PURBANCHAL UNIVERSITY

DEPARTMENT OF COMPUTER ENGINEERING

KHWOPA ENGINEERING COLLEGE
LIBALI-08, BHAKTAPUR

A MID-TERM PROJECT REPORT

ON

FASHION STORE MANAGEMENT SYSTEM

Project work submitted in partial fulfillment of requirements for the award of the degree of Bachelor of Engineering in Computer Engineering (Third Semester)

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ABSTRACT

The project entitled as 'Fashion Store Management' is an application for an easy selection of the necessary things by the users which is designed in C++ language. In this project, we are trying to provide the admin with an efficient system where she/he can set the details and quantity of an item. This application will allow the admin to do several operations like add items, update items, delete items, display all the product lists and have access to view the transaction history made by the users. And as well as it allows users to browse the items and they have access to choose any of the items and place them in the cart. Only after the process of adding to the cart, the user can buy the product that they have selected. This project is unable to add on the real-time money transfer in case of the payments. So in future, we can further modify this project by implementing real-time payments and feedback on the items by users.

Keywords: Customer, Item, Item category, transaction history, buy items

ACKNOWLEDGEMENT

We extend our sincere appreciation to all the individuals who played a pivotal role in the conceptualization and execution of this project. Our profound gratitude goes to **Purbanchal University Khwopa Engineering College** and the Department of Computer Engineering (**HOD. Er. Bikash Chawal** and all the faculty members) for providing us with invaluable opportunities to embark on this remarkable endeavour. Also, we are grateful towards our supervisor **Er. Reena Manandhar** for her suggestions and support throughout the project.

With Regards,
Kriti Koju
Malika Budhathoki
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CHAPTER 1
INTRODUCTION

1.1 Background

In today's competitive retail landscape, effectively managing store operations is crucial for the success of any retail business. From tracking inventory to processing sales, ensuring smooth operations is essential to meet customer demands and maintain profitability. However, traditional methods of managing stores, such as manual tracking and paper-based systems, often lead to inefficiencies, errors, and missed opportunities. To address these challenges, the proposed project aims to develop a comprehensive Store Management System that leverages technology to streamline store operations and optimize efficiency By implementing the proposed Store Management System, retailers can streamline their operations, improve inventory accuracy, enhance customer experiences, and ultimately drive business growth and profitability [1].

In user interact mode the system allows the user to register or create a new account. The item, price, image, etc are shown in the feed the user can buy the desired item from the store in the desired amount if it is in stock in the store then ask the user to verify buying then a pop-up gives the completion of buying. In the management mode, the store can edit, add or delete the stock items and the balance is stored in the file.

The system allows new users to register or create a new account, providing essential information such as name, email, and password. Items available for purchase, along with their prices and images, are shown in the feed. Users can browse through the items and select the ones they wish to buy. Upon selecting an item, users can specify the desired quantity. The system checks the stock availability to ensure that the desired quantity is available. Before proceeding with the purchase, the system prompts the user to verify the details of the transaction, including the item, quantity, and total price. Once the user confirms the purchase, a pop-up message confirms the completion of the transaction. The user receives a confirmation email or message, and the purchased items are deducted from the store's inventory.

In Management mode (Store Perspective) Admin can surf through the items catalog see all the items in the store inventory and proceed to the next step like editing items, adding items and deleting items. Admin can edit items, it can change the name and details of the items as required for the store. New items can be added with details added to the inventory. Existing items can be removed from the list and also removed from the inventory. In each case pop-up message appears to verify the action of the admin. Inventory gets changed automatically according to the action done by the admin.

1.2 Motivation

We chose this project because it addresses a common problem faced by many businesses: managing their inventory effectively. businesses need to keep track of their products to ensure they have enough to sell without having leftover. I learned about this project through research and discussions with experts in the field. It's something that many companies are interested in because it can save them time and money while also improving customer satisfaction.

1.3 Statement of Problems

Past projects similar to the proposed Store Management System have faced limitations such as scalability constraints, inflexible customization options, challenges in integrating with existing systems, high implementation costs, low user adoption rates, lack of mobile or remote accessibility, security vulnerabilities, and difficulties in upgrading or maintaining the system over time. These limitations have hindered the effectiveness and long-term viability of such solutions[2].

1.4 Objectives

- Develop a user-friendly Store Management System to help stores manage their inventory, sales, and staff schedules efficiently.

1.5 Application

- Retail businesses such as clothing stores, supermarkets, and electronics stores.
- Warehousing and inventory management facilities.
- Any organization requiring streamlined store operations, including small businesses and large retail chains.

1.6 Scope & Limitation

- It can be used in every store for recording the inventory and easy access to the customers to buy goods and help manage the store and its data.
- It can manage the transaction detail and list of items in the inventory.
- It can manage all the data of the store usually kept in the traditional register or diary.
- It becomes easier to search for the user information and transaction history of the store.
- This project is unable to add on the real-time money transfer in case of the payments.

CHAPTER 2
LITERATURE REVIEW

In this era of advanced technology, the world is caught up in a single computer or digital device. every moment and all human activities are associated with internet platforms. The store management system is everywhere which provides many useful features to customers and admins for the easier way of selling and buying goods and services [3].

English entrepreneur Michael Aldrich was a pioneer of online shopping in 1979. The system connected a modified domestic TV to a real-time transaction processing computer via a domestic telephone line.

Adidas is a German multinational founded in 1949 which manufactures footwear at present has been established as softwarized shoe selling store. The supply chain management software was adapted by Adidas for designing, manufacturing operations, coordination, control, service, and distribution systems which has helped the company to track the records and transaction [4].

Study on existing store management system

To understand more about the store management system, we have analyzed the existing system documentation found in the internet. there are huge number of documentation found but we have choose the documentation they have been implemented by Hindustan college of arts and science, India. There is an existing system made by the students of Hindustan college of arts and science, India similar to our project. Study of shoes store management system made by students of Hindustan College of arts and science. The shoes store management system was developed by the Hindustan college of arts and Science. It is built in a console with C++ programming, which is little bit similar to the software used in the small store and markets [5].

The store management system is the activity of controlling the continuous flow of inventory in any organization, which is into production trading sales or services. Despite the reality that the rise of store management is inexact, it would be safe to say that shopkeepers and merchants were some of the initial to explore these fields. low inventory usually results in stock outs and maintaining excess inventory results in additional holding costs. Store management is an essential and much-required activity that every organization would like to consider for various purposes to maintain customer goodwill and to make comparatively high profits .so for a successful store management system we need to add inventory management also which can help us to meet customers need [5].

