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A Mini - Project Report On
“Super-Shop Management System”

Submitted in partial fulfillment for the award of the degree of

BACHELOR OF TECHNOLOGY IN
COMPUTER SCIENCE AND ENGINEERING

Submitted by

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CERTIFICATE

This is to certify that the Mini - project work titled “**Super-Shop Management System**” is carried out by **Prashant Jha (21BTRCS251)**, **Rahul Kumar Sah (21BTRCS259)**, **Harsh Kumar (21BTLCN005)**, bonafide students of Bachelor of Technology at the Faculty of Engineering & Technology, Jain (Deemed-to-be) University, Bangalore in partial fulfillment for the award of degree in Bachelor of Technology in Computer Science & Engineering, during the year **2022-2023**.

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DECLARATION

We, **Prashant Jha (21BTRCS251)**, **Rahul Kumar Sah (21BTRCS259)**, **Harsh Kumar (21BTLCN005)**, are students of fourth semester B. Tech in **Computer Science & Engineering**, at Faculty of Engineering & Technology, **Jain (Deemed-to-be) University**, hereby declare that the project titled “**Super-Shop Management System**” has been carried out by us and submitted in partial fulfillment for the award of degree in **Bachelor of Technology in Computer Science & Engineering** during the academic year **2022-2023**. Further, the matter presented in the project has not been submitted previously by anybody for the award of any degree or any diploma to any other University, to the best of our knowledge and faith.

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Signature of Students

ABSTRACT

This project is set up to develop the Super store Management System, a workstation-based or work territory-based program for controlling a super store affiliation's stock game plan. With the incorporation of the development structure, the Super Shop Management System suggests the structure and methods to manage the heap of relationships. This system can be used to hold the specifics of the stock, maintain the stock, update the stock depending on specifics of the business, produce agreements, and generate stock reports incrementally or consistently. Plots in particular have asked for this project in order to set up the arrangements and stock organization system. In this system, we are dealing with a replacement issue that has an impact on the board's direct arrangements and board buy.

The Super Shop Management System is essential to ensuring quality control in organization that manage trades that revolve around customer products. A huge retail establishment may understock a crucial item without effective stock control. When the chance to record has arrived, the distributor will be informed by a decent Super Shop about the load-up system. The Super Shop Management System is also a crucial tool for regularly monitoring large shipments.

In this case, the Super Shop Management System can fulfil a variety of functions. The Super Shop Management System is customizable, making it useful for organizations that operate home improvement stores where the vendor maintains track of offers and purchases. Customers were frustrated; there was a lot of money locked up in stockrooms, and all the more reasonable arrangements were ruined by bad stock strategies. This task eliminates the formal work, interpersonal problems, manual lag, and speeds up the plan.

The Super Shop Management System will have the ability to pursue agreements, and the stock that is currently on hand notifies a vendor when there is an exceptional opportunity to reorder and the amount to pay. A Windows application called Super Shop Management System is designed for Windows operating systems. It is focused on the area of inventory control and creates the essential reports. The goal of the superstore management system is to automate the current manual system with the aid of computerized hardware and comprehensive computer software that satisfies their needs in order to store their important data and information for a longer period of time with simple access to and manipulation of the same. This project essentially outlines how to manage for good performance and better client service.

A complete software solution called the Super-Shop Management System was created to optimize and streamline the daily operations of a supermarket or superstore. A centralized platform for effective management is provided by this system's integration of multiple functionalities, including inventory

management, sales monitoring, purchase order management, customer relationship management, and reporting.

The super shop may efficiently manage its inventory with the help of the Super-Shop Management System by keeping track of stock levels, creating automatic reorder notifications, and ensuring optimal stock availability. Through point-of-sale (POS) capabilities and barcode scanning, it provides accurate pricing and seamless transactions, simplifying checkout procedures and lowering errors.

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Chapter 1

INTRODUCTION

The "Super shop Management system" was developed to address the problems with the traditional manual approach. This initiative works to address the problems that our current system has in an effort to reduce and, in some cases, eradicate them. Additionally, this system was developed to satisfy the unique needs of the company in order to run operations successfully and efficiently.

To minimize data entry errors, the program is maintained as straightforward as feasible. Additionally, when users enter inaccurate data, an error notification is displayed. This system doesn't require any formal training for the user to operate it. Just this shows how user-friendly it is. An error-free, secure, dependable, and rapid management system can be produced by the aforementioned super shop management system.

It can assist the user in concentrating on their other interests rather than record keeping. As a result, it will help organizations utilize their resources more effectively. Every business, regardless of size, encounters challenges with managing customer, bill, and product information. Because each mega shop management has different product needs, we create distinctive employee management solutions that are tailored to our management requirements. This is a strategic planning tool that will assist you in ensuring that our organization has the proper level of information and specifics regarding our long-term goals. The project Super Shop Management System is a fully functional work area constructed PHP improvement Laravel structure application. The primary goal of the project is to create Super Shop Management System Model programming, which will display all stock-related information for the affiliate. It is an intranet-based work area application with a supervisor component to oversee the stock and maintenance of the stock system.

This application for the work area depends on the coordination of numerous affiliations. The program includes a basic affiliation profile, purchase nuances, deals subtleties, and the amount of remaining stock that is displayed in the affiliation. There is also a strategy for reviving the stock. The remainder of the evening out of the stock as well as the subtleties of the trade are similarly provided by this application. Each new stock is created, entitled, and given a name and section date. It can also be renewed at any time the trade requests it or if the arrangements are cancelled. The login page in this instance is made to ensure that a heap of affiliation is organize and protected from strings and stock abuse.

The Super-Shop Management System provides a central location for managing inventories. Super stores can use this technology to precisely track inventory levels, automate reordering procedures, and guarantee the best possible inventory availability. This feature lessens the possibility of stockouts, cuts back on extra inventory, and eventually improves profitability. The system's functionality for managing purchase orders makes managing supplier relationships easier. Super stores are able to automate supplier interactions, establish and track purchase orders, and guarantee on-time deliveries. As a result, the procurement procedure is streamlined, delays are reduced, and solid supplier relationships are fostered. Customer relationship management features are also included in the Super-Shop Management System. Super stores can increase customer pleasure and loyalty by gathering consumer information, running loyalty programs, and offering specialized services. This results in higher client retention and favour word-of-mouth, which eventually spurs business expansion. Additionally, the system creates thorough reports and analytics that offer insightful information on the performance of the mega store. In order to make data-driven decisions, identify areas for improvement, and accurately quantify profitability, managers have access to complete data on sales, inventory, and financials.

