Papaya	Dragon_fruit	Mausambi	Berries	Grapes	Jamun	Total_bill
	Filter	Filter	Filter	Filter	Filter	Filter	Filter	Filter	Filter	Filter	Filter	Filter	Filter
1	1	Sneha	1	0	2	0	1	1	0	1	1	1	830
2	2	Tanuj	0	1	2	2	1	1	0	0	0	0	820
3	3	shyam	3	1	1	0	0	0	0	0	0	0	670
4	4	Sita	2	0	0	2	0	0	0	0	0	1	700
5	5	Saloni	3	0	1	0	0	0	0	1	1	0	770
6	6	Omkar	0	2	0	2	0	0	0	0	1	0	600
7	7	Ram	3	0	2	0	0	0	0	0	0	0	690
8	8	Aditi	0	0	3	0	1	0	0	1	1	0	640
9	9	Ananya	0	0	2	0	0	0	1	1	1	0	510
10	10	Ramesh	0	0	1	2	1	0	0	0	1	1	680
11	11	Vishnu	0	3	2	0	0	1	1	0	1	0	770

Figure 6:Orders Record

PRODUCT PRICE CHART

	product_id	product_name	price_per_unit
	Filter	Filter	Filter
1	1	Apple	150
2	2	Orange	100
3	3	Guava	120
4	4	Mango	160
5	5	Papaya	80
6	6	Dragon fruit	80
7	7	Mausambi	70
8	8	Berries	120
9	9	Grapes	80
10	10	Jamun	80

Figure 6:Product Price Chart

5.1 PROJECT OUTCOMES:-

1) Helped the shopkeeper to maintain the details of the grocery products and orders
2) Made easy to maintain the payment bills and customer details.
3) Provided a platform for grocery shopping in easy steps.
4) Saved time and efforts.
5) Made grocery shopping easier and convenient for the customers.

The project entitled GROCERY STORE(GUI) was completed successfully. The system has been developed with much care and free of errors and at the same time it is efficient and less time consuming. The purpose of this project was to develop a platform for purchasing grocery items.

This project helped us in gaining valuable information and practical knowledge on several topics like Sqlite3, Tkinter and help understanding different features and function in Python language.

This project has given us great satisfaction in having designed a platform which can be implemented by everyone for shopping grocery items.

5.2 FUTURE SCOPE:-

1.The GUI of this would be updated.

2.Place order section would be modified.

3.The non place object would not be shown in place order as 0.

4.Search bar for searching the object would be added.

5. .Image will also be shown with the object.

5.3 REFERENCES:-

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