North South University
Department of Electrical and Computer Engineering

Lab Project Report

Semester   :   NSU Fall 2022
Course Code   :   CSE 215L
Section   :   04
Group Name   :   B3

Faculty   :   Dr. Shafin Rahman (SfR1)
Lab Instructor   :   A. S. M. Sabiqul Hassan

Project Topic   :   Sports Shop Management
GitHub Repo Link   :   Repository Link
Submission Date   :   13/11/2022

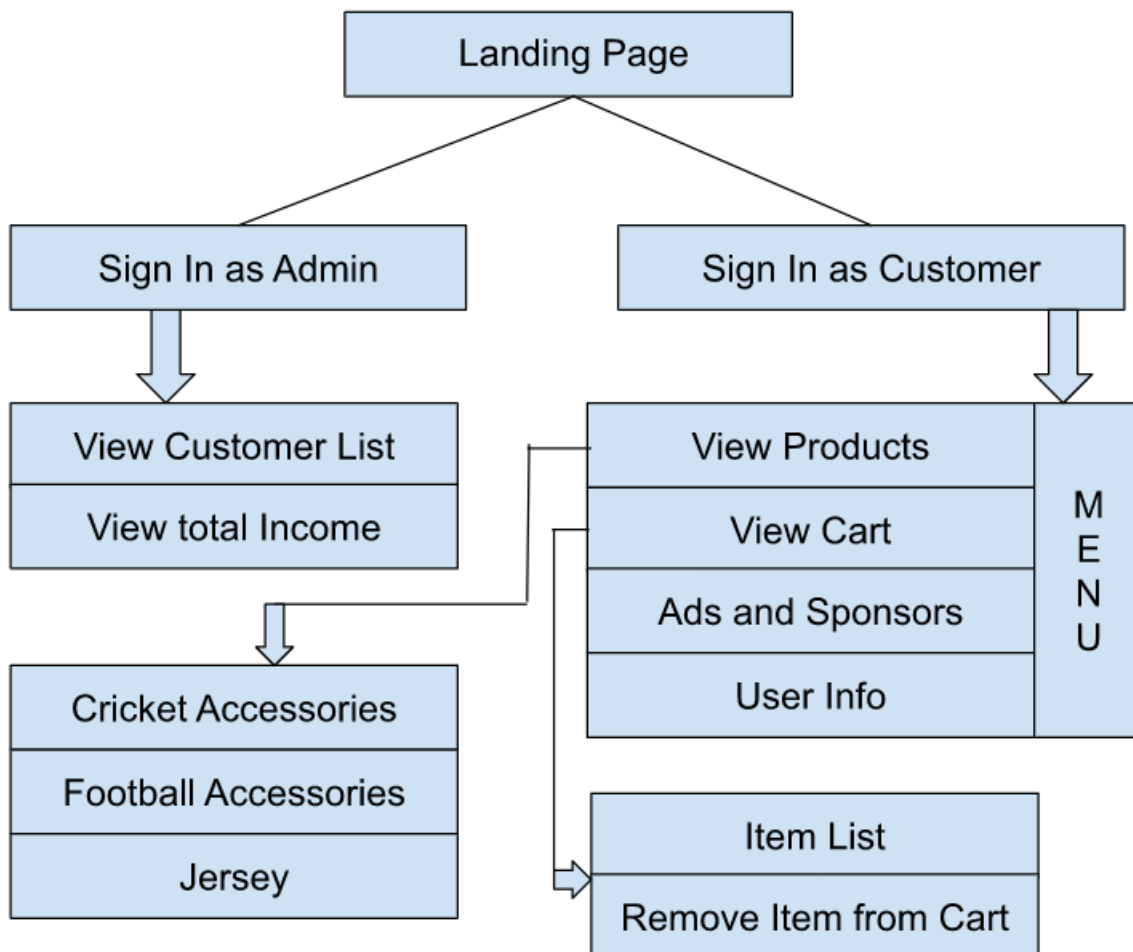| Student Information	GitHub Account Links
2212356042 Al Mahfuz al.mahfuz@northsouth.edu	(Abdullah Al Mahfuz) · GitHub
2212480042 Motasim Abid Motasim.Abid@northsouth.edu	(Motasim Abid19) · GitHub
2211295042 Muhammad Tahmidur Rahman muhammad.rahman12@northsouth.edu	(Muhammad Tahmidur Rahman) · GitHub
2211968042 Md. Naimur Rahman naimur.rahman12@northsouth.edu	(Naimur Rahman) · GitHub