The management of supermarkets and superstores has been revolutionized by the Super-Shop Management System. This system optimizes operations, boosts efficiency, and ultimately helps super shops succeed in a highly competitive retail environment by integrating various functionalities like inventory management, sales tracking, purchase order management, and customer relationship management. Effectively managing a superstore or supermarket is a challenging task in today's fastpaced retail business.

The Super-Shop Management System has become a potent tool for streamlining processes, boosting output, and improving the entire shopping experience. This software-based solution combines different functionalities to offer an all-inclusive platform for managing a hyper shop's operations. The point-ofsale (POS) features of the system allow for smooth and precise transactions. The Super-Shop Management System makes sure that customers are charged accurately and quickly at the checkout counter using barcode scanning and interaction with price databases. This improves the entire consumer experience while lowering manual errors and speeding up the checkout process.

Chapter 2

PROPOSED WORK

The proposed work is to develop a comprehensive Super Shop Management System that will effectively manage and automate the various processes involved in running a super shop or retail store. The system will provide a centralized platform to streamline inventory management, sales tracking, customer relationship management, purchasing, and other related activities. The aim is to enhance operational efficiency, accuracy, and profitability. We have compared two boss sorts of objectives here that are depicted underneath. Each kind of goal depicts the motivation heading to develop such kind of use with the perspective items.

2.1 Primary Objective

The essential destinations of the venture are referenced beneath:

- a) To satisfy the prerequisite or accomplishing a Bachelor's qualification in Computer Science and Engineering.
- b) To know the essentials of the PHP Technology and Sublime Text with Laravel Framework.

2.2 Secondary Objective

The auxiliary destinations of this task are referenced beneath:

- a) To build up an application that manages the everyday necessity of any creation association.
- b) To build up the simple administration of the stock.
- c) To handle the stock subtleties like deals subtleties, buy subtleties, and equalization stock subtleties.
- d) To give an upper hand to the association.
- e) To give subtleties data about the stock parity.
- f) To make the stock sensible and improve the utilization of stock in the association.

Chapter 3

OBJECTIVE AND METHODOLOGY

The stock organization system or stock organization structure is the place agent successfully keeps up his business on the web or separated. The eventual outcome of the assessment was isolated into different sections where the structure is started from the guideline part down to the simple portions. The System was masterminded into three (3) critical subsystems which are; Super head, and Admin subsystem and User subsystem.

3.1 Software Process Model

An item method model is a huge model in programming progression. A methodology model is picked subject to the possibility of the endeavor and application, work, the Methods, and mechanical assemblies to be used, and the control and desires that are required.

3.2 Reason of Choosing the Mode

The essential increase is an inside thing. That is fundamental necessities are tended to, yet various Supplementary features remain undelivered. A game plan is made for the accompanying expansion. The plan includes modification, additional features, and handiness, proceeded after the movement of each option until the all-out thing is conveyed. The Life cycle of the Incremental Process model is given underneath.

3.3 Technical Skills Acquired

This assignment has given me an incredible opportunity to acquire distinctive inventive aptitudes. Regardless of the way that it may require some speculation to expert those capacities, at this moment I am certain to apply them in any of my endeavors. A part of the colossal specific edges that I have and driven during the assignment are recorded underneath.

3.4 Design and Development Tools

There are a lot of Design and Developing instruments for Software Developers. We are using some opensource structure and improvement of mechanical assemblies for developed our item. Wail some opensource gadgets depiction. Some Designing and Development mechanical assemblies are given underneath.

3.4.1 HTML (Hyper Text Markup Language)

HTML is a code figured to allow site creation. These destinations would then have the option to be seen by some other individuals related to the Internet. It is commonly easy to learn, with the basics being accessible to by far most in one sitting; and very earthshattering in what it empowers you to make. It is continually encountering correction and headway to satisfy the necessities and requirements of the creating Internet swarm under the heading of the W3C, the affiliation blamed for organizing and keeping up the language.

3.5 MySQL

MySQL, the most notable Open-Source SQL database the board system, is made, coursed, and reinforced by Oracle Corporation. The MySQL Web site gives the latest information about MySQL programming.

3.5.1 MySQL DBMS

A database is a composed assembling of data. It may be anything from an essential shopping summary to a picture show or the colossal proportions of information in a corporate framework. To incorporate, access, and system data set away in a PC database, you need a database of the official's structure, for instance, MySQL Server. Since PCs are really adroit at dealing with a great deal of data, database the board systems expect central employment in figuring, as free utilities, or as parts of various applications.

3.5.2 MySQL DB is relational

A social database stores data in autonomous tables rather than putting all of the data in a single significant storeroom. The database structures are made out of physical records redesigned for speed. The steady model, with articles, for instance, databases, tables, points of view, lines, and sections, offers a versatile programming condition. You set up rules overseeing the associations between different data fields, for instance, facilitated, one-to many, extraordinary, required or optional, and "pointers" between different tables. The database maintains these rules so that with a well-arranged database, your application never watched clashing, duplicate, transient, obsolete, or missing data.

The methodology to complete this project is as follows:

1. I explored net beans, concepts of swings and applets.
2. For further and a deeper understanding, I even referred to some articles, books, journals, websites and news articles.

The key ideas on which the work has been done are listed below. With their help, I was able to work on my project. A Java-based integrated development environment (IDE) is called NetBeans. With the use of a collection of modular software components known as modules, NetBeans makes it possible to create applications. Windows, Mac OS X, Linux, and Solaris can all run NetBeans. It also enables the extension of other programming languages. Third-party developers can add new features to NetBeans-based products, including the NetBeans IDE, in addition to Java programming

3.6 OBJECTIVE

The goal of this study is to provide a comprehensive framework for managing customer and product personal information. To achieve this, a Super Store management system will be created and implemented, leading to a dramatic change in how staff and product data is handled.

