**CSE1005 SOFTWARE ENGINEERING LABORATARY**

**ONLINE BILLING SOFTWARE**

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**DATE:21/09/2022**

**ONLINE BILLING SOFTWARE**

**1.Problem Analysis**

**1.1 Overview of the project :**

Formerly, most establishments had wider crowds, with consumers having to wait up to an hour simply to collect a bill.

The main objective of this project is to make Billing management much easier for

Business Enterprises. In this project, we have developed a “Web-based Billing

Software” which is an application to automate the process of billing and managing a departmental store, which would be responsive by using HTML, CSS, Bootstrap, and JavaScript as front end tools and the background is managed by a database

(MySQL), PHP, phpMyAdmin.

This project includes several modules such as the register/login module, the admin

module, bill management module, report generation & giveaway module.

This software allows company owners to set up online bill management system ,

consumers to read bills, and owners to save or download invoices for new

businesses. It is developed on a network of department stores around the country. It

also assists clients in creating, updating, and calculating bills/invoices without to

manually listing them.

**Why computerized?**

Previously the billing was purely paper based .

Existing systems include a lot of paperwork and require a lot of manual labour.

a. Difficult to maintain bills and manage huge data manually.

b. Reports are difficult to generate from existing data.

c. Full or a lot of paperwork and Time consuming.

d. Inability of modification of data.

This application leads to a secure reliable, error-free, and fast management

system for maintaining bills/invoices or computing whole bill computations. This

also maintains computerized records of data and this data can be stored for a

certain period and provides summary reports to owners monthly or weekly & yearly

with easy accessing.

The "Web based Billing Software" is a web-based software that automates the billing and management of a network of department stores, with even the simplest of enterprises adjusting to new software and the conventional techniques of generating bills from scratch have fallen by the wayside.

**1.2 Identification of project scope :**

Easiness in maintaining and modification of sold products.

Reports are simple to implement, create, generate within no time.

No or very few paperwork.

**Task involved:**

· Feasibility study :

1. Technical Feasibility
2. Behavioural Feasibility
3. Economic Feasibility
4. Timeline

· Risk identification

· Implementation of security system

· Database management system

· Password and login management system

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.

**OBJECTIVE:**

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.

The main objective of this project is to generate and manage invoices in a matter of

few seconds in order to avoid a lot of paperwork and Time consuming process by

managing huge data manually. This project benefits owners of enterprises as well as

customers. This software allows to maintain all the products with their shorthand

notation by providing summary reports to the owner, which gives a convenient

solution to the billing pattern with a Secured User Authentication and Validation.

And also user Giveaway generator whenever offers or discounts are available.

1. Account creation module (Sign in, Sign up)

2. Bill Generation module (Create, Read, Update, Save)

3. Report Generation module (Print, Download)

4. Bill Calculation Module (Math, computation)

5. Admin module (Managing user modules)

6. Product Shorthand notation module

7. Random giveaway generator module

8. Logout module (Session Delete)

**1.4 Infrastructure:**

a)Technical Feasibility table

Communication(Infrastructure Requirements)