● Sports Shop Management | Completed Features

Customer :
- ~~Creates New Account for new user~~
- ~~Proper Login system with Email and Password~~
- ~~Views different products according to categories~~
- ~~Selects products and adds to cart~~
- ~~Add product, change quantity, removes product from cart~~
- ~~Views list of products and prices during checkout~~
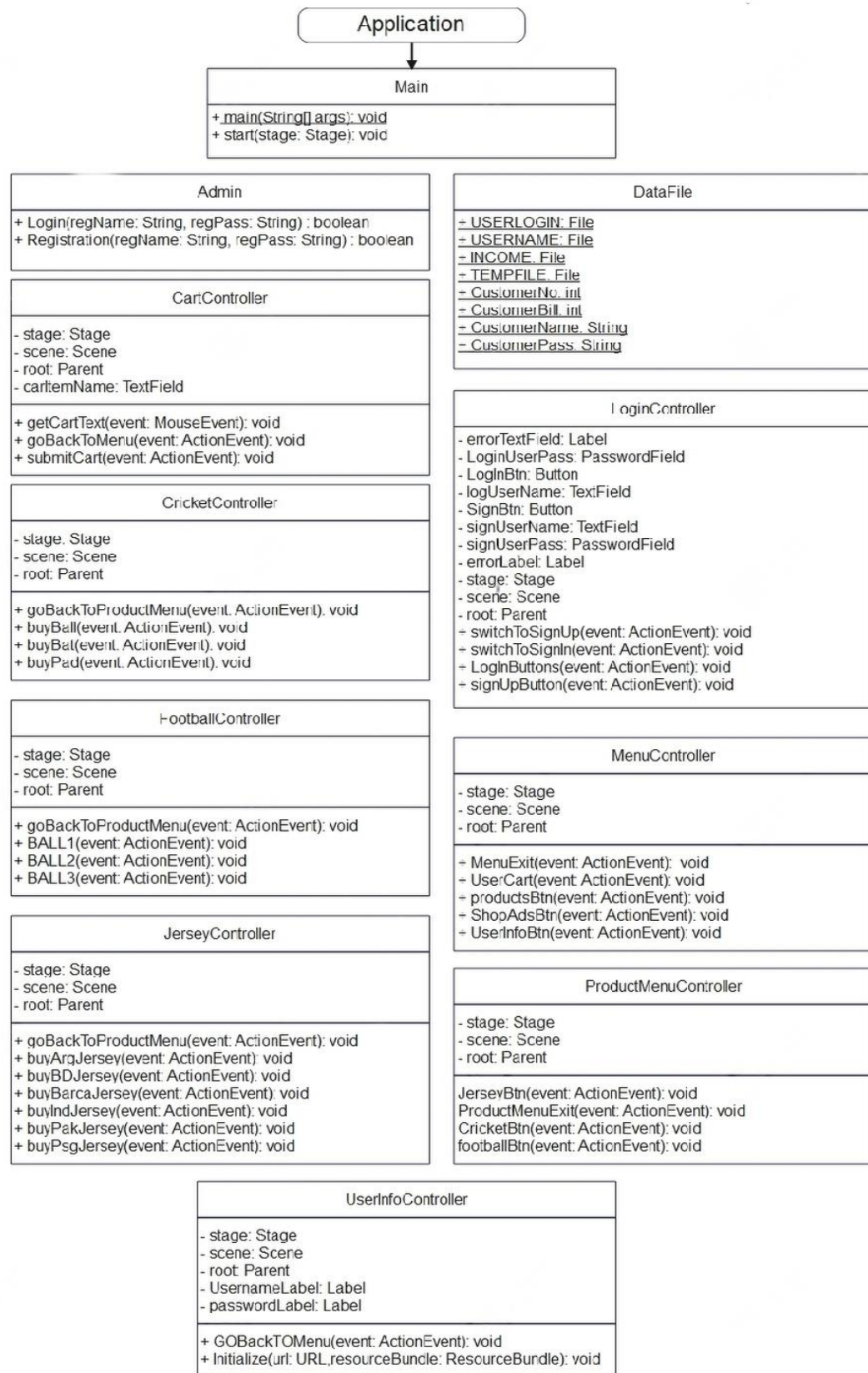- Membership system for special discounts.

Seller :
- ~~Views the list of sales and Income with customer details.~~
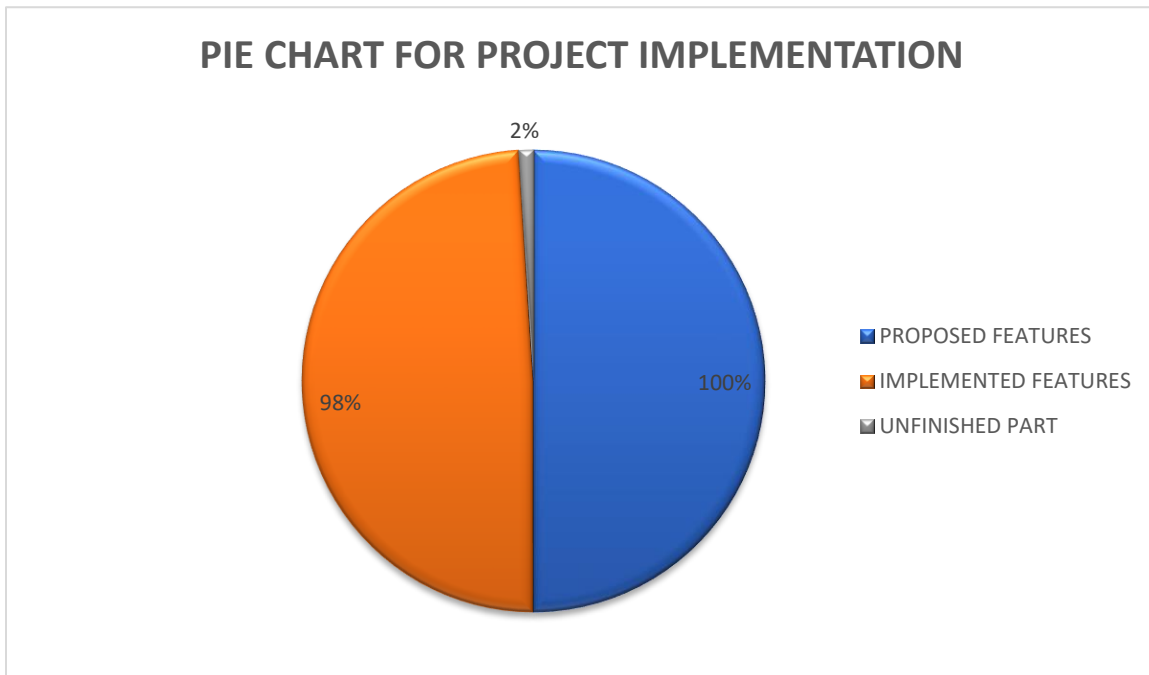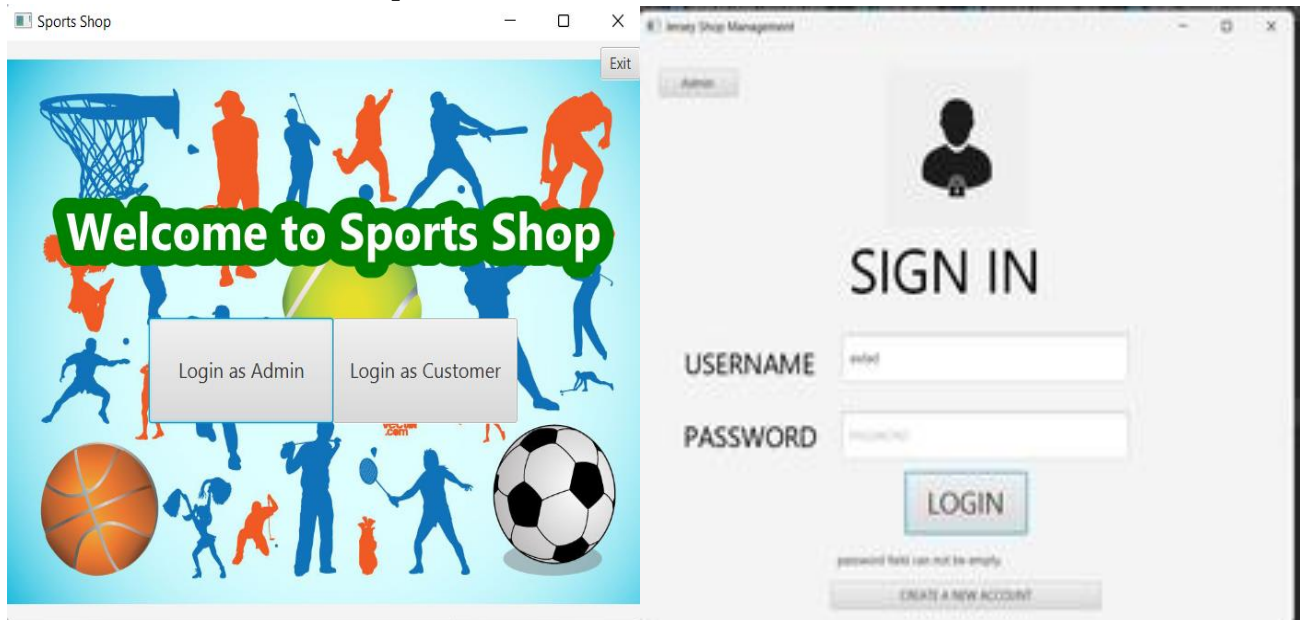- ~~View the monthly Income of his shop.~~

Flow Chart of the Program:

UML Diagram of the project:

Application

Main
+ main(String[] args): void
+ start(stage: Stage): void

Admin
+ Login(regName: String, regPass: String) : boolean
+ Registration(regName: String, regPass: String) : boolean

CartController
- stage: Stage
- scene: Scene
- root: Parent
- carItemName: TextField

+ getCartText(event: MouseEvent): void
+ goBackToMenu(event: ActionEvent): void
+ submitCart(event: ActionEvent): void

CricketController
- stage: Stage
- scene: Scene
- root: Parent

+ goBackToProductMenu(event: ActionEvent): void
+ buyBall(event: ActionEvent): void
+ buyBat(event: ActionEvent): void
+ buyPad(event: ActionEvent): void

FootballController
- stage: Stage
- scene: Scene
- root: Parent

+ goBackToProductMenu(event: ActionEvent): void
+ BALL1(event: ActionEvent): void
+ BALL2(event: ActionEvent): void
+ BALL3(event: ActionEvent): void