This system's objectives include the following:

1. Creating a human resources management system that can be used to add and remove employees, view and print employee information, and update employee information.
2. A well-designed database houses employee data.
3. An inventory database.
4. A database of each customer's bills.
5. A user-friendly user interface that enables system interaction.

3.7 FEASIBILITY STUDY

In order to do a feasibility study, we must consider the following:

1. Technical Feasibility

There are several things to take into account while creating a system, including the availability of the hardware and software required, the compatibility and maturity of the technology that will be employed, and the availability of the necessary technical staff.

2. Operational Feasibility

Operation feasibility focuses on potential issues that might arise during operations. There are two aspects of this issue to take into account: • What are the chances that the offered solution won't be implemented or won't function? • What is the management's and end users' propensity for the solution?

3. Economic Feasibility

The concept of economic feasibility is determining whether or not the potential benefit of fixing difficulties is worth-while. Because member needs & alternative solutions haven't been specified at this point, it is difficult to estimate the cost at this level.

Chapter 4

SYSTEM DESIGN

Prior to developing a system, we must create our structure according to how we will use the example of our system. A picture of the structure or business streams that were created to create the profitability and viability to realize system goals is provided by a data flow diagram (DFD). We have a use case diagram for the neighboring customer so they may easily comprehend our organizational structure. How might the database for our table be accessed? The component relationship diagram (ERD) will shed light on our database. With the help of a state trade plan that displays the materials that will interact with our system and the final Gantt chart, which depicts the beginning, we can comprehend the structure of our system as we create it and finish dates of the terminal segments and summary parts of any endeavor. The Super Shop Management System shows stock data to the stock chief customer through an electronic interface. Due to the cost of execution, the thing will essentially employ open-source programming electronic interface. Due to the cost of execution, the thing will essentially employ open-source programming. An Apache Tomcat web server will support a JSP server (instead of any other working structure; however, a form of Unix is suggested). The main element of the Stock Manager Client web interface gives the Stock Manager Client the ability to see the supply of items moving back and forth, along with the ability to look at and organized the items. The ability to change application settings, such as the edge for email sees, a repeat of stock yields (every day at a specific hour, step by step, month to month, etc.), and security settings, is provided by the second element of the Stock Manager Client online interface.

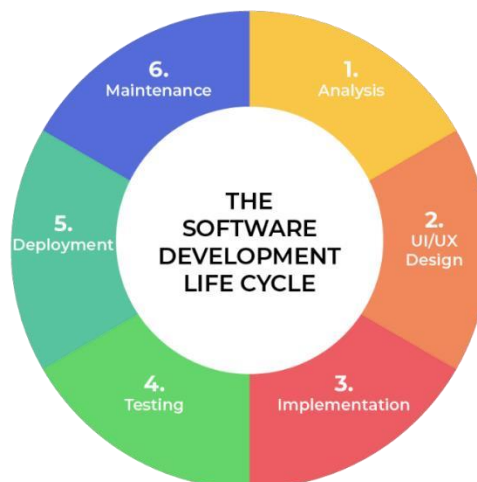


Fig. 4.1: Software Development Life Cycle

4.1 Software Development Life Cycle

- 1. Analysis:** The primary point of convergence for the project management and partners is at this stage. Social gatherings with leaders, allies, and clients are held to decide on the specifications, such as: who will utilize the structure? How will they make use of the building? What information needs to be committed to the system? What information should the system produce? These are the typical inquiries that are addressed at a crucial social gathering stage. After gathering the necessities, they are examined for authenticity and the probability that they will join the other necessities in the structure to advance is also taken into account.
- 2. Design:** The framework and programming settings are built up in this step using the prerequisite information that was taken into account in the main stage. Indicating equipment and framework requirements and characterizing framework engineering in general are both aided by framework design. The specifics of the framework structure serve as a contribution for the model's subsequent time period. The analyzers consider the testing system at this stage, taking note of what and how to test.
- 3. Implementation:** After successful testing, the product is given to or supplied to the client for their use. Customers will first conduct beta testing at the time the product is delivered to them. Should any movements be necessary or if any bugs are found.
- 4. Testing:** The code is tested against the requirements after it has been created to ensure that it actually understands the needs handled and gathered during the requirements arrange. A wide range of practical testing, including unit testing, mix testing, structure testing, affirmation testing, and nonutilitarian testing, is carried out at this point.
- 5. Development:** The job is broken down into modules or units after accepting structure setup reports, and certified coding is then begun. Since the code is communicated at this point, the planner's primary focus is on it. This period of the item advancement lifecycle is the longest one.
- 6. Maintenance:** The genuine concerns that arise when customers first use the created system need to be addressed from time to time. Help is the name for this approach where the made thing is given thought.

4.2 UML Design

The Unified Modeling Language (UML) is an extensively valuable, developmental, showing language in the field of programming building that is intended to give a standard strategy to imagine the structure of a framework. UML was at first prodded by the yearning to organize the special notational structures and approaches to manage programming arrangements made by Grady Brooch. Starting now and into the foreseeable future, it has been at times changed to cover the latest update of UML.

4.3 Use Case

UML Use Case Diagrams can be used to depict the handiness of a system in a level way. This means that UCDs can be utilized to demonstrate the majority of its open helpfulness rather to just addressing the specifics of unique parts of your organization. It is important to keep in mind, however, that UCDs are fundamentally more fascinating than gathering charts or stream graphs since they don't promise to answer the question of how many times the system's exercises and sub-exercises should be performed.

4.3.1 Use Case Diagram of SSMS (Admin Part)

This is the chart that addresses the whole director board gets to. The director is login, all things considered, ferment as, as manager board shows up, overseer accessible menu incorporates thing, endorsement, etc. The head keeps up all handiness. In Fig. 4.3.1, we demonstrated a Use Case Diagram of SSMS (Admin Part).

