

PES UNIVERSITY, Bengaluru

Department of Computer Science and Engineering B. Tech (CSE) – 5th Semester – Aug-Dec 2024

UE22CS341A - Software Engineering

PROJECT REPORT on

Project Title

Submitted by: Team # <SRN1-SRN2>

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5th Sem. F Sec.

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1. Project Statement / Synopsis

The project, Store Management System, aims to provide a comprehensive database solution for managing branches, items, customers, employees, and suppliers in a retail chain. It includes CRUD operations, transaction tracking, stock management, and advanced database features like triggers, stored procedures, and views. A front-end using Streamlit enhances usability by enabling interactive access.

Scope:

This mini-project models a real-time store's operations:

- 1. Stock Management: Tracks items across 4 branches, including supplier details and stock updates.
- 2. Transaction Monitoring: Manages customer purchases, including dynamic updates to bills and orders.
- 3. Employee Records: Tracks employee details and links them with specific transactions and branches.
- 4. Automation: Uses triggers and procedures to ensure data consistency and automated backups.

- 2. Software Requirements Specification (SRS) with RTM (Initial Version)
 - Purpose:

The SRS outlines functional and non-functional requirements for developing the Store Management System, targeting developers, managers, and end users.

- Features:
 - 1. Inventory Management:

Add, update, view, and delete items, tracking quantities per branch.

2. Customer and Employee Management:

• Maintain detailed records, including personal and transactional data.

3. Order Processing:

Handle order creation, updates, and payment tracking.

4. Dynamic Reporting:

 Generate sales, inventory, and transaction reports dynamically using SQL queries and views.

Require- SI. ment Brief	Architect	Design	Code	Test	System Test	
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No.	ID	Description of Requireme nt	ure Refer- ence	Referen ce	File Refere nce	Case ID	Case ID
1	REQ-001	Customer Registration	ERD CUSTOM ERS Entity	CustDes ign001	CustCo de001	TC_001	STC_001
2	REQ-002	Item Managemen t (CRUD Operations)	ERD ITEMS Entity	ItemDesi gn002	ItemCo de002	TC_002	STC_002
3	REQ-003	Bill Generation and Tracking	ERD BILL Entity	BillDesig n003	BillCod e003	TC_003	STC_003

4	REQ-004	Supplier and Shipment Managemen t	ERD SUPPLIE RS & SHIPMEN T	SupplyD esign00 4	Supply Code00 4	TC_004	STC_004
5	REQ-005	Employee Managemen t and Super- vision	ERD EMPLOYE E Entity	EmpDes ign005	EmpCo de005	TC_005	STC_005

3. Project Plan with Gantt Chart (Baseline)

Life-cycle followed

The project will follow the Agile model. Agile is chosen because of its iterative nature, allowing for continuous feedback and improvements. Since the project has several independent modules (like database design, CRUD operations, triggers, and frontend development), Agile is a good fit as it allows for concurrent development and continuous validation with stakeholders.

Justification:

- Agile allows for frequent iterations, which helps in refining the product as feedback is received.
- Each functionality (like database schema, CRUD operations, or frontend) can be developed in sprints, allowing progress even if some parts are not fully defined at the beginning.

Work Breakdown Structure

- **Phase 1**: Planning & Requirements Analysis (~0.5 months)
 - o Defining scope and requirements, finalizing the list of entities.
- **Phase 2**: Database Design (~0.5 months)
 - o ER diagram creation, defining relationships between entities, and building relational schema.
- **Phase 3**: Database Setup (~1 month)
 - Writing DDL for tables, constraints, and indexes.
 - o Populating sample data.
- **Phase 4**: Backend Development (~1 month)
 - o Writing triggers, procedures, and functions.
- **Phase 5**: Frontend Development (~1 month)
 - o Developing the Streamlit interface for CRUD operations.
- **Phase 6**: Testing (~0.5 months)
 - o Testing the database with SQL queries and validating the frontend functionality.
- Phase 7: Final Deployment & Debugging (~0.5 months)
 - o Fixing bugs, final integration, and deploying the project.