JerseyController
- stage: Stage
- scene: Scene
- root: Parent

+ goBackToProductMenu(event: ActionEvent): void
+ buyArgJersey(event: ActionEvent): void
+ buyBDJersey(event: ActionEvent): void
+ buyBarcaJersey(event: ActionEvent): void
+ buyIndJersey(event: ActionEvent): void
+ buyPakJersey(event: ActionEvent): void
+ buyPsgJersey(event: ActionEvent): void

DataFile
~ USERLOGIN: File
~ USERNAME: File
~ INCOME: File
~ TEMPFILE: File
~ CustomerNo: int
~ CustomerBill: int
~ CustomerName: String
~ CustomerPass: String

LoginController
- errorTextField: Label
- LoginUserPass: PasswordField
- LogInBtn: Button
- logUserName: TextField
- SignBtn: Button
- signUserName: TextField
- signUserPass: PasswordField
- errorLabel: Label
- stage: Stage
- scene: Scene
- root: Parent
+ switchToSignUp(event: ActionEvent): void
+ switchToSignIn(event: ActionEvent): void
+ LogInButtons(event: ActionEvent): void
+ signUpButton(event: ActionEvent): void

MenuController
- stage: Stage
- scene: Scene
- root: Parent

+ MenuExit(event: ActionEvent): void
+ UserCart(event: ActionEvent): void
+ productsBtn(event: ActionEvent): void
+ ShopAdsBtn(event: ActionEvent): void
+ UserInfoBtn(event: ActionEvent): void

ProductMenuController
- stage: Stage
- scene: Scene
- root: Parent

JerseyBtn(event: ActionEvent): void
ProductMenuExit(event: ActionEvent): void
CricketBtn(event: ActionEvent): void
footballBtn(event: ActionEvent): void

UserInfoController
- stage: Stage
- scene: Scene
- root: Parent
- UsernameLabel: Label
- passwordLabel: Label

+ GOBackTOMenu(event: ActionEvent): void
+ Initialize(url: URL, resourceBundle: ResourceBundle): void

project pie chart for Implementation:

PIE CHART FOR PROJECT IMPLEMENTATION

2%

98%

100%

- PROPOSED FEATURES
- IMPLEMENTED FEATURES
- UNFINISHED PART

Screenshot of each operations and short intros:

This is the primary scene for user before getting logged in.
From here user can choose wheather to **login as Admin** or wheather to **Login as Customer.**