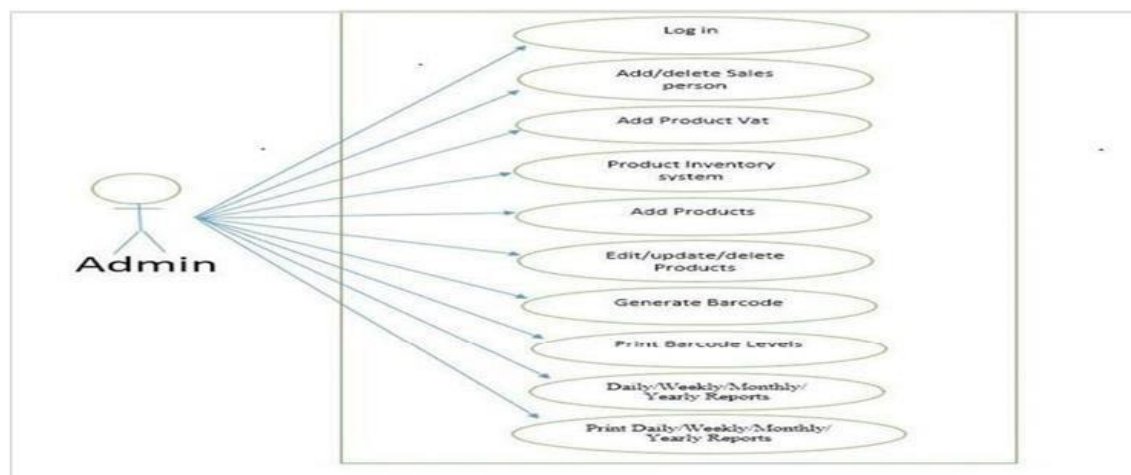


Fig. 4.3.1: Use Case Diagram of SSMS (Admin Part)

4.3.2 Use Case Diagram of SSMS (Customer)

In Fig. 4.3.2, Use Case Diagram of SSMS (Customer) has shown up. This blueprint showed that all customer transparency and this system customer office. A Customer Profile is generally called Customer Person or Avatars. Basically, a Customer Profile is a depiction of a customer.

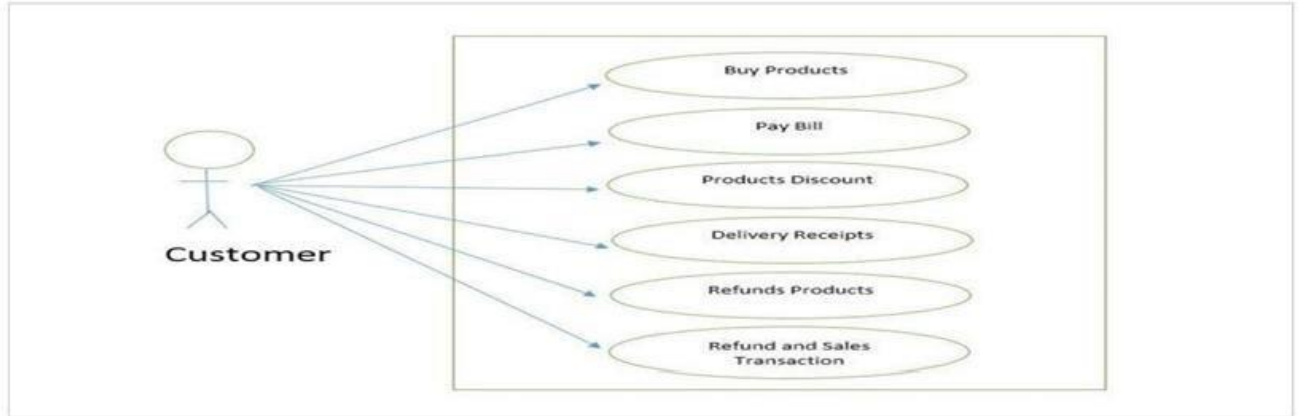


Fig. 4.3.2: Use Case Diagram of SSMS (Customer)

4.3.3 Use Case Diagram of SSMS (Sales Person Part)

This chart shows the hard and fast arrangements board. Arrangements board transparency, bargain control access as like arrangement thing, thing markdown with the customer, etc. In Fig. 4.3.3, we demonstrated a Use Case Diagram of SSMS (Sales Person Part).

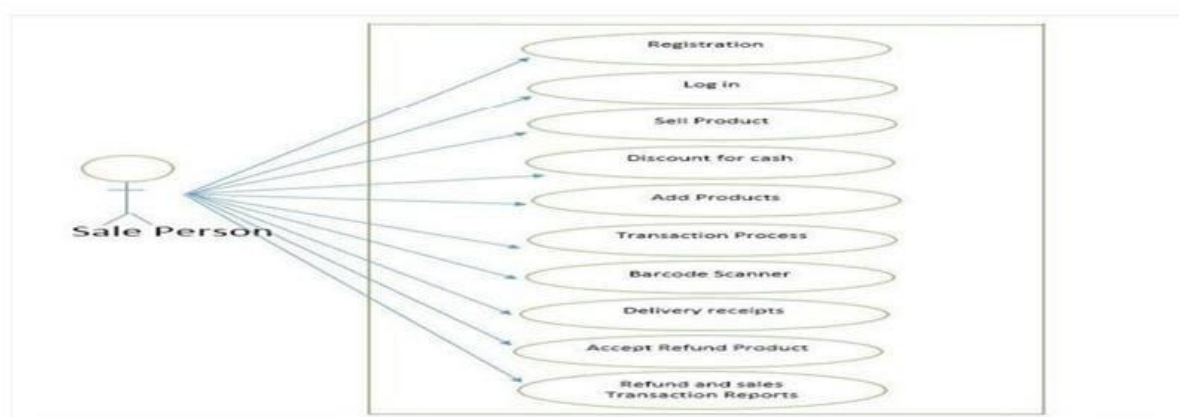


Fig. 4.3.3: Use Case Diagram of SSMS (Sales Person Part)

4.4 ERD (Entity Relationship Diagram)

In Fig. 4.4, we showed the E-R Diagram of the SSMS System. This ER Diagram addresses the model of the stock organization system substance. The component Relationship outline of the stock organization structure shows all the visual instruments of a database table and the association between the customer, stock, stock, supplier, etc.

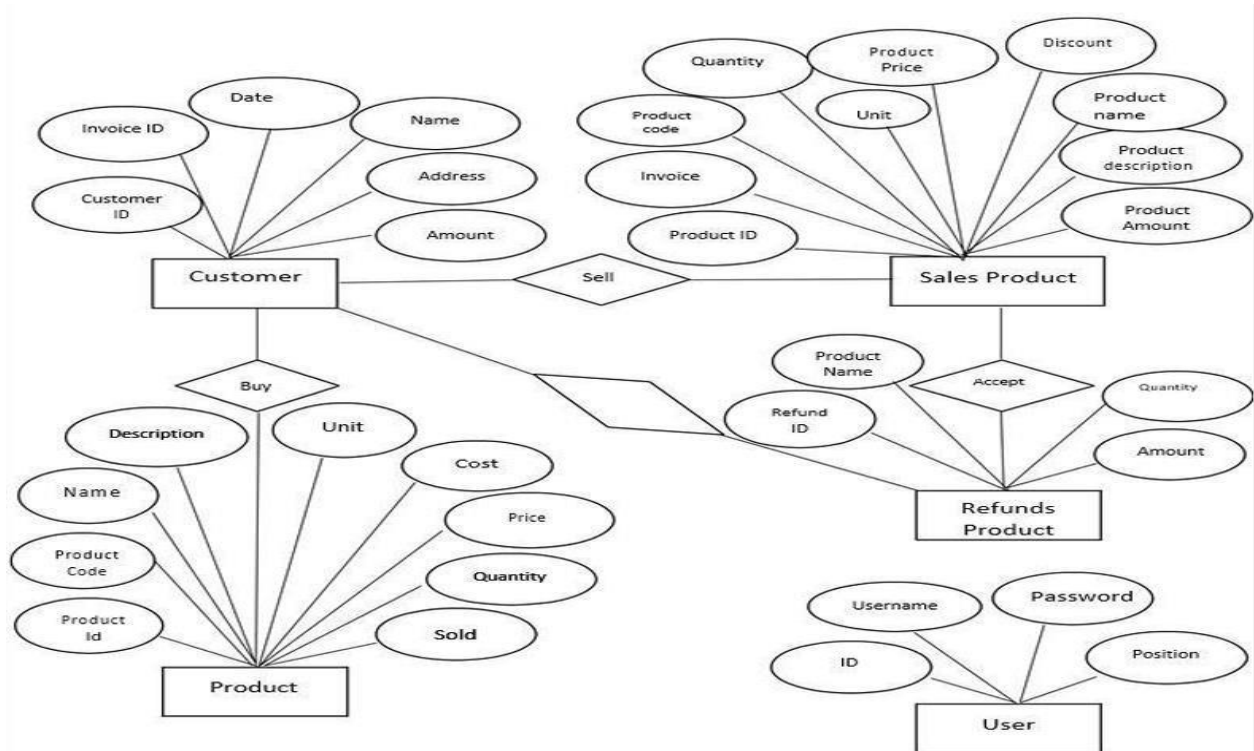


Fig. 4.4: E-R Diagram of SSMS System

4.5 DFD (Data Flow Diagram)

Typically, we begin by removing the setting diagram, which is a clear representation of the entire organization. In order to get even deeper from there, we descend to a level 1 graph that has more details about the enormous system components. When additional examination is needed, this could develop further to become a level 2 outline. Though advancement beyond level 3 is uncommon, it is possible to reach levels 3, 4, and so forth. If it makes any difference to you, keep in mind that the level of detail offered depends on your strategy for changing your approach. Context Diagram for SSMS can be shown in Fig. 4.5.

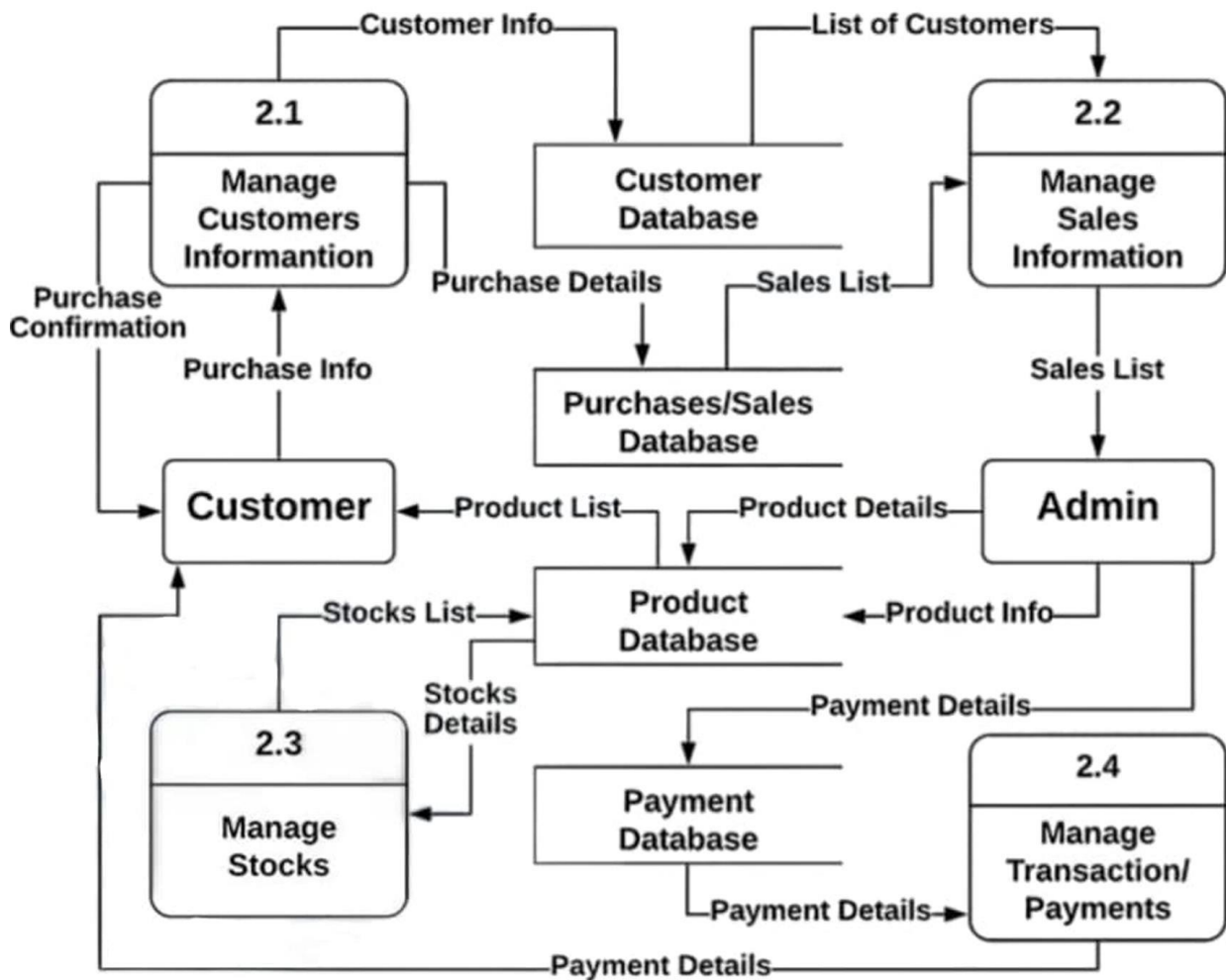


Fig.4.5: DFD (Data Flow Diagram)

4.6 Web Page Design

Site engineering encompasses a wide range of abilities and preparations in the development and maintenance of locations. Web visual correspondence, interface setup, making, including systematized code and prohibitive programming, customer experience structure, and website plan improvement are among the many areas of site engineering. Although a few creators will focus on the strip mall, numerous people will frequently work in groups addressing various aspects of the construction process. The term site engineering is conventionally used to depict the structure strategy relating to the front-end plan of a site including checking on mark. Site structure midway covers web working in the more-broad degree of web headway. Site masters are required to have thoughtfulness regarding convenience and if their activity incorporates making markup, by then they are in like manner expected to be completely educated in regards to web transparency rules.

4.6.1 Login Page

In Fig. 4.6.1, we displayed the Login Page of SSMS Software. This is our structure login page. The head and salesperson used their username and mystery expression to login to this structure. Exactly when the customer-name or mystery expression is mixed up.

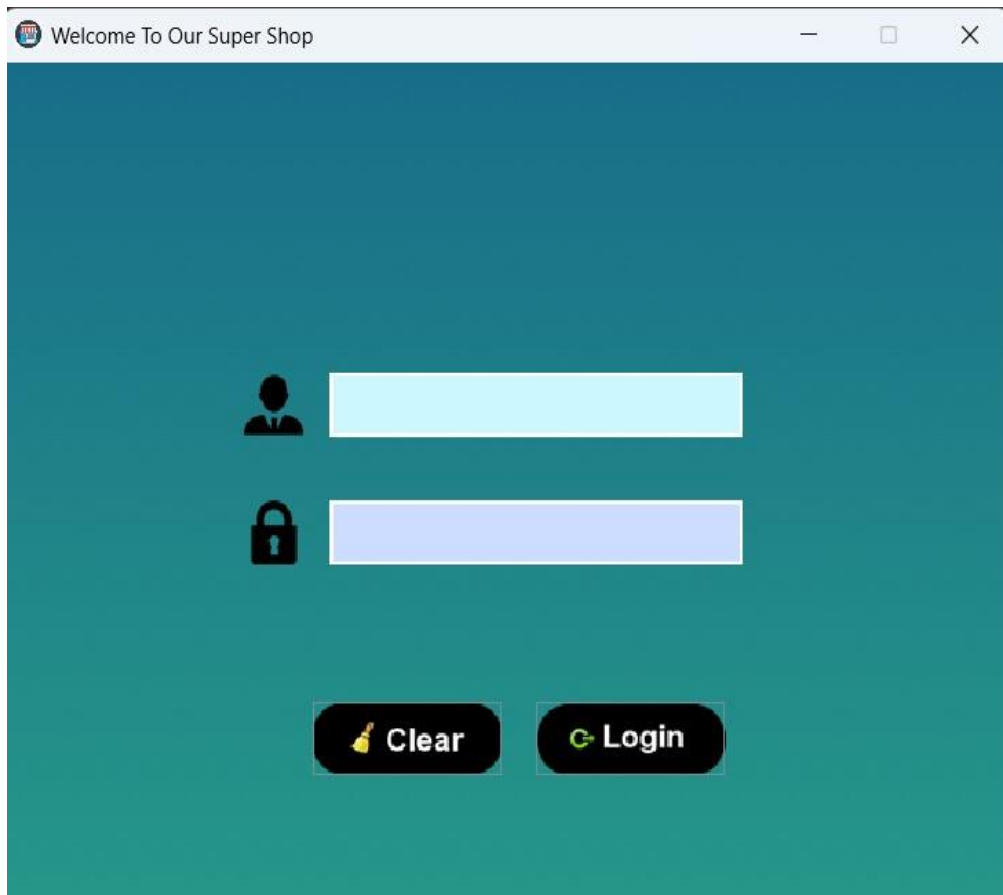


Fig.4.6.1: Login Page

4.6.2 Homepage

It's our item presentation page. A point of arrival is ordinarily the essential page a visitor investigating to a website from a web crawler will see, and it may in like manner fill in as a welcome page to attract visitors. In Fig. 4.6.2, Home Page of IMS Software shows up.