Task	Month-1	Month-2	Month-3	Month-4
Planning & Requirements				
Database Design				
Database Setup				
Backend Development				
Frontend Development				
Testing				
Final Deployment				

4. Architecture & Design Choices and Diagrams

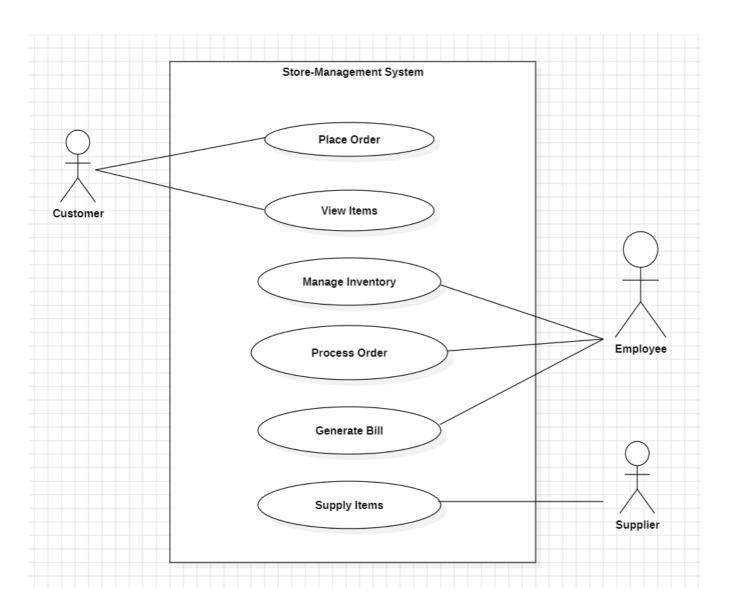
Architectural Design:

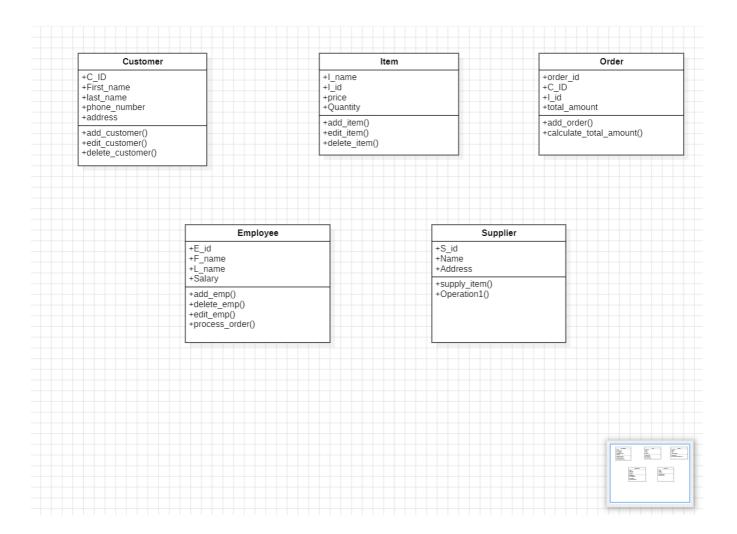
The architectural design of the system follows a **Three-Tier Architecture**:

- **Presentation Layer**: The frontend built using **Streamlit** interacts with the user. Users can perform CRUD operations on customers, employees, orders, and items.
- Application Layer: This layer includes Python scripts that handle the business logic of the system, such as processing orders, calculating total bill amounts, and managing inventory.
- **Data Layer**: The **MySQL Database** stores all the data related to customers, employees, items, orders, and suppliers.

Modules:

- Customer Module: Manages CRUD operations for customers.
- Inventory Module: Handles item management.
- Order Processing Module: Validates and processes orders, interacts with the inventory to update stock.
- Supplier Module: Manages suppliers and shipment information.
- Billing Module: Generates and tracks invoices for customer orders.





5. Development - Code Files [https://github.com/Mahanthb/STORE-MANAGEMENT-SYSTEM-DBMS]

- GitHub Repository:
 - o SQL scripts for database schema, triggers, and stored procedures.
 - o Python files for Streamlit application (e.g., app.py, create.py, update.py).

6. Test Plans

• Objectives:

Validate functionality for:

- o CRUD operations.
- o Triggers (e.g., quantity constraints).
- \circ Stored procedures and views.
- Types of Tests:
 - o Unit Testing: Validating individual SQL queries and Python modules.
 - Integration Testing: Ensuring front-end and database communication works correctly.

7. Test Cases and Test Results Matrix

Test Cases with Results:

Tes	Name of	Test Case	Pre-	Test	Test Data	Expecte	Actual	Test
t	Module	Descripti	conditio	Steps		d	Results	Resu
Ca		on	ns			Results		lt
se								
ID								
UT	Customer	Verify	Databas	1. Open	ID: 2001,	Custome	Custome	Pass
-01	Registrat	customer	e	the form	Name:	r added	r added	
	ion	addition	connect	2. Enter	John,	with ID	successfu	
		functiona	ion	customer	Phone:	2001	lly and	
		lity		details 3.	123456	and data	data is	
				Click		visible in	visible in	
				'Add'		DB	DB	
		ney		Click	123170	visible in	visible in	

UT -02	Order Managem ent	Validate adding a new order	Custom er exists	1. Open order form 2. Select customer ID 3. Add items to the order 4. Submit	ID: 2001, Item: Shirt, Qty: 3	Order created, total calculate d, and visible in order table	Order created successfu lly, visible in order table	Pass
UT -03	Billing Module	Calculate total bill for customer	Order exists	1. Fetch all orders by customer ID 2. Sum item prices * quantity 3. Generate bill entry	Customer ID: 2001	Bill generate d with total amount shown	Bill generate d accuratel y with correct total	Pass
IT- 01	Order & Customer	Link order creation with existing customer	Custom er in system	1. Initiate an order 2. Enter valid customer ID 3. Verify customer data in	Customer ID: 2001, Item: 4001	Order linked to custome r with details intact	Custome r and order linked successfu lly	Pass

order view Billing & Bill IT-Validate Existing 1. Add Customer Bill **Pass** updated updated 02 Order bill orders new **ID: 2001** calculatio order 2. to accuratel Generate reflect y with n on new order bill 3. new new Verify order order updated amount amount total in bill IT-Validate Item: **Inventor** Item 1. Place Inventor Stock **Pass** 03 inventory an order 4001, Qty level stock before: Managem decrease availabl for an decrease decrease d by on order item 2. 10, Qty s by ent order: 2 Check ordered ordered quantity stock amount level of item after order completi on

Verify ST New 1. Add Seamless Successf **Pass** Customer Customer -01 & Order end-tonew flow ul flow, custome ID: 2021, Module end flow from all customer Items: for order modules 2. Add 4001, creation registrat placing order for 4002 ion to integrate order to d customer 3. bill Generate bill 4. Validate all stages Billing & Total Total ST Validate **Orders** Month: **Pass** 1. September sales -02 **Inventor** total sales exist in Generate matches calculatio sum of calculate system a report y of total individu d n in bill al bills sales per accuratel month 2. y Validate with individu al bills ST Customer Validate 1. Delete Custom Customer Custome Custome **Pass** -03 ID: 2001 Deletion backup er exists creation customer removed removed, 2. Check from backup on deletion backup created main log 3. table, as Verify logged expected deletion in from backup main database, preservat

				ion in backup table				
ST -04	User Permissio ns	Ensure restricted access to database	Admin credenti als	1. Try to access DB without login 2. Attempt to modify tables without admin role	Unauthori zed user	Access denied, permissi on error displaye d	Access restricte d, permissi on error confirme d	Pass

Count of Passed Test Cases	=10	
Count of Failed Test Cases	=0	
Total Number of Test Cases =	10	

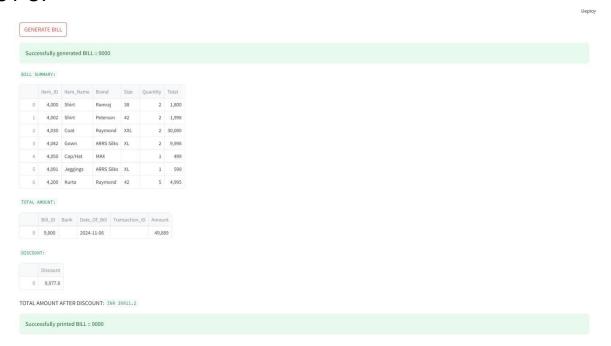
SOME IMPORTANT TEST CASES SCREENSHOTS:

ST-3:

Delete CUSTOMER Details:



UT-3:



UT-1:

Enter CUSTOMER Details:

Customer ID:	Address:
2000 - +	
First Name:	Locality:
Last Name:	City:
Qualification:	Email:
Phone:	Serving Employee
	1000 🗸
Bank:	Transaction ID:
Add CUSTOMER	Add ORDERS

8. Final Gantt Chart

Task	Month-1	Month-2	Month-3	Month-4
Planning & Requirements				
Database Design				
Database Setup				

Backend Development		
Frontend Development		
Testing		
Final Deployment		

9. Conclusions

The Store Management System project represents a comprehensive effort to simulate and automate the operations of a real-world store chain using advanced database techniques and a user-friendly interface. The successful completion of this project has not only demonstrated the effectiveness of relational database management systems (RDBMS) in handling complex data structures but also showcased the practical application of front-end development tools like Streamlit to make these systems accessible and interactive.

The primary achievement of this project lies in its ability to seamlessly integrate various aspects of store operations, including inventory management, customer transactions, employee tracking, and supplier relationships. The database is equipped with robust functionality, featuring relational schemas, constraints, triggers, and procedures that ensure data consistency and integrity. For example, triggers have been implemented to enforce business rules, such as limiting item stock quantities, while stored procedures automate repetitive tasks like calculating customer loyalty levels based on their purchase history. These features significantly reduce manual effort and the likelihood of errors, making the system reliable and efficient.

