

PES University, Bengaluru

Department of Computer Science & Engineering

Session: Jan - May 2023

UE19CS353 – Object Oriented Analysis and Design with Java (Mini Project)

Report on

Drug Store Inventory

By:

Pavan D N - PES1UG21CS827

Nandana C L - PES1UG21CS822

Prajwal

6th Semester, Section - I

1. Project Description

Github link: https://github.com/PAVANSHETTY23/Drug-Store-Inventory

Objectives: One of the most significant parts of the pharmaceutical industry is drug shop management. Drug retailers must examine demand and supply in order to stay competitive in the market. Buying the proper quantity is critical to the company's performance in a number of ways. Inventory is essential to meet the pharmacy store's future demands and objectives. The aim of this project is to automate inventory management for a drug store.

Description:

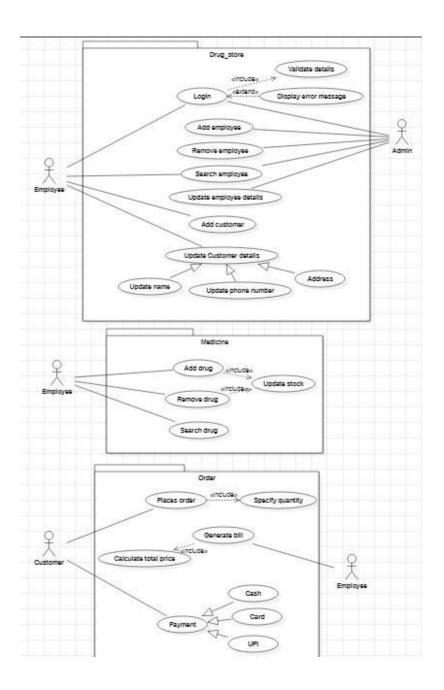
- The system is built for two types of employees, i.e., Admin and Salesman. Only valid users can access the system through a user login verification process.
- Employees have unique IDs to identify their accounts.
- Customers make requests for medicines, which are checked for availability and expiration dates. Customer then places an order and the corresponding bill is generated by the employee and the stock is updated.
- It helps to manage and record information of medicines, employees and transactions digitally.

Functionality: Manages information of:

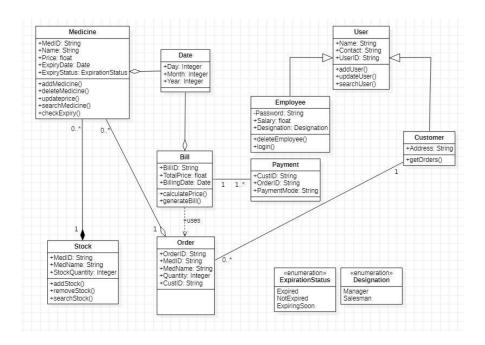
- Medicines : allows to add medicines, delete a medicine if it exceeds its expiry date, update details such as price and quantity and search for particular medicine
- Stock: management of stock whenever a purchase is made or new stock arrives
- Employees : employ people to work in the drug store, remove an employee, search for a particular employee
- Transactions: generate the bill amount using the price per unit and quantity, payment by customer