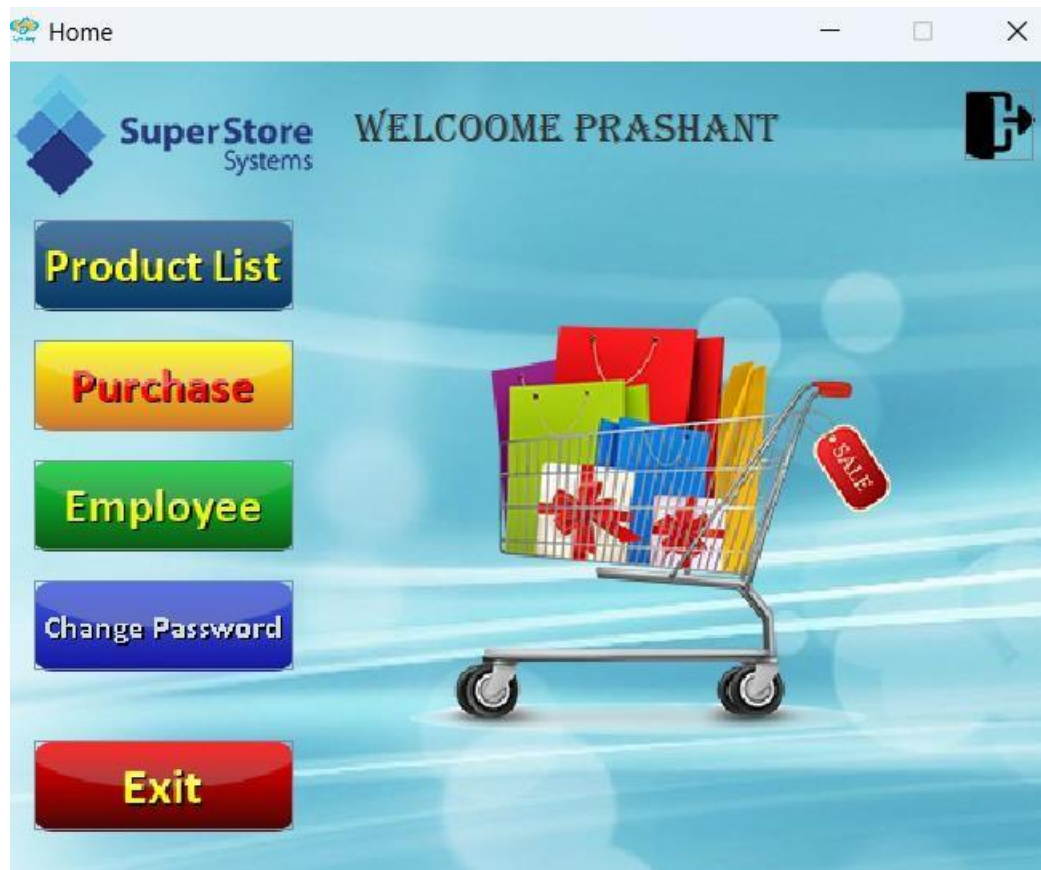


Fig.4.6.2: Home Page

Chapter 5

HARDWARE AND SOFTWARE REQUIREMENTS

The following are basic hardware and software required to train and test the program.

5.1 Hardware Requirements

1. **CPU/GPU:** To manage the computational load involved in CNN model training and inference, a decently capable CPU or GPU is recommended. GPUs, particularly those optimized for deep learning tasks, have the potential to greatly accelerate training and inference procedures.
2. **Memory (RAM):** To store the CNN model and process the input data, enough RAM is required. The actual amount of memory required is determined by the size of the CNN architecture, the dataset size, and the batch size employed during training or inference.
3. **Storage:** A sufficient amount of storage capacity is required to hold the dataset, trained models, and any associated files. The amount of storage available is determined on the size of the dataset and the number of leaf photos.
 - Windows 10 or higher (or Linux Distro with LTS or MacOS).
 - Processor: Intel i3 or Higher (or relevant AMD Ryzen 3 or higher).
 - RAM: 8GB or higher.
 - Hard Disk: 128GB or higher.

5.2 Software Requirements

1. **Deep Learning Framework:** Select a deep learning framework that allows for the building and training of CNN models, such as TensorFlow, PyTorch, or Keras. These frameworks provide high-level APIs and tools for quickly constructing and training CNN models.
2. **Python:** Because most deep learning frameworks are written in Python, having Python installed is required. It is advised that you use the most recent stable version of Python and its package management (pip).
3. **Image Processing Libraries:** Depending on your preparation needs, image processing libraries like as OpenCV or PIL (Python Imaging Library) may be required to handle image operations such as scaling, normalization, and augmentation.

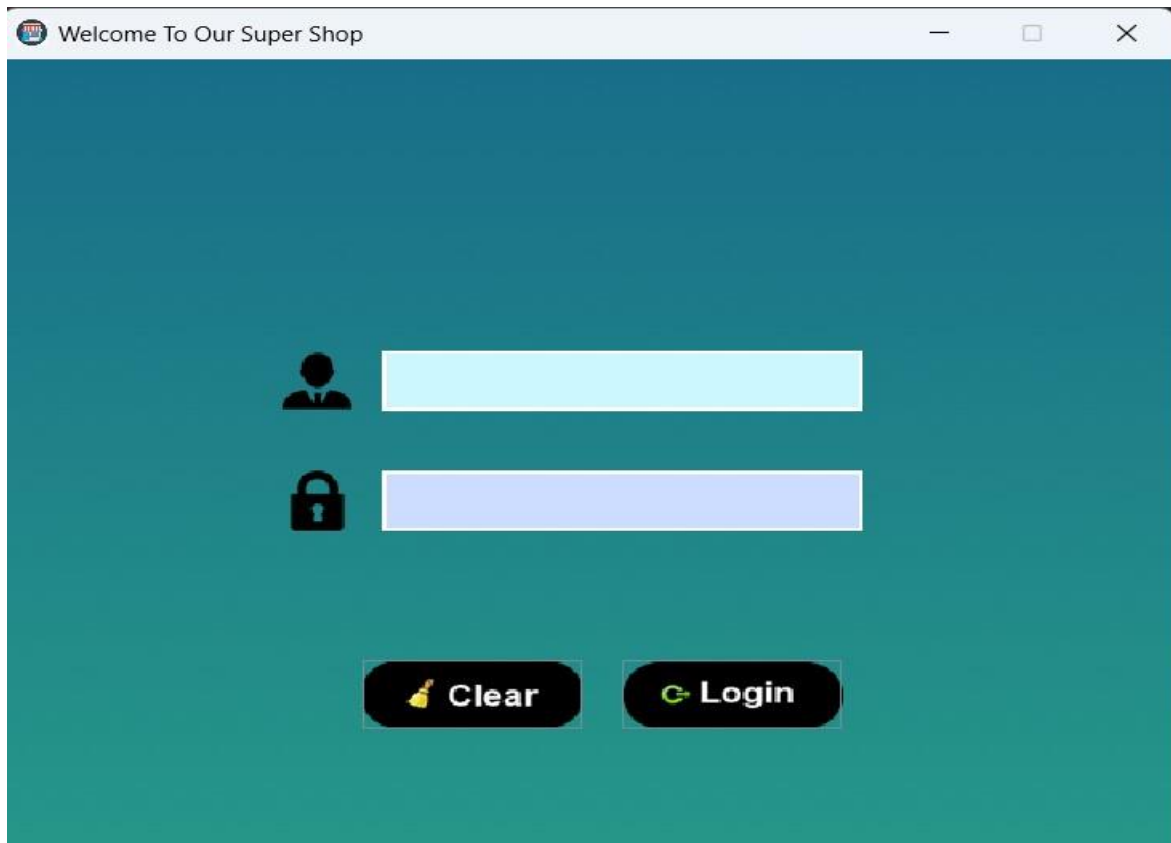
4. **Development Environment:** Create a development environment with your preferred integrated development environment (IDE) or code editor to write and execute the code. PyCharm, Jupyter Notebook, and Visual Studio Code are all popular choices.
5. **Operating System:** Because most deep learning frameworks and libraries are compatible with Windows, macOS, and Linux distributions, the choice of operating system is flexible.
 - Jupyter Notebook
 - Python L (latest)
 - TensorFlow
 - Code Editor or IDE (Visual studio code)