Another noteworthy accomplishment is the design and deployment of a dynamic front-end using Streamlit. The interface allows users to perform CRUD operations on key entities such as customers, employees, and items, as well as execute custom queries for detailed insights.

The inclusion of interactive visualizations and dynamic forms has greatly enhanced usability, catering to non-technical users and improving overall accessibility. For instance, a store manager can effortlessly generate bills, update stock records, or analyze sales performance through a few clicks, without needing extensive technical expertise.

Despite these achievements, the project encountered several challenges during its development. One significant challenge was debugging the triggers and procedures to ensure they operated correctly across all edge cases. For instance, the trigger designed to prevent overstocking items required multiple iterations to handle various insertion scenarios. Similarly, designing complex queries for reports, such as listing customers who purchased specific combinations of items, tested the team's understanding of SQL operations like joins, unions, and intersections.

The integration of the database with Streamlit presented another challenge, especially in ensuring the real-time synchronization of the front-end with the back-end. Handling errors gracefully, such as invalid inputs or database connectivity issues, required careful exception handling and user feedback mechanisms. These challenges provided valuable learning experiences, enhancing problem-solving skills and a deeper understanding of database systems and Python-based web development.

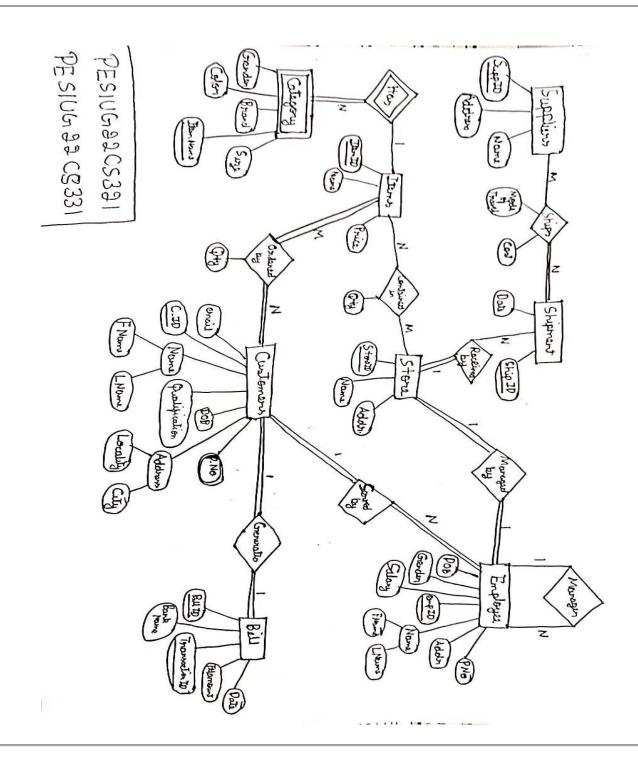
Looking ahead, this project has substantial scope for expansion and improvement. The system can be scaled to support larger chains with multiple branches, possibly integrating real-time analytics using advanced tools like Power BI or Tableau. Additionally, incorporating machine learning algorithms could enable predictive analytics, such as forecasting inventory needs or identifying customer purchasing patterns. Another potential enhancement is the integration of mobile applications to provide on-the-go access for managers and customers alike.

In conclusion, the *Store Management System* stands as a testament to the power of database-driven solutions in solving real-world problems. It not only meets the project's original objectives but also lays a strong foundation for future enhancements. The knowledge and skills gained through this project are invaluable, providing practical insights into database management, front-end development, and the challenges of creating end-to-end solutions.

This project serves as a stepping stone for more ambitious endeavors in the realm of database systems and enterprise application development.

10. Appendix A: Glossary of Abbreviations and Acronyms

- CRUD: Create, Read, Update, Delete.
- RTM: Requirements Traceability Matrix.
- E-R Diagram: Entity-Relationship Diagram.



11. Appendix B: RTM (Final Version)

SI.	Requirement	Brief	Architect	Design	Code	Test	System Test
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5	REQ-005	Employee Managemen t and Super- vision	ERD EMPLOYE E Entity	EmpDes ign005	EmpCo de005	TC_005	STC_005

12. Appendix C: Technology Stack and References

• Technology Stack:

- o Backend: MySQL relational database.
- o Frontend: Streamlit for web interface.
- o Language: Python for application logic.
- References:
- 1. MySQL Documentation
- 2. Streamlit Documentation