CSE1005 SOFTWARE ENGINEERING LABORATARY

ONLINE BILLING SOFTWARE

PREPARED BY GONUGUNTLA ROHINI-20BCD7174(Team Lead) PRATHAPANI SATWIKA-20BCD7160 MEKALA POORNIMAI-20BCD7167 TUNGALA SAARVARI-20BCD7057 GODUGU SHARMINA-20BCD7084 DATE:21/09/2022

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Problem Analysis

Overview of the project:

In the past, most places of business had larger crowds, and customers frequently had to wait up to an hour just to get their money. Even the smallest businesses are adapting to new technologies, and the traditional methods of creating invoices from scratch have been replaced by the "Web based Billing Program," a web-based software that automates the billing and management of a network of department stores.

This project consists of a number of modules, including the register/login, admin, bill management, report generating, and giveaway modules. Customers may read bills, business owners can store or download invoices for new businesses, and firm owners can build up online bill management systems. It is built on a nationwide network of department stores. Additionally, it helps clients create, update, and calculate bills and invoices without having to manually list them.

Why computerized?

The current procedures involve a lot of paperwork and manual labor.

- a. Large amounts of data are challenging to manually manage and preserve.
- b. It's difficult to create reports from the data that's already available.
- c. Time-consuming and involves a lot of paperwork.
- d. lack of data modification capability.

By computerizing

It results in a safe, dependable, quick, and efficient management system for keeping bills/invoices or calculating entire bills. Additionally, it keeps digital records of data that can be stored for a specific amount of time and gives owners simple access to monthly, weekly, or yearly summary reports.

Identification of project scope:

- a. The application is made to keep track of data from a wide range of businesses.
- b. Order confirmation invoices to customer's devices.
- c. Provides an easy billing pattern solution.
- d. Bill/Invoice creation is instantaneous.
- e. On a regular basis, generates report summaries for the owners.
- f. At times, a user-giveaway feature will be planned with a bill /invoice generation.

Task involved:

- Feasibility study:
 - a. Technical Feasibility
 - b. Behavioral Feasibility
 - c. Economic Feasibility
- Risk identification
- Implementation of security system
- Database management system
- Password and login management system

OBJECTIVE:

The major goal of this project is to generate and handle invoices quickly in order to reduce the amount of paperwork and time required to manually manage vast amounts of data. Customers and business owners gain from this effort. By giving owners summary reports, this programee enables the maintenance of all items with their shorthand notations, offering a practical solution to the billing pattern with Secured User Authentication and Validation. Additionally, use the giveaway generator when deals or discounts are offered.

- a. Generating and Managing Invoices in a matter of few seconds.
- b. Maintain all the products with their shorthand notation.
- c. Provides summary reports to the owner monthly or weekly and yearly.
- d. Provides a convenient solution to the billing pattern.
- e. Make an easy to use environment for owners and customers.
- f. Secured User Authentication and Validation.
- g. User Giveaway generator.

1.4 Infrastructure:

S. No.	Tools / Technology needed	Description and uses	Туре
1.	HTML5	Appearance of website	Front-end Software
2.	CSS3	Adding style and presentation to the web-pages	Front-end Software
3.	JavaScript	Adding interactive user behavior to web pages	Front-end Software
4.	Bootstrap	front-end framework used for UI	Front-end Software
5.	PHP	Server side programming and interactive with phpMyAdmin	Back-end Software
6.	MySQL	For the purpose of a web database and logging application	Database Software

7.	phpMyAdmin	Management of databases, tables, indexes, permissions	Database Software
8.	Lucid chart	a web-based proprietary platform to collaborate on drawing charts and diagrams	Design Tool Software
9.	Heroku	a container-based cloud Platform as a Service to deploy, manage, scale apps	Cloud Platform Software
10.	Visual Studio Code	a code editor redefined, optimized for building, debugging web apps	Desktop Software
11.	Chrome	a cross-platform web browser	Software
12.	Windows 10	an operating system for building apps	OS
13.	PC / Laptop	Intel based processor-run computer system, which have keyboard and mouse as input devices.	Hardware