Chapter 6

RESULT AND OUTPUT

6.1: Login Page

The login page of the Super Shop Management System serves as the initial point of entry for authorized users to access the system's features and functionalities. It provides a secure and convenient way for users to authenticate themselves and gain access to the management system.



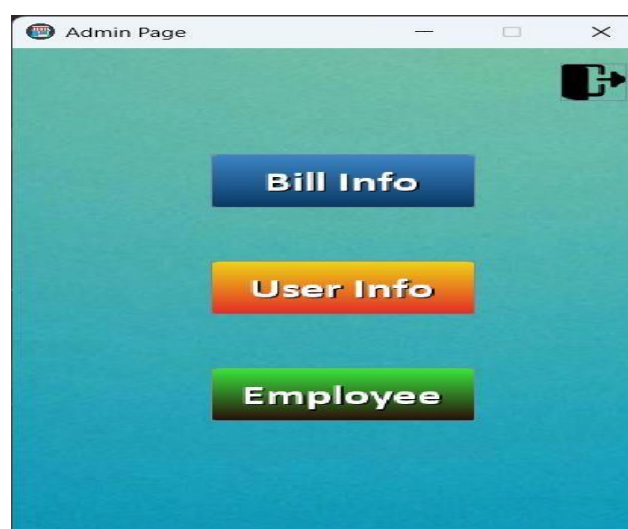
6.2: Home Page

A greeting page contains all the keen and straightforward substance from where a customer can without a lot of a stretch investigate the limit and target inspiration driving Fig. 6.2:



6.3: Admin Page

The admin page of the Super Shop Management System is a centralized hub where authorized administrators can access and manage various aspects of the system. It provides powerful tools and functionalities that enable administrators to oversee and control the operations of the super shop efficiently. Here is a description of the typical elements and features you might find on an admin page for a Super Shop Management System.



6.3: Change Password

The change password page in the Super Shop Management System allows users to modify their existing passwords for enhanced security. It provides a secure and user-friendly interface for users to update their passwords according to their preferences. Here is a description of the typical elements and functionality you might find on a change password page.



The screenshot shows a window titled "Change Password" with a light blue background. At the top center is an icon of a person with a pencil. Below the icon are four input fields: "User Name" (containing "admin"), "Old Password", "New Password", and "Confirm Password". At the bottom center is a blue button with a white pencil icon and the text "Change".

6.4: User Data

The user data page in the Super Shop Management System provides administrators or authorized users with access to view and manage the data of individual users within the system. It serves as a centralized hub to handle user-related information efficiently. Here is a description of the typical elements and functionality you might find on a user data page.



The screenshot shows a window titled "User Data" with a light blue background. At the top left is a search bar with a magnifying glass icon. Below the search bar is a green panel with the title "User Info" and five input fields: "ID", "Name", "User Name", "Password", and "Type". At the bottom of the green panel are three buttons: "Add" (blue with a person icon), "Update" (green with a refresh icon), and "Delete" (red with a trash icon). To the right of the green panel is a table titled "User Info" with five columns: "ID", "Name", "User Name", "Password", and "Type". The table contains four rows of data.

ID	Name	User Name	Password	Type
1	Prashant	admin	123456	admin
2	Harsh	admin	12345	salesman
3	Rahul	admin	12345	salesman
4	Bibek	admin	12345	Employee

6.5: Employee Data

The employee data page in the Super Shop Management System allows administrators or authorized users to view and manage the data of individual employees within the system. It serves as a centralized hub to handle employee-related information efficiently. Here is a description of the typical elements and functionality you might find on an employee data page.

EID	Name	Contact	Address	post	Salary	Join
1	Dhiraj	12345...	jnk	Manag...	50000	2019-0...
2	Bibek	98765...	brt	Sales...	20000	2019-0...
3	Ahsan	01852...	Dhaka	Sales...	25000	2019-0...
4	Harsh	01852...	India	Sales...	18000	2019-0...
5	Binod	01352...	Nepal	Assist...	0	

CONCLUSION

The initiative's objective is to give administrators access to computers and digitize employee databases in enterprises. Software is used as an information system by employees and administrators. The user can utilize this location to keep their database indefinitely in a safe and secure manner. The Employee Management System makes it straightforward and easy to add, delete, access, and change employee information. This stock organizational structure was created entirely with PHP and Laravel, and it completely satisfies the system's goals. It may be concluded from the foregoing that a trustworthy, safe, efficient, and profitable structure has been created, replacing a manual and dishonest one. Compared to other stock organization systems, it is the most reliable. According to the results, this structure can be used with wise foundations to produce superior outcomes for the organization of interest. This structure will save time, reduce the amount of labor the organization must do, and replace paper with electronic and mechanical gatherings. It also functions independently and online.

The association which doesn't have a stock organization system will get an issue when checking whether the things known from the brand are open or not. Other than that, in the regular activity, without stock organization structure, a portion of the time delegate needs to check to dissemination focus especially if the things are out of stock in every one of the 3 shops and remember; checking to the stockroom will take longer time so it wouldn't be capable in any way shape or form. By using a stock organization structure, a laborer will be more straightforward to check the important thing reliant on the sum, quality, cost, so the activity of delegates progressively fruitful and continuously profitable.

The personalized uncovering system is fitted into a stock organizational structure. As a result, every transaction will be recorded and handled electronically rather than on paper, in violation of expectations. By tracking the trade, it can also help the manager or administrator see each day's success or incident, so it can be said that it is a tool for a genuinely stable system since it will aid the manager in including the most popular items and not further incorporating