2. Analysis and Design Models

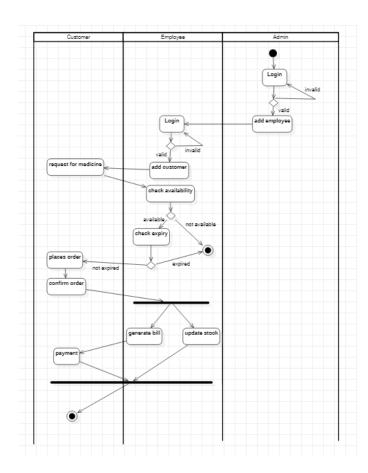
A. Use Case



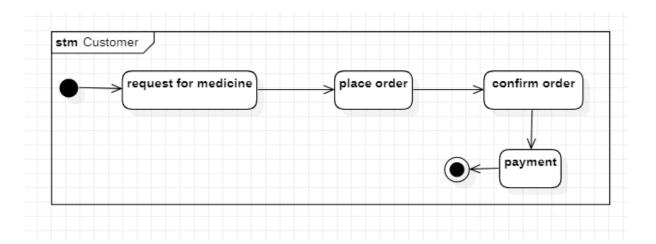
B. Class Diagram

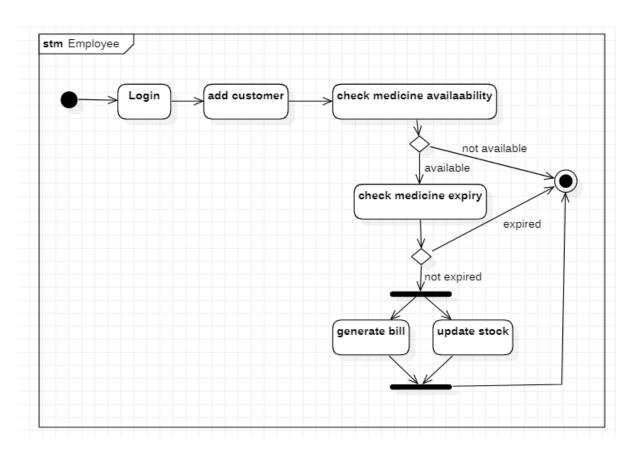


C. Activity Diagram



D. State Diagram





3. Tools and Frameworks Used

- Java: High Level, object oriented programming language for the implementation of the project.
- Java Swing: GUI widget toolkit for java to implement the front end
- MySQL: Relational database management system for storing data relevant to the project.

4. Design Principles and Design Patterns Applied

Design Pattern: Singleton

The enumeration Expiration Status (Expired, notExpired, expiringSoon) is instantiated only once. The single instance of the class expirationstatus is required to control the action throughout the execution. The instance can take the values expired, not expired or expiring soon.

The instance expirationstatus has only one instance and is globally accessible to other classes.

```
1 package Model;
      public enum expirationStatus {
 4
         INSTANCE;
          private String value;
         private expirationStatus(String value) {
              this.value = value;
        }
expirationStatus() {}
 8
10⊝
        public String getValue() {
11
              return value;
12
13
14⊖
         public void setValue(String value) {
15
             this.value = value;
16
17
     }
18
                                                        +
```

Design Pattern: Façade

Facade pattern hides the complexities of the system and provides an interface to the client using which the client can access the system. Here the client can access the system through the main.

Facade hides the intricacies of an existing system by adding an interface to it. Here, Home class hides the complexities of the application from the client

Client:

```
import View.*;

public class Main{
    public static void main(String[] args) {
        Login login = new Login();
    }
}
```

The complex code:

```
public void actionPerformed(ActionEvent a){
  if(a.getSource()==logoutBt){
 new Login();
 this.setVisible(false);
    }
    else if(a.getSource()==manageEmpBt){
        new ForEmp(user);
        this.setVisible(false);
}
    else if(a.getSource()==manageMedBt){
        new ManageMed(user);
        this.setVisible(false);
    }
  try {
    if(a.getSource()==sellMedBt){
        new Cart(user);
        this.setVisible(false);
    }
    else if(a.getSource()==changePasswordBt){
        new ChangePassword(user);
        this.setVisible(false);
    }}
    catch(Exception e){
        System.out.println(e.getMessage());
    }
```

Architectural Pattern: MVC

The application consists of a data model, presentation information, and control information. The **Model** contains only the application data(getters and setters) for each class. The **View** presents the model's data to the user. The view knows how to access the model's data, but it has no idea what that data represents or what the user may do with it. The **Controller** exists between the view and the model. It listens to events triggered by the view and executes the appropriate reaction to these events.

5. Application Screenshots (3-4 important pages)

For employee:

