



INFORMATION TECHNOLOGY
UNIVERSITY

OOP-Semester Project

RAFAY AAMIR GULL

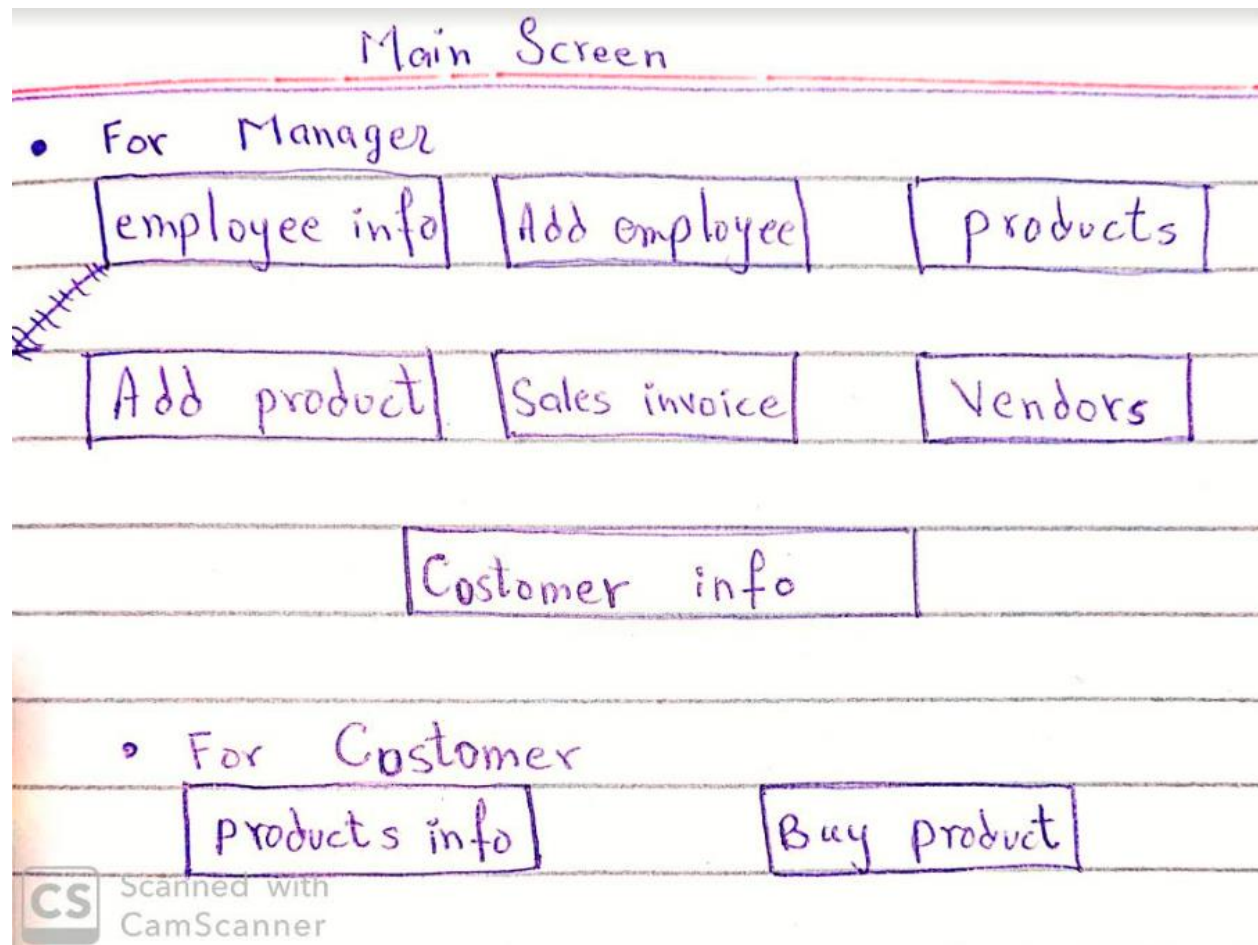
BSEE-19047

Submission 1

PROJECT: Cutlery store management system.

I'm gonna code a software in JAVA GUI that works for cutlery store management.

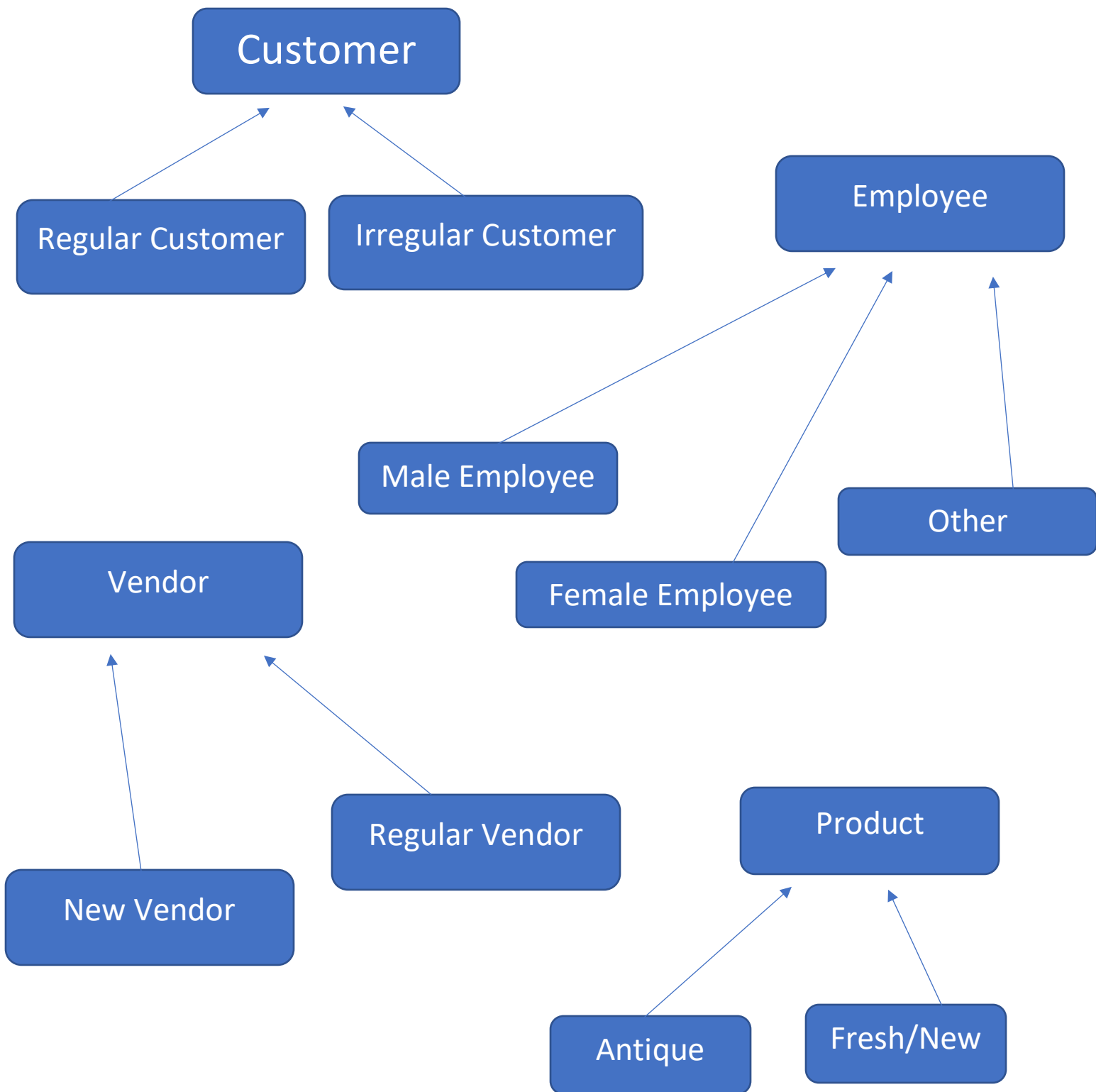
User interface:



Data to be Saved:

A csv file of products and their info.
Employee data.
Sales invoice / Soled products with buyer info.
Vendors info + Check and Balance + Payed/payables.
Customer info + Contact info + Balance.
Complains.

Objects & Classes.



Flow of my program:

After running the program a window will appear and there will be some Buttons.

1→I'm THE BOSS.

2→ I'm Manager.

3→ I'm Cashier.

4→ I'm Customer.

- If user presses (1) then a new window will appear in which the owner of store has to login then on a new window he can get all the information about everything in a store like products info, employee info, vendor info.
- If user presses (2) then a new window will appear in which Manager have to enter Managers ID and Password and when he presses OK a new window will appear on which he/she can add subtract employee, get employee info, get Customer info, get Vendor info, add subtract vendor, read/edit sales invoice.
- If user presses (3) then a window appears on which cashier have to login and his login info will be saved in a file. After login a new window will appear on which cashier can do his work, generate bills, edit bills, write customers info and that info will be saved in a file.
- If user presses (4) then a window appears on which Customer can see product list with complete information/Details. There will be a separate list or text area in which a Costumer can add delete products that customer wanna buy.

Classes: Customer, Employee, Product, Vendor.

Objects of Employee: Manager, cashier, Salesman, store cleaner, guard.

Objects of Product: Spoon, Knife, Fork.

Who will be using my program:

The Owner of store, Manager, Cashier, Customer can use my program.