Super Market Billing System

Submitted as Mini Project for Special Topics: Programming with C++ Semester III

**BACHELOR OF TECHNOLOGY**

in

Computer Science and Engineering

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**Introduction:**

The project is on Supermarket Billing**.** Supermarket is the place where customers come to purchase their daily using products and pay for that. So there is a need to calculate how many products are sold and to generate the bill for the customer.

In our project we have 2 users. First one is the administrator who will decide the taxes and commissions on the products and can see the report of any product. He is the one who will decide the products available for customers. The second one is the customer or the billing manager who can purchase the items available or can make the bill for the customers.

This project can also be used for online purchasing as the customer can access it easily.

**Work flow**

Work in the Supermarket will be done in the following way:

1. The product will come in the store.

2. The Administrator will enter the information of the product in database and price and discount available for each product.

3. The customer will come and take the basket with him/her and choose the product and take it to the counter.

4. The bill calculating operator will enter the product number then it will show its information and price and the bill will be calculated and total payment will shown.

5. Customer will pay for the products.7. All the products will be packed and delivered to the customer.

**Header files**

1.#include<conio.h>

Functions used: getch( ) , getche( ) , gotoxy(X,Y).

2.#include<stdio.h>

Functions used: puts( ), gets( ), rename( ), remove( ).

3.#include<process.h>

Function used: exit( ).4.

4.#include<fstream.h>

Functions used: open( ), close( ), seekp( ).

**Classes and objects**

**1.product:** The object declared for this class is pr . This class stores the **product number , name , price ,quantity , tax** and **discount** available on it; which are declared as **private members** so customers can not modify them.

Functions of this class and their purpose:

**1.create\_product():** This function is to be used by the administrator to add new products to their list.

**2.show\_product():** This function is used by the administrator to display the details of all the products.

**3.retpno():**It returns the product number.

**4.retprice():** It returns the price of the product.

**5.retname():**It returns the name of the product.

**6.retdis():**It returns the discount available on the product.

**2.fstream:**The object declared for this class is fp. It is the predefined class used for both File-to-Memory/Memory-to-file linking.

**Functions**

**1.write\_product():** This function writes the information about the product in the file **Shop.dat**.

**2.display\_all():**This function displays all the records of products saved in the file **Shop.dat**.

**3.display\_sp() :**This function displays some **specific records**

based on the product number entered by the user.

**4.modify\_product():**This function modifies the product details by entering the product number.

**5.delete\_product():**This function deletes the product by entering the product number.

**6.menu():** This function the product number, its name and its price.

**7.place\_order():**This function places order and generates bill for the products bought.

**8.intro():** This function displays the project name and the developers.

**9.admin\_menu():**This function displays a list of function to be operated by administrator to modify/update products details .the function uses above user-defined functions.

**10.main():**This is the main function which just the

**MAINMENU** from where the control is transferred to other functions.