With this project we are trying to build the store management system that can help the store managers to track the record and customers to have a user friendly system.

CHAPTER 3
PROJECT MANAGEMENT

3.1 Team members

The project will be carried out by the contribution of the following four team members.

Kriti Koju (790317)

Malika Budhathoki (790319)

Rushal Manandhar (790333)

Xenium Suwal (790348)

3.2 Workbreakdown Structure

SN	week / Task Description	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th
1	Planning												
2	Preparation												
3	Design												
4	Coding												
5	Implementation and Testing												
6	Report making												
7	Documentaion												

3.3 Feasiblity St

It is the aspect that analyzes, studies and predicts the overall success and potential of the project under several aspects. It is based on extensive research and investigation regarding the project scenario and conceptual models.

Economic Feasibility: The product does not require any high financial support as it will be performed on a free platform. Further, no financial needs till its completion.

Operation Feasibility: this application will run smoothly with minimum hardware specifications and does not need high requirements.

Technical Feasibility: a normal literate person who can understand the general English language can easily handle operations.

Schedule Feasibility: the expected duration for the completion of this project is around 3 months.

CHAPTER 4
METHODOLOGY

Our project "Store Management System" is an idea that will harness the power concept of billing and record-keeping, we planned this project to benefit everyone associated with it. A system design is a conceptual model that defines structure, behavior and more view of the system It is a formal description and representation of system organized in a way support rezoning about the structure and system architecture can comprise the system component, the extremely visible of those component, and the relationship between them. It provides a platform that will work together to implement whole system. Therefore, we put an idea into theory and then get into the implementation, if the implemented concept doesn't satisfy us up-to mark, we again try to get into a new idea of presenting and because of this, it is more of practice and execution concept to the working model.

4.1 Block Diagram

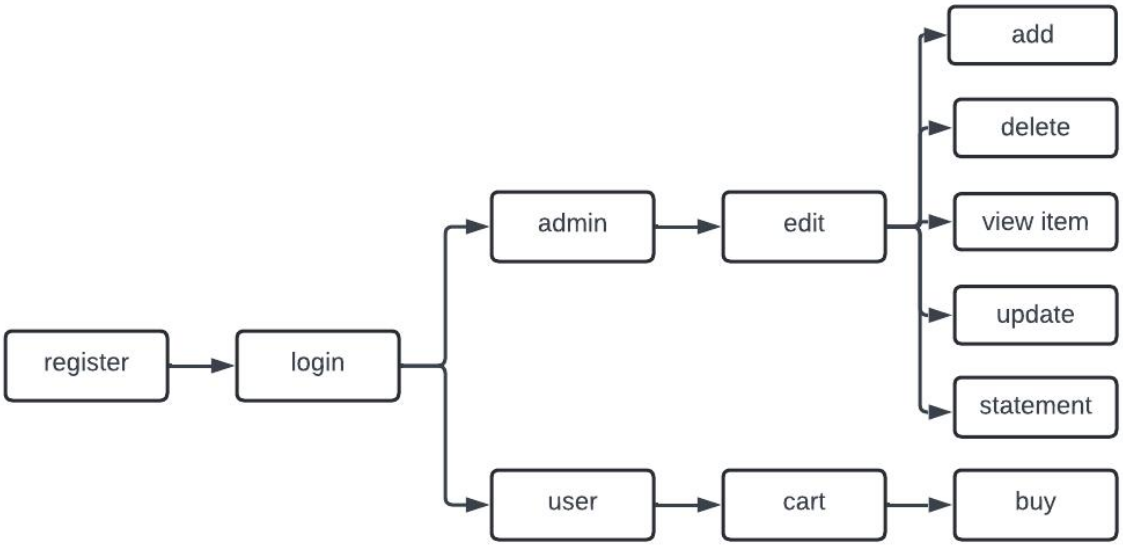

Fig 4.1 Block diagram

In the above blockdiagram, there are two option to use the system such as admin and as a user. If the user doesn't have an account then, they can do register otherwise they can just do login. If the username is admin then, they have access to add items, update items, delete items, display the items and have access to view the order made by the users. And if the username is not admin and it is a user(customer) then they have access to view the product list with details and they can choose any kind of necessaries like(bags,shoes,clothes) and they can buy them after they put them into the cart. After successful operation both user and admin can exit the system.

4.2 ALGORITHM

STEP 1: Start

STEP 2: Display login page (1. Create Account, 2. Login)

IF 1: Register a new user and go to step 2

ELSE 2: Validate user credential (Check if 1. Admin or 2. not and go to step 3)

STEP 3: IF 1: Admin [Choose a. add item, b. display item, c. update item, d. delete item e.statement]

IF a. Add item

Enter item detail

Add item

Goto step 3.1

ELSE IF b. Display item

Show Existing items in the inventory

Go to step 3.1

ELSE IF c. Update item

Enter item detail

Check for item(found or not)

If found:

I) Enter new item detail

II) Update item

III) Goto step 3.1

Else:

I)Display no item found

II)go to step 3.1

ELSE IF d. delete item

Enter item detail

Check for item

If found:

I) Delete item

II) Goto step 3.1

Else:

I)Display no item found

II)go to step 3.1

ELSEIF e.statement

Show Existing items in the inventory

Go to step 3.1

ELSE f. goto Step 4

ELSE 2: User or customers

Display product list (1. Product1, 2. Product2, 3.Product3, and so on)

IF 1: Product1

Show product details

Option for Buy

ELSE IF 2: Product2

.....

ELSE IF 3: Product 3

.....

ELSE: goto Step 4

IF BUY:

If yes:

Select quantity

Verify buying

Then Buying Success.

And goto step a. I)

Else: Goto step a.