Then if the user presses login button the scene will be staged to next SIGN IN window where user can either login or create a new account. Primarily the account is not created yet to the user may press **CREATE A NEW ACCOOUNT** button and provide his username and password to sign in.
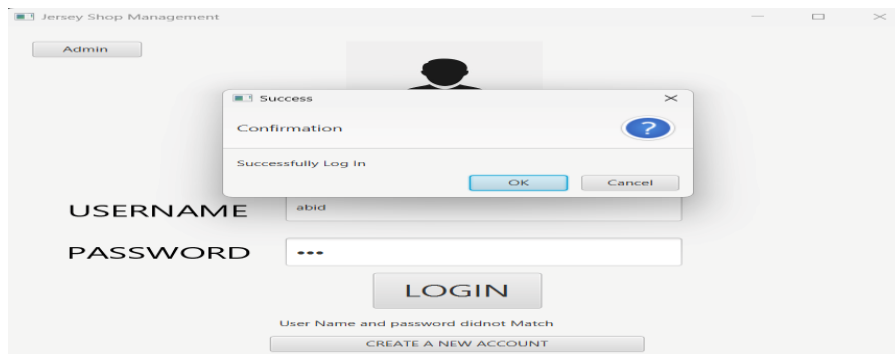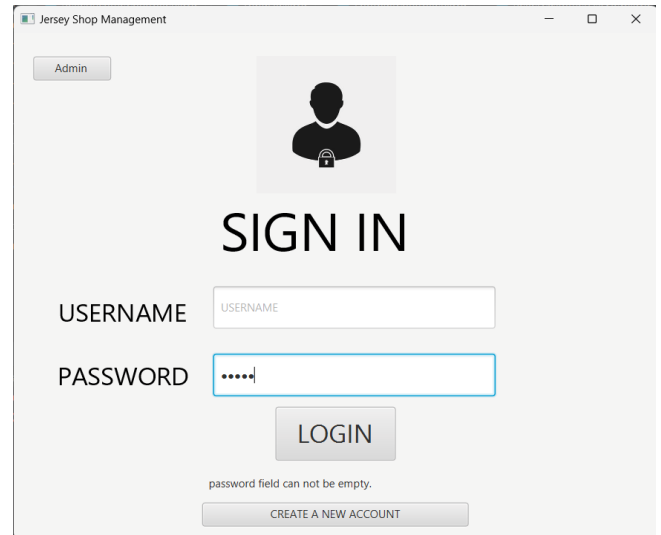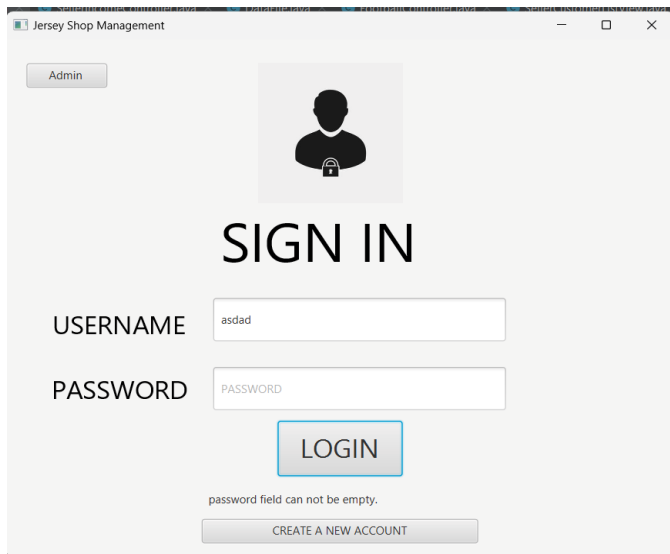
Here user can **LOGIN** by entering registered login and password.
Finally if user provides correct username and password the scene will
show a new confirmation message saying "**Successfully Log in**" else it
will show user and password didn't match.
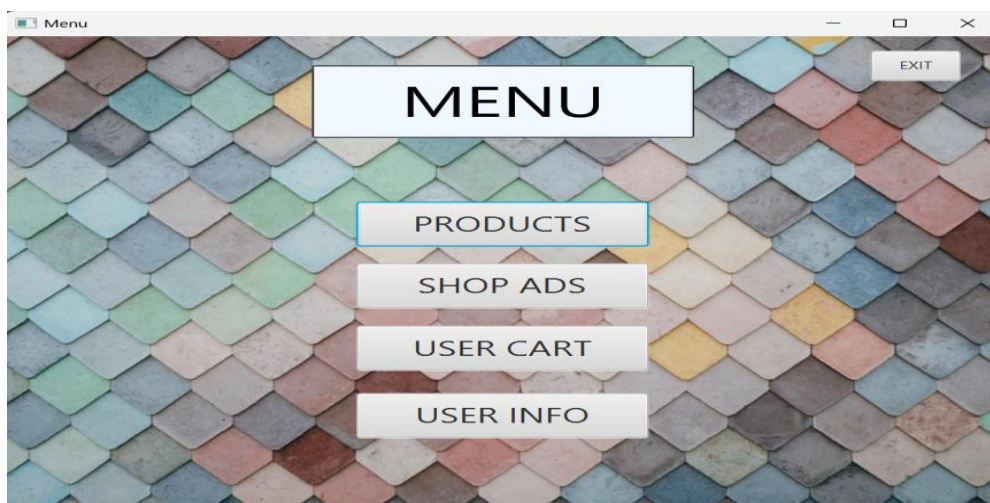
After a successful login the scene will be shifted to **MENU**

Here,user can view the **PRODUCTS,SHOP ADS,USER CART** and **USER INFO**
Buttons.

 If the user presses **PRODUCTS** option then he can see different product
categories such as **JERSEY,FOOTBALL ACCESSORIES** and **CRICKET ACCESORIES**
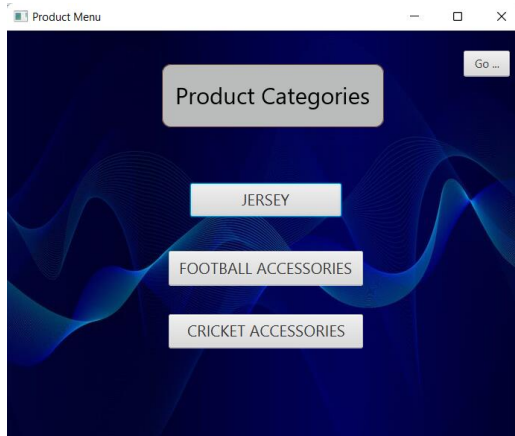
If user press jersey/Football accessories/cricket accessories;
these window will pop up :
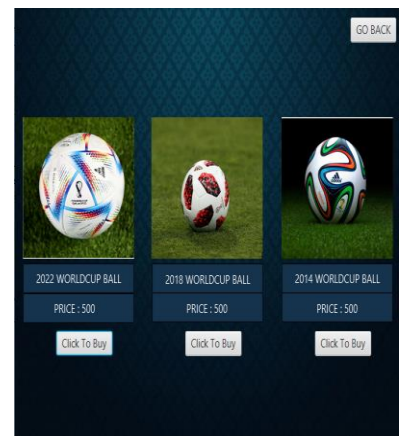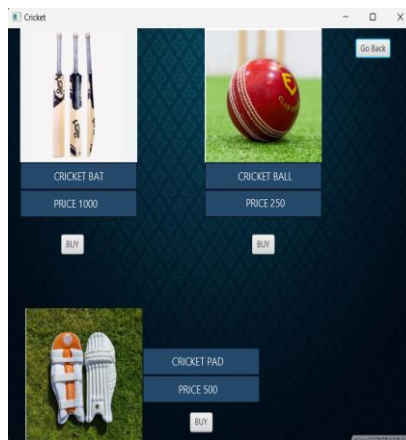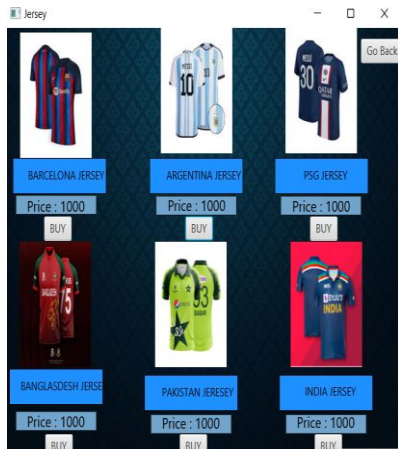
