**CHAPTER 1**

**INTRODUCTION**

**1.1 Background**

A departmental store management system is a program that enables users to easily add items, edits items, display all items, search item and delete items. This system is developed using the general need required to the user while managing goods in store. [1]

User requires to access all the facilities of the program; add, edit, display, delete any data related to store. The program provides the important information lists which include the rate, quantity, name and their serial code etc. A new function will be added into this system i.e. searching goods by their name for each complete information.

**1.2 Motivation**

One of the motives for this report will be the completion of this project for third semester. Besides, in the era of information and technology, the management system has been widely used as easy and reliable system for keeping records. Declining the shortcomings and organizing the departmental store system in more reliable, effective efficient way is another motivation of our project. [1]

Similarly, this project will overcome the implication of keeping records in ledger separately. The computerization of goods management system for electronic device approach will make easier to add new goods, search and list out the available records.

**1.3 Statements of Problems**

The similar project based on departmental store management system that we have gone through, have certain problems such as keeping records in ledger, editing of pre-existing records, insufficiency search engines (search by recorded name, serial code and rate.), absence of password system.

**1.4 Objectives**

The main objective of this project is to build an application program to reduce the manual work for managing the store details: name, serial code, rate & quantity, through computerize system.

**1.5 Scope**

The scope of this project is that it can be implemented in various electronic devices. The project will be designed to meet the growing needs of the user. It will be very easy, reliable and effective for quick adding, editing, searching and listing out the details of goods.

**CHAPTER 2**

**LITERATURE REVIEW**

Undeniable computerize departmental store management system is a general trend, this provides the name, serial code, rate, quantity etc. to the user. It provides easy access to search and list out the goods details with user friendly. In previous project, GUI was not used, which are not the reliable, effective and organized way of keeping records in this modern era. So, a lot of computerized systems are introduced for well management system. [1]

For the reference of this project, we first looked up in Wikipedia for the concept of management system. Then we searched up in the websites for the previous development and designing interfaces used in the actual scenario. We looked up in the website mentioned in the reference below for the designing idea when the writer of the webpage has described about the basic algorithm of the program. [2]

**CHAPTER 3**

**PROJECT MANAGEMENT**

To design our Departmental Store Management System, first we designed the conceptual concept. We drew the flow of program based on the so generated concept. And we will design the program on basis of these concepts.

**3.1 Team Members:**

For this project we have a group of four members:

|  |  |
| --- | --- |
| **Name** | **Roll No.** |
| Niru Kumari Mishra | 740325 |
| Rabin Phaiju | 740329 |
| Rodip Duwal | 740334 |
| Roshan Dumaru | 740335 |

**3.2 Work break down structure**

The four group members will work on the different modules. During work, each member will communicate with each other so that no problem arises in the future. After the completion of the modules, we will combine all the modules to develop a single program.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| S.  N | Week Job  Description | 1st  Week | 2nd  Week | 3rd  Week | 4th  Week | 5th  Week | 6th  Week | 7th  Week | 8th  Week |
| 1. | Problem  Identification |  |  |  |  |  |  |  |  |
| 2. | Analysis |  |  |  |  |  |  |  |  |
| 3. | Design |  |  |  |  |  |  |  |  |
| 4. | Coding |  |  |  |  |  |  |  |  |
| 5. | Implementation  and testing |  |  |  |  |  |  |  |  |
| 6. | Documentation |  |  |  |  |  |  |  |  |

Fig: 3.1 Chart for Completion of Project

**CHAPTER 4**

**METHODOLOGY**

**4.1 Background**

For the completion of the entire project, various data and resources will be used. Various source codes are needed to be use during the project so primarily we would have the counseling with the related teachers and our seniors. The ideas and logic will be discussed within our team members, other friends, teachers and supervisor.

Similarly, the internet itself is going to lead us providing fruitful and crucial ideas so that our project would be success. Various books, websites, senior's reports related to C and C++ programming and other database would be our secondary source of the data.

**4.2 Generic Model**

Exit

Edit Item

Display items

Delete item

Login

Customer list

Vendor list

History

Balance

Calculate Bill

Add Item

Exit

Search Item

Fig:4.1

* 1. **Algorithm**

Step1: Start

Step 2: Display the login page.

Step 3: Enter password to continue.

Step 4: Display Choice.

* If case 1: Calculate Bill.
* If case 2: Add Items.
* If case 3: Edit Items.
* If case 4: Search Item.
* If case 5: Display Items.
* If case 6: Delete Item.
* If case 7: Display Customer list.
* If case 8: Display Vendor list.
* If case 9: Display Balance.
* If case 10: Display History.

Step 5: Exit.

**4.4 Flowchart**

Switch Choice

Start

Login Page

Calculate Bill

Add Item

Edit Item

Search Item

Display Items

Delete Item

Customer List

Vendor List

Balance

History

if Choice=1

if Choice=2

if Choice=3

if Choice=4

if Choice=5

if Choice=6

if Choice=7

if Choice=8

if Choice=9

if Choice=10

End

Input Choice

**4.5 Tools and Platform**

As we all are familiar with the C/C++ programming languages, we find suitable to use code blocks and Turbo-C. Features of C/C++ like data encapsulation, class concept, file handling, file pointers, graphics and so on will be used. With these features, our project will be executable and record the store’s details & enable graphical interface.

**CHAPTER-5**

**EXPECTED RESULTS**

The project will be successfully executable and will meet its objectives. This will be easy access for the computerized departmental store management system with GUI. It will be most reliable and effective computer programs for well organizing the store’s details. Categorizing the recorded goods details will be new approach for this system which will be beneficial for the user. By developing this system user will be enable updating their store’s details in well-organized way.

**CHAPTER 6**

**REFERENCES**

1. https://en.wikipedia.org/wiki/C\_(programming\_language)
2. https://www.programiz.com/c-programming/examples