STEP 4: EXIT

4.3FLOW CHART

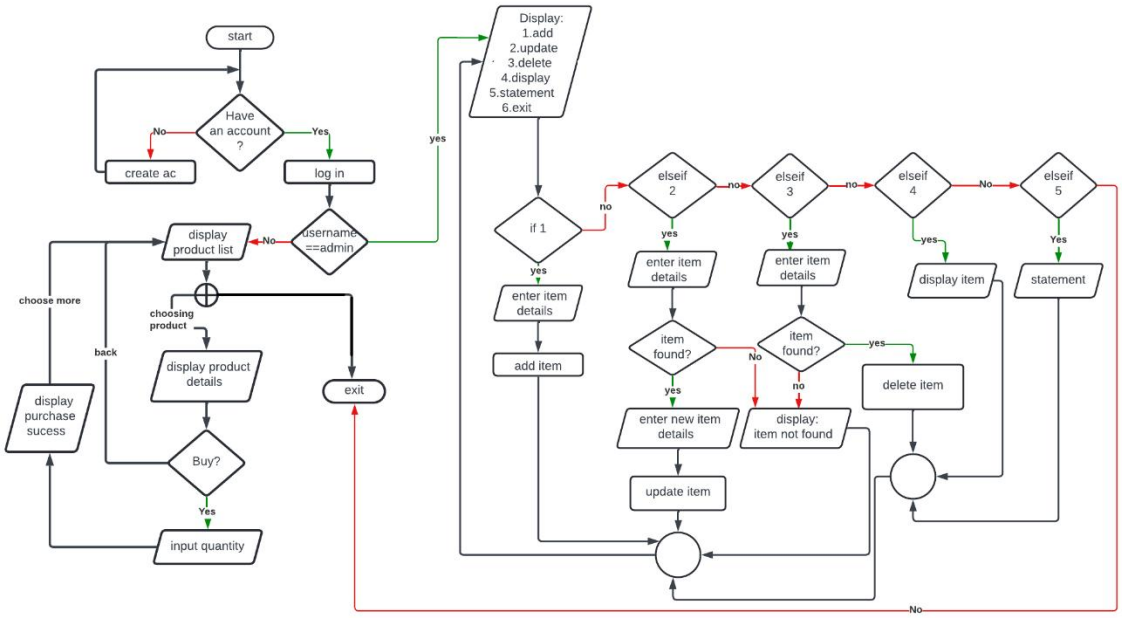

Fig 4.3 Flow chart

CHAPTER 5
RESULT AND DISCUSSION

5.1 Output

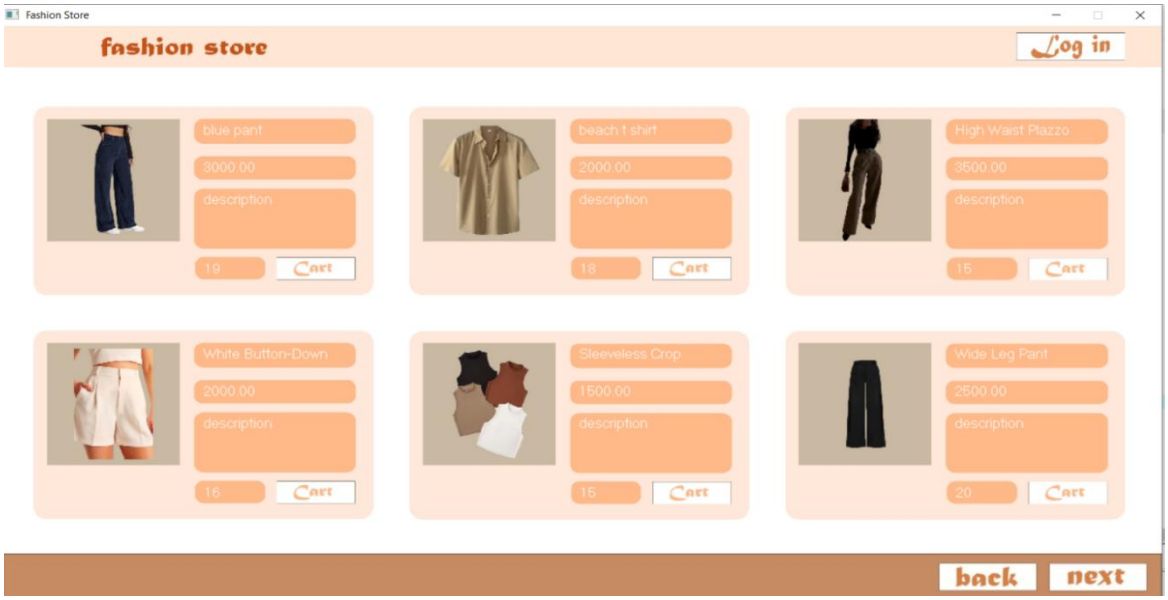

Fig 5.1.1 Homepage

->People can view products in guest mode.

Fig 5.1.2:Startup page

->One can register, login as customer to buy and login as admin to edit.

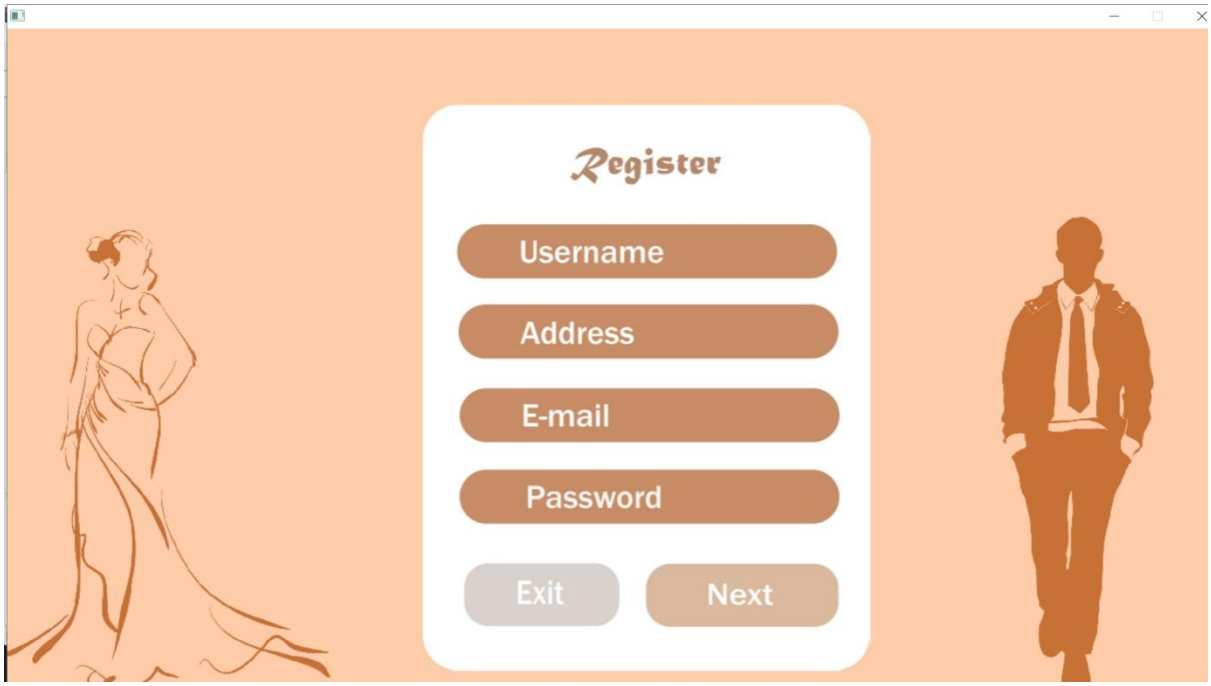

Fig 5.1.3 Register page

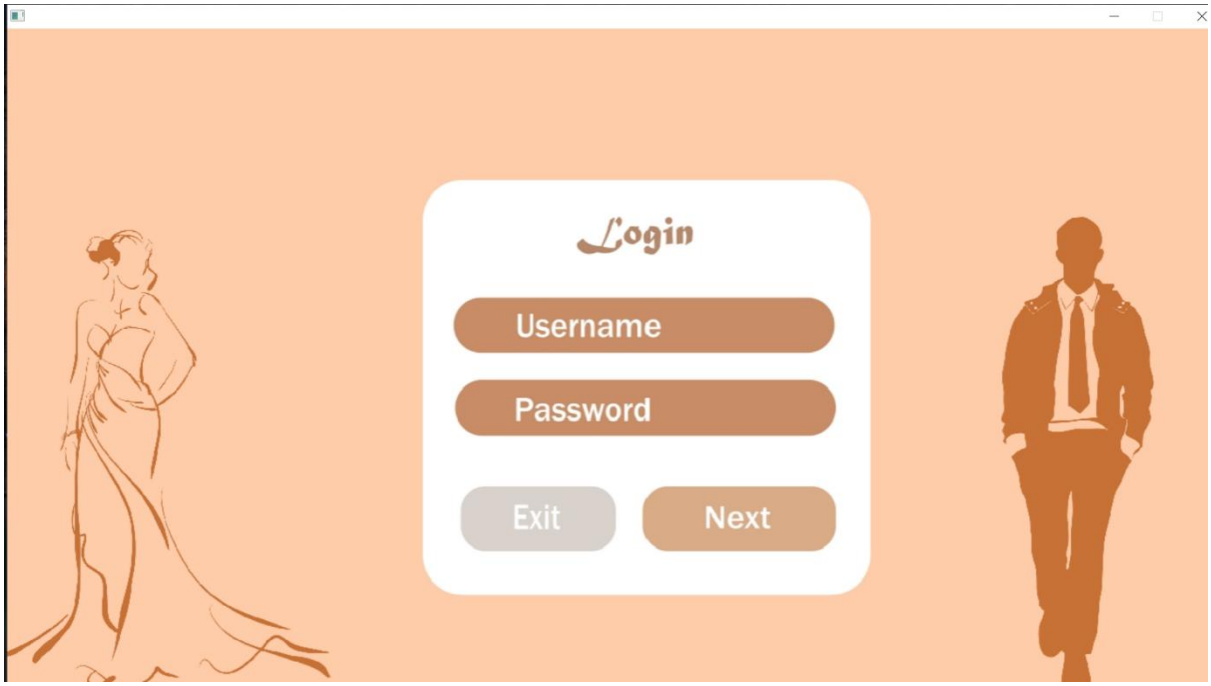

Fig 5.1.4 login page

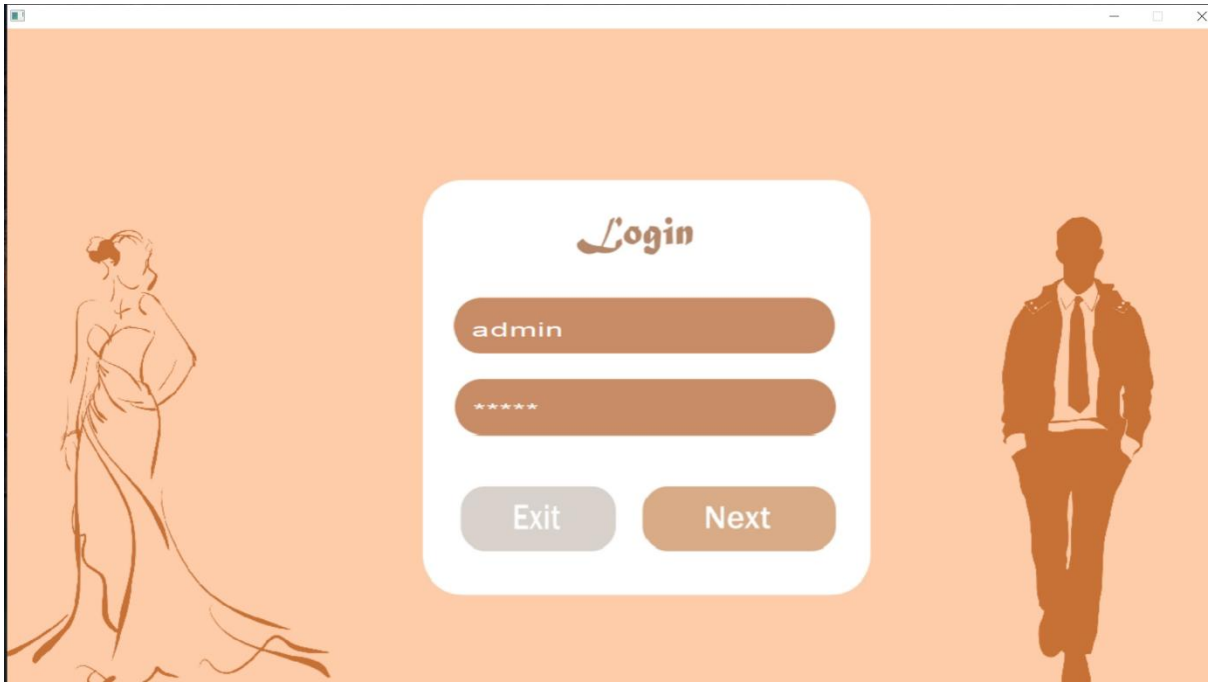

Fig 5.1.5 login as Admin

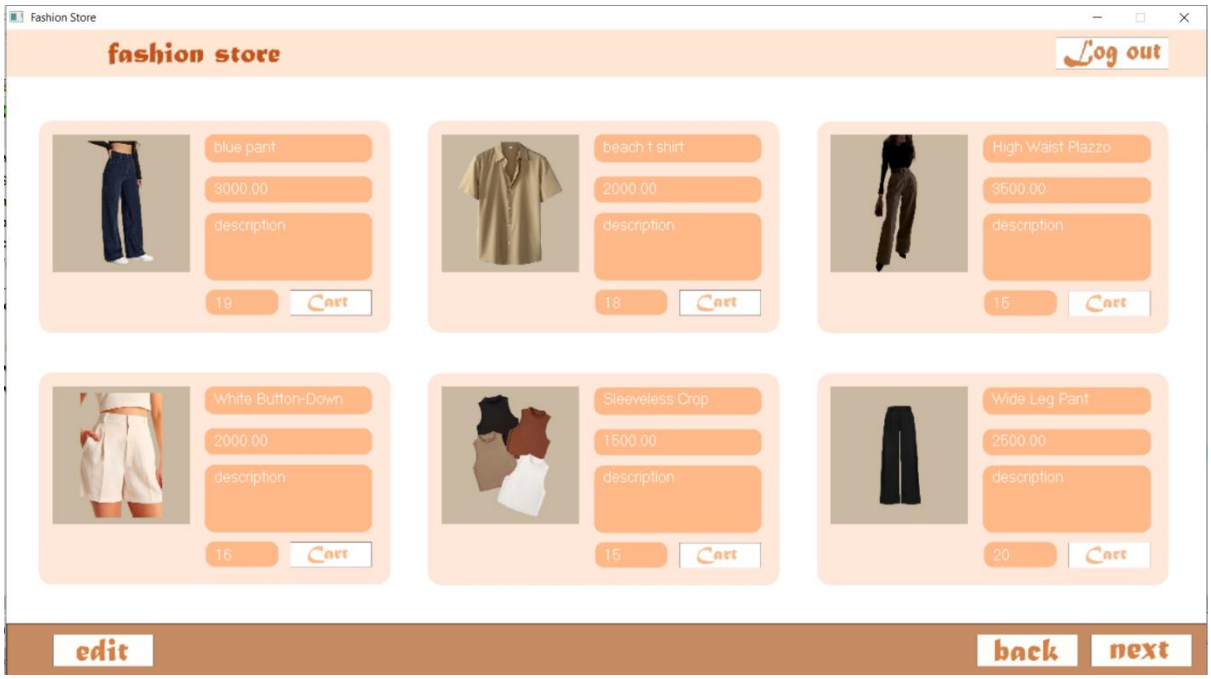

Fig 5.1.6 Admin page

->After login as admin one can edit product details.

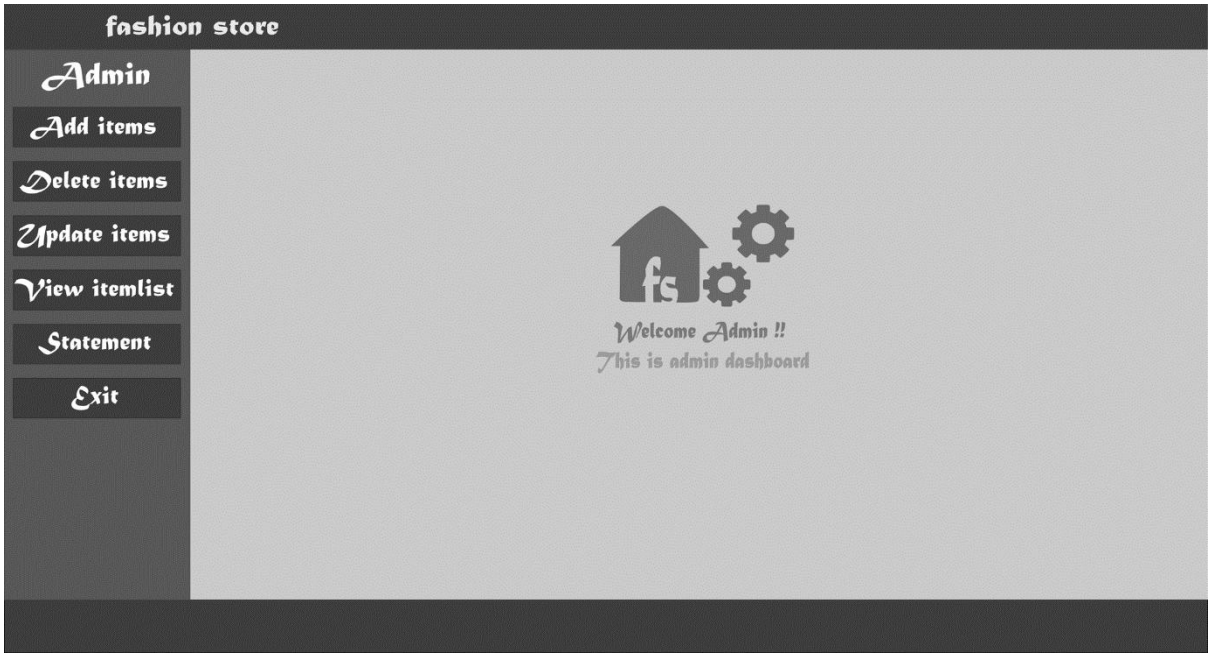

Fig 5.1.7 dashboard

->In the dashboard admin can add items, delete items, update items, view items and view statements.