From these three options user can buys products as much as he want by
pressing **buy** buttons
After buying the new conmfirmation message will be popped us like-
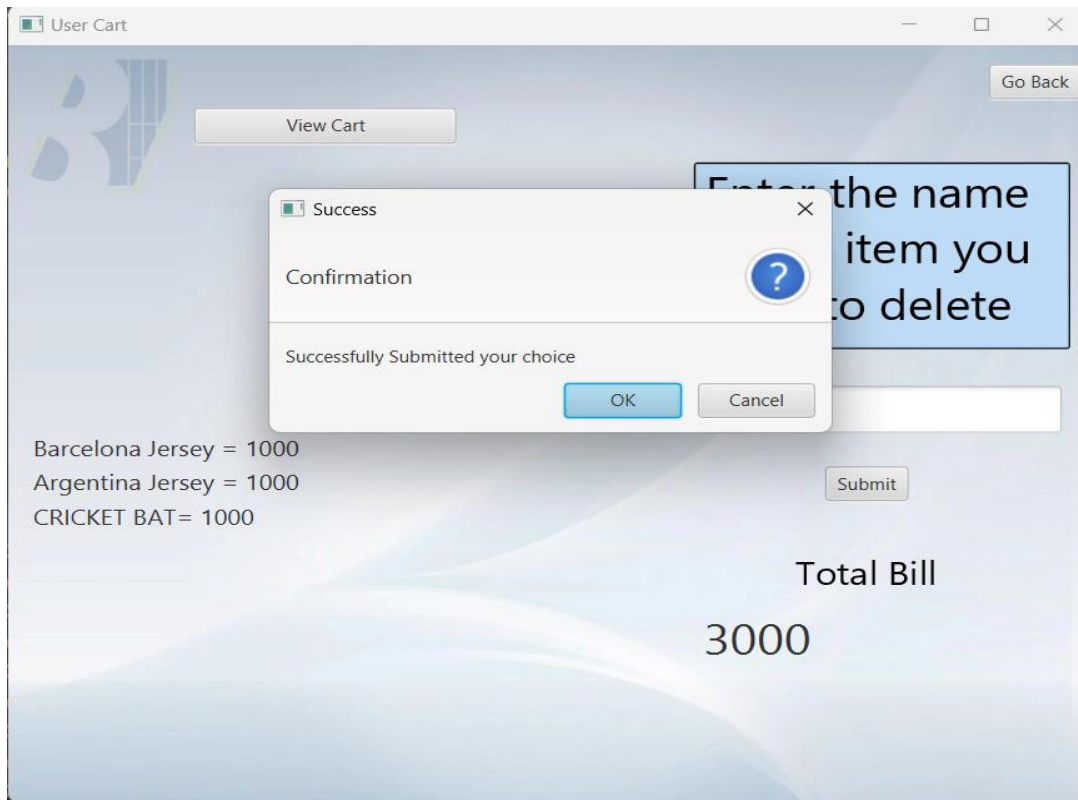**Successfully added barcelona jersey to your cart.**
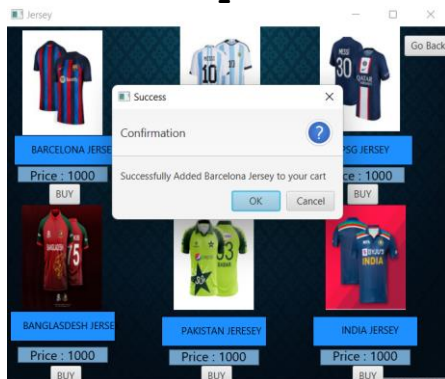
Going back to **MENU** user can now go to **SHOP ADS** option and see different ads for the shops
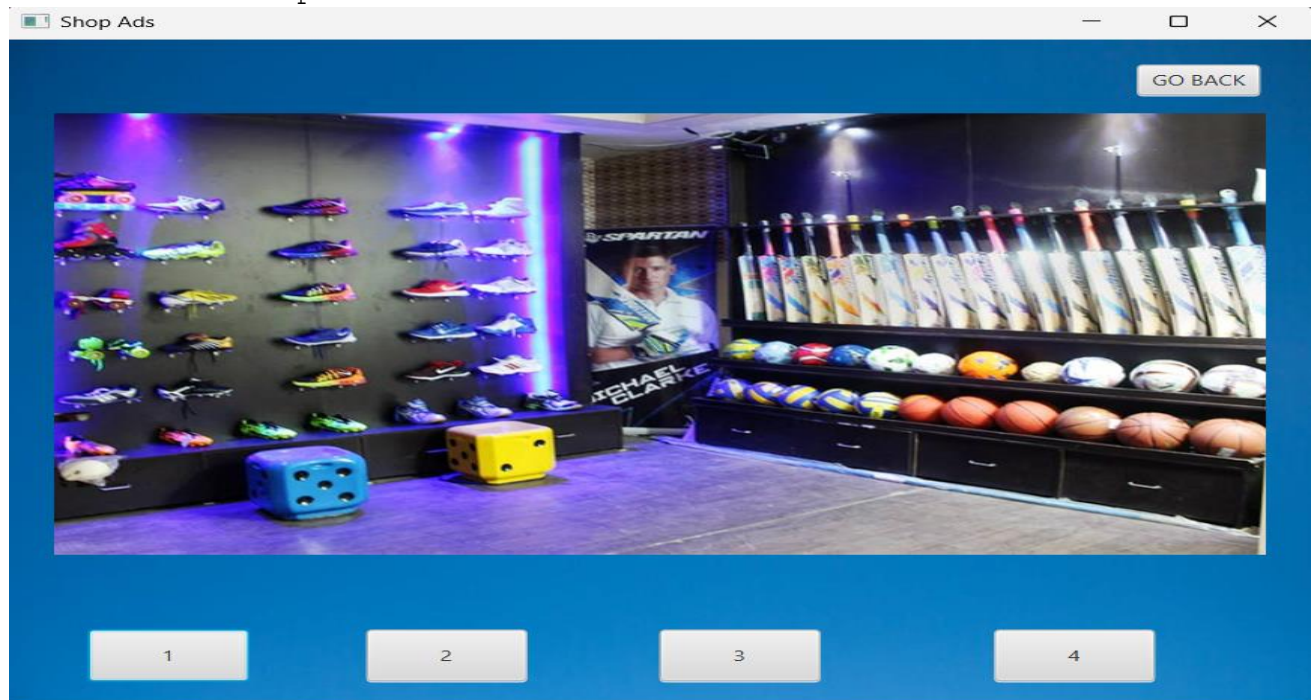

Going back to **MENU** user can now go for another option which is **USER CART**

Here primarily he can see the product that he previously bought for him after pressing **View Cart**
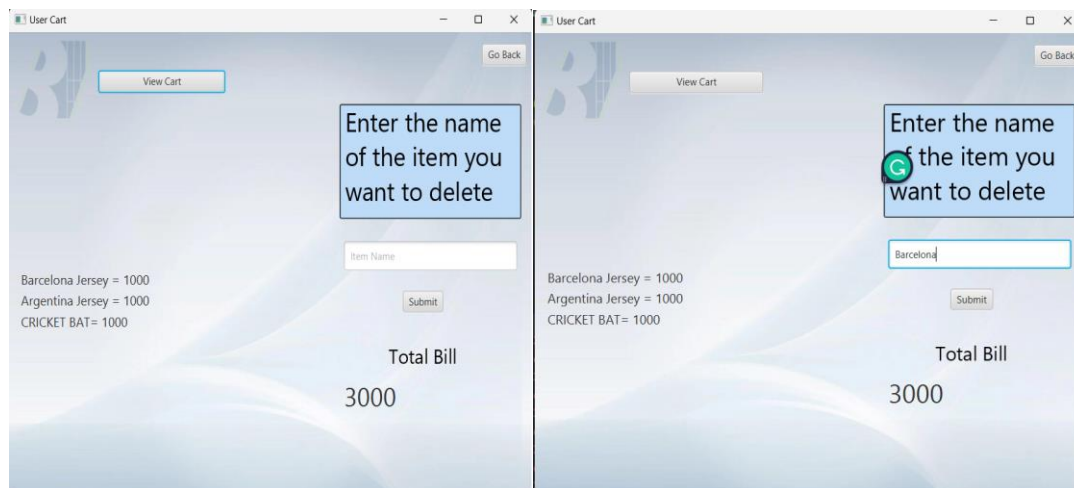
After viewing the cart if the user wish to delete an item he can write the name of the product and press submit button which will lead him to delete the product from his cart.After successful deletion a new message will be popped up saying **"Successfully submitted your choice"**
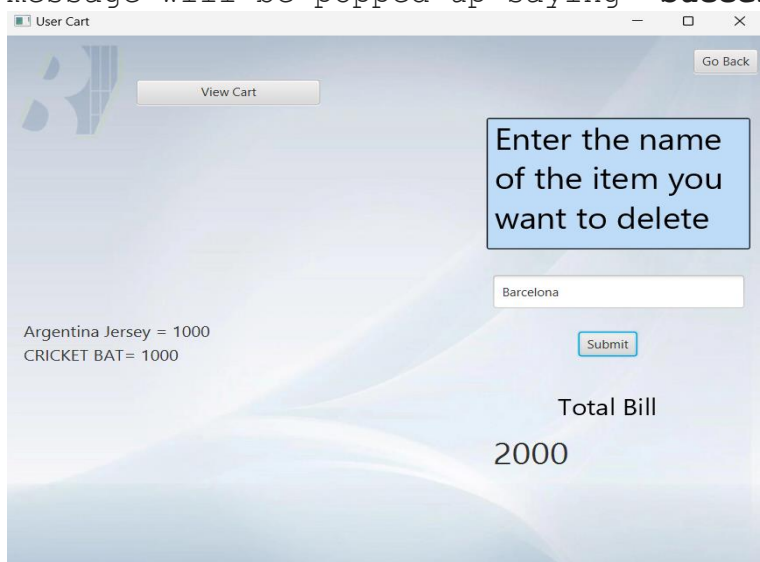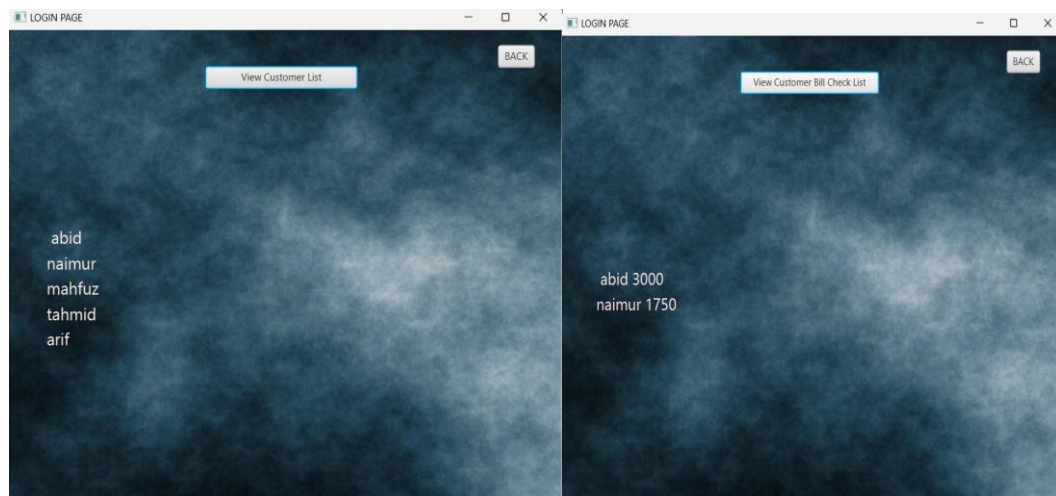

Now the user will see the final products after a successful deletaion.
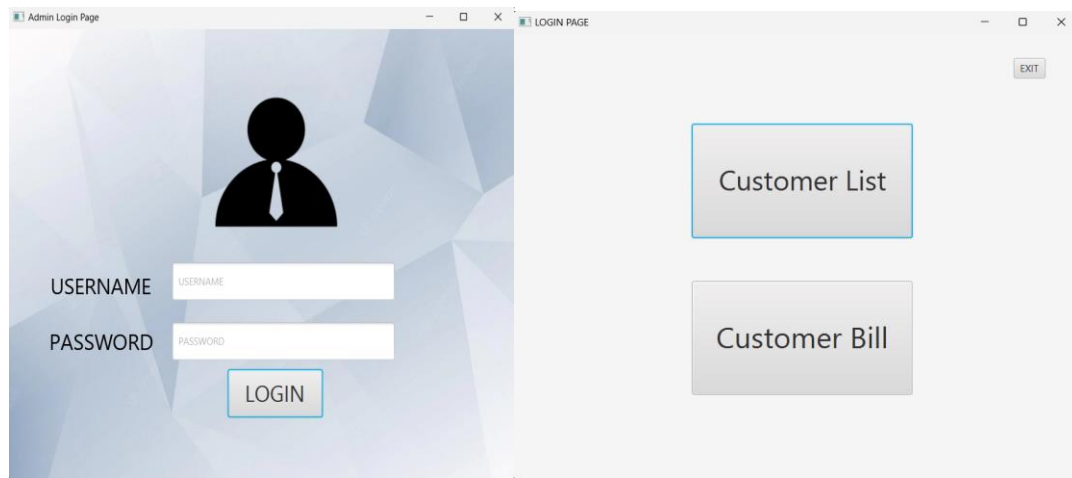
Now user can go back to admin . This window will let the admin(Shope Owner) login by entering username and password.
After logging in he can see two options as **Customer List** and **Cutomer Bill**

after pressing **Customer List>ViewCustomerList** the user will view all the customers of his shop and after pressing **Customer Bill>ViewCustomerBillCheckList** Admin can see the total bill of each customers.

This is where all the functionality of the SportsShopManagement project ends. Now,user can simply press exit button and pressing ok after opping up **"Successfully Log Out from the program"** will lead the user to exit the process.