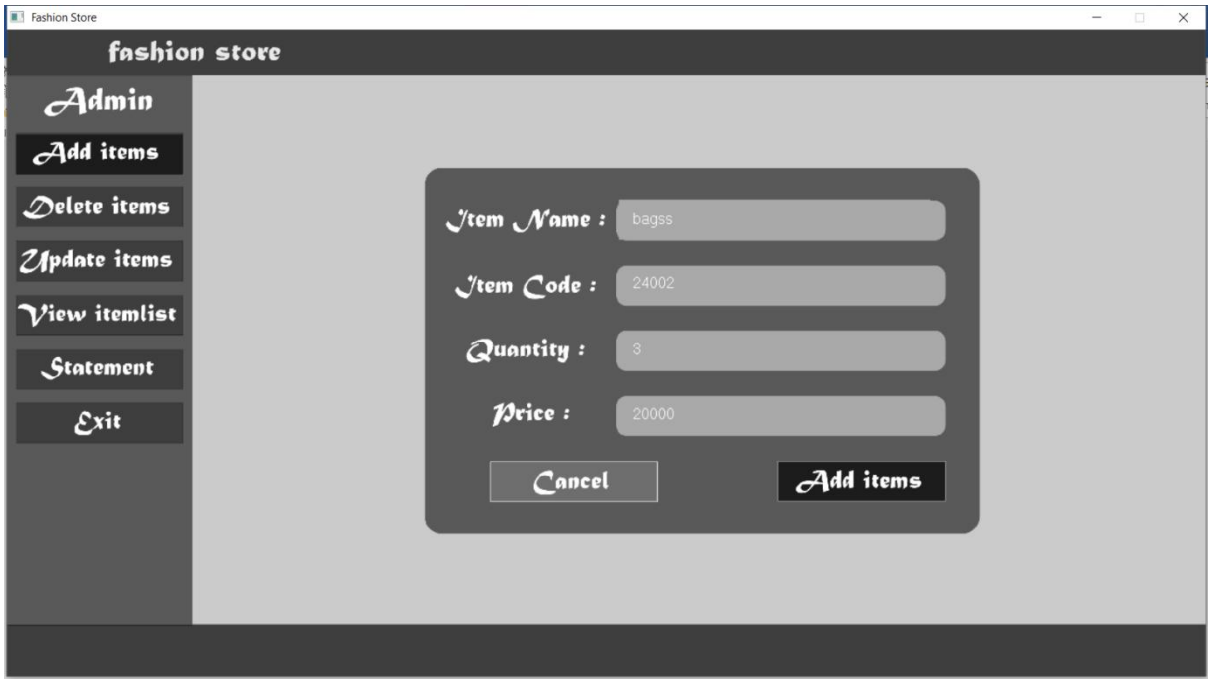

Fig 5.1.8 Add Item

->Admin can add item by specifying item name,item code,quantity,price.

Fig 5.1.9 Delete Item

->Admin can delete an item by simply entering the item code.

Fig 5.1.10 update items

->Admin can update item by entering item code and then admin can change name,price,quantity.

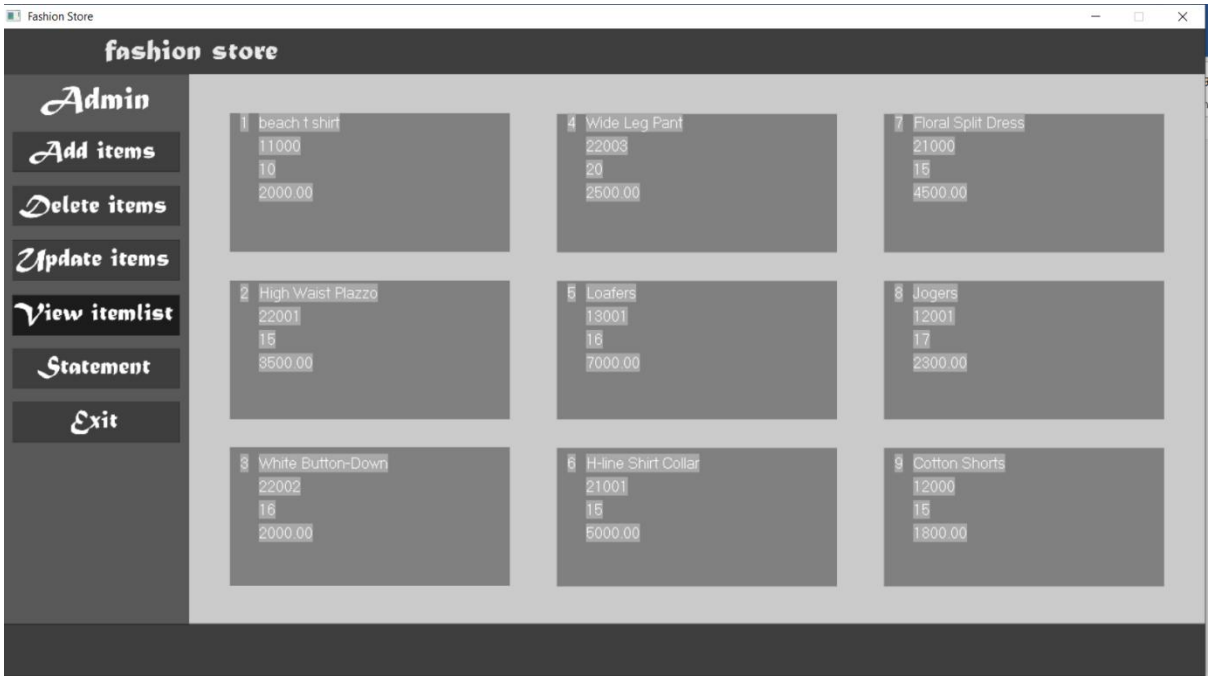

Fig 5.1.11 view item list

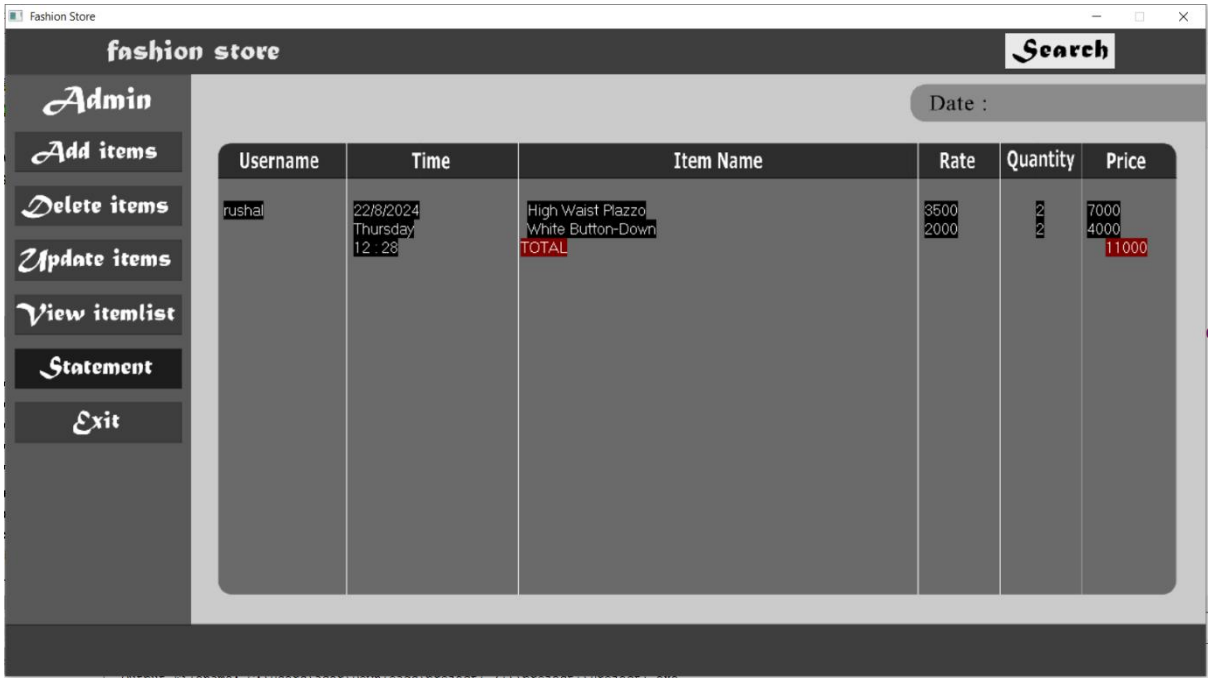

Fig 5.1.12 statement

->Admin can view and search the transaction done by the customer.

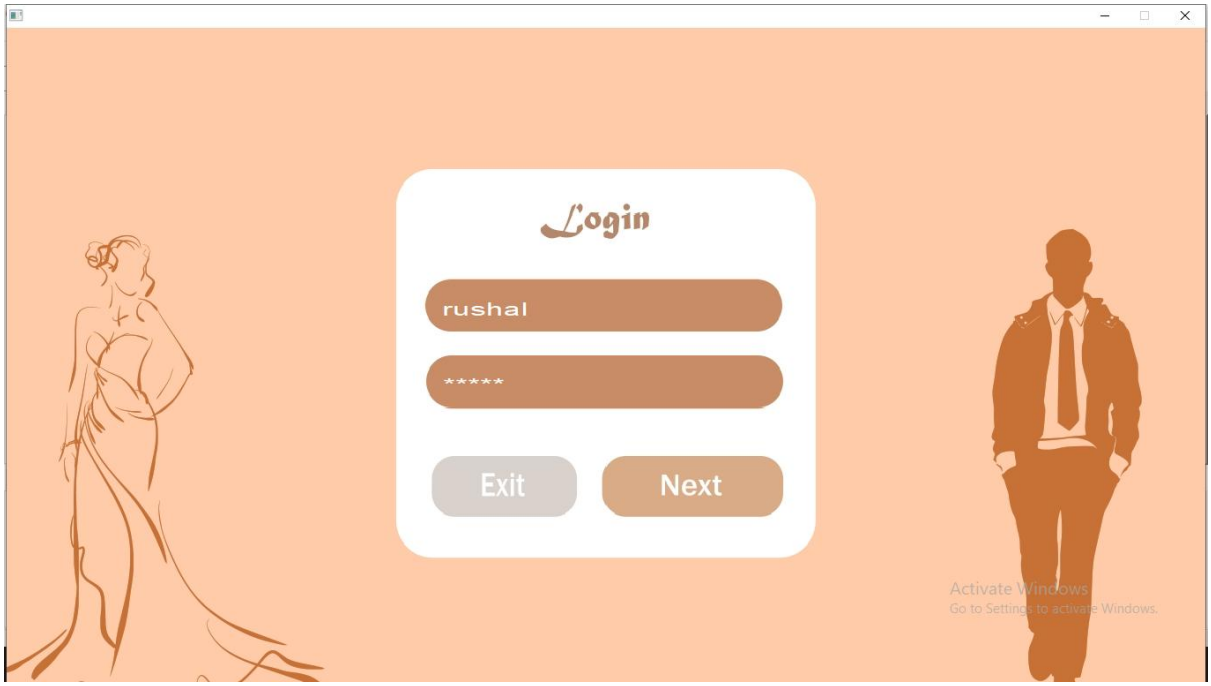

Fig 5.1.13 Login as User

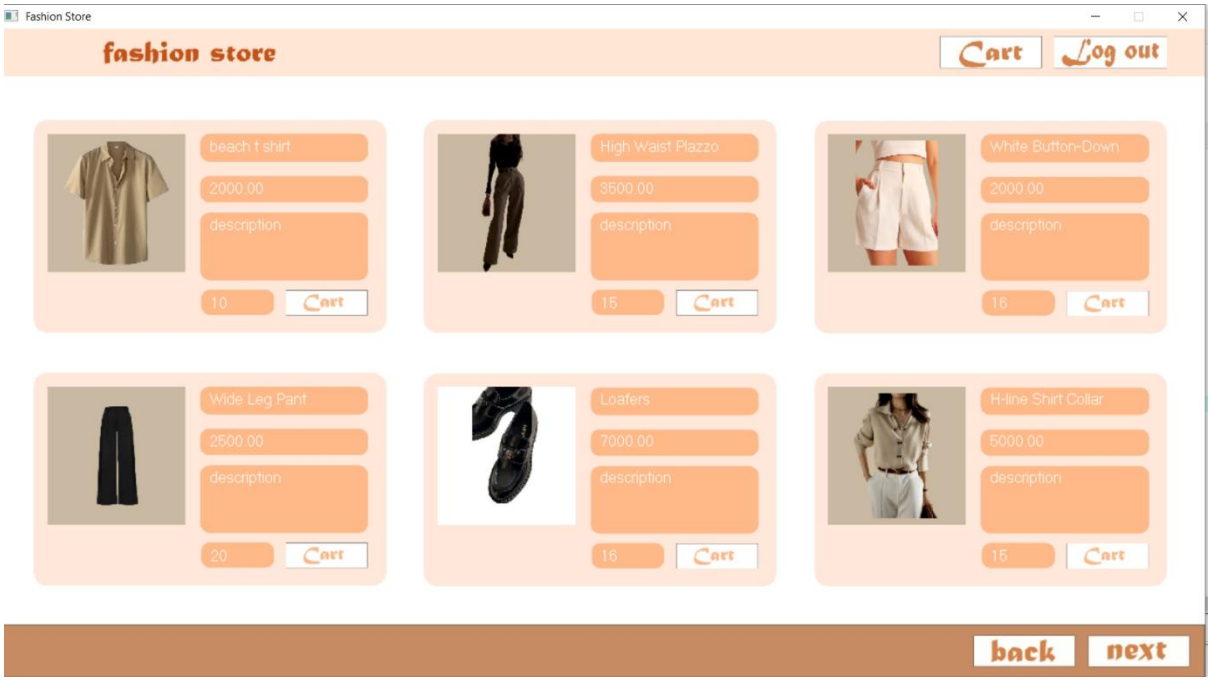

Fig 5.1.14 User page

->User can add product to the cart and buy product .

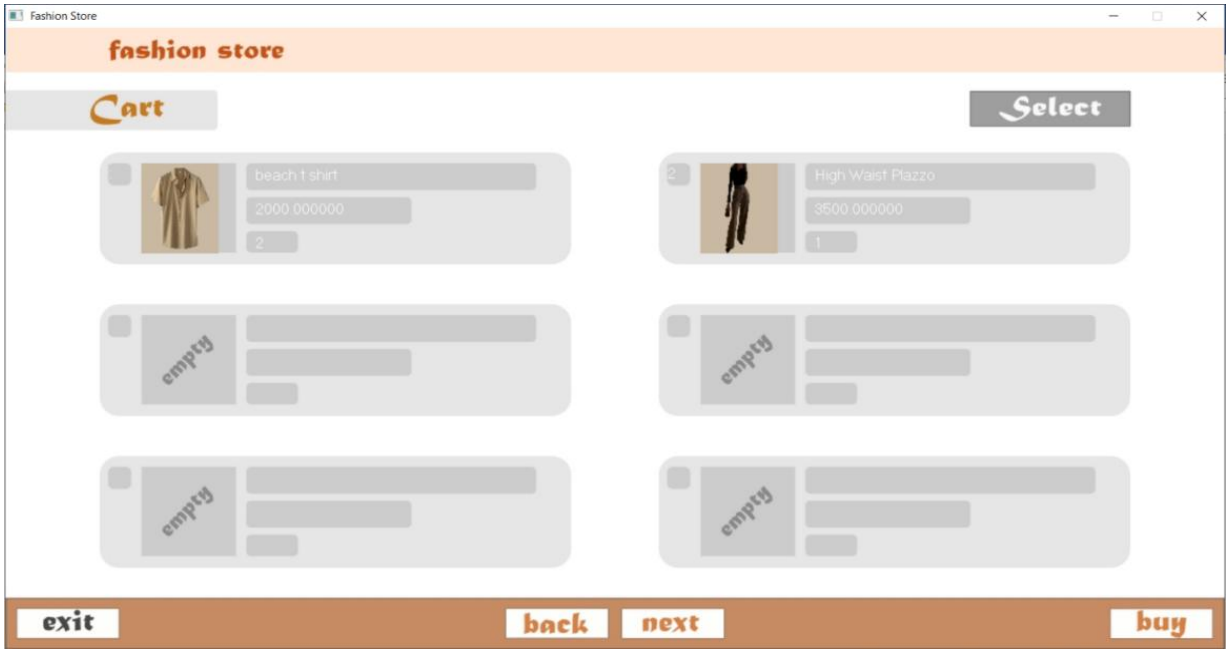

Fig 5.1.15 Cart page

->After the user selects to buy the product quantity decreases and the buying process will success.

Fig 5.1.16 Bill

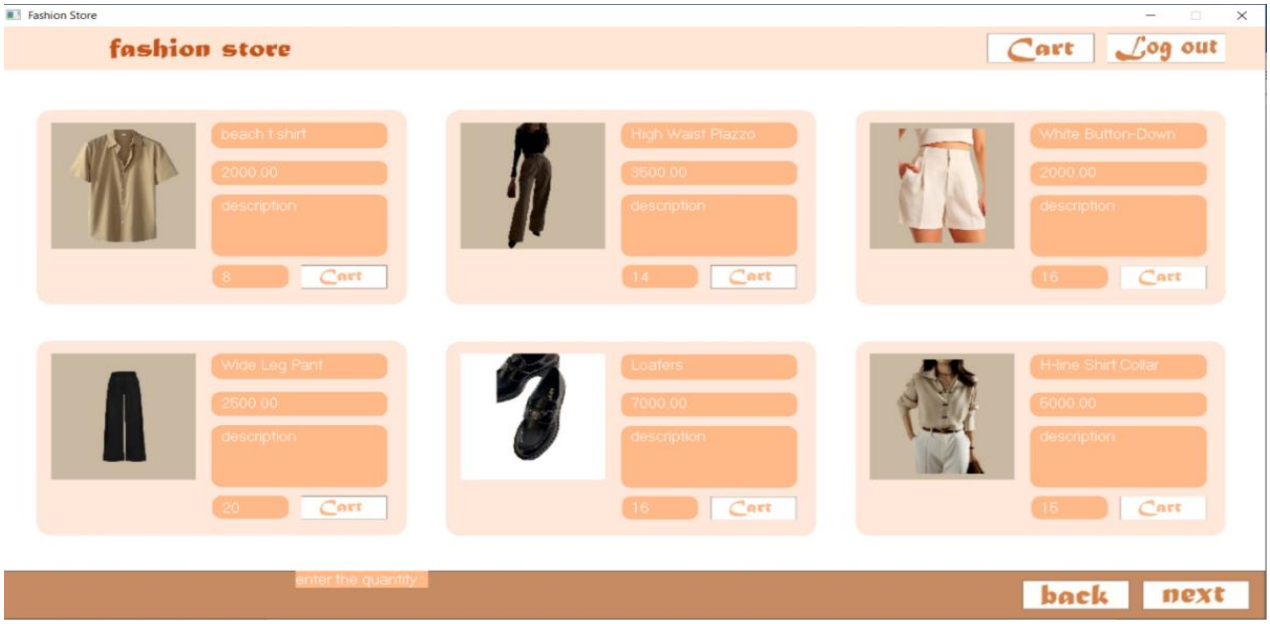

Fig 5.1.17 product page after buy

CHAPTER 6
FUTURE ENHANCEMENT

Due to various constraints such as time, our project is not completed perfectly. Some of the work can be implemented for better performance, such as:

- Review and rating
  Adding a review and rating feature will allow customers to provide feedback, improving the shopping experience.
- Real payment
  Integrating a real-time payment system will streamline transactions and enhance security.
- Scalablity
  enhancing the system's scalability will enable it to support larger inventories and growing businesses, ensuring long-term viability.

CHAPTER 7
CONCLUSION

The "Fashion Store Management" project successfully delivers a functional application for streamlining the shopping experience for both users and administrators. By implementing key features such as item management, cart functionality, and transaction history, the project creates a solid foundation for an efficient fashion store management system. While it currently lacks real-time payment integration, the project demonstrates the potential for future enhancements, including the addition of payment gateways and user feedback mechanisms. by replacing traditional manual processes with a digital solution, the system enhances efficiency, reduces errors, and improves the overall shopping experience. These future modifications could elevate the application to a more comprehensive and user-friendly platform, aligning with modern e-commerce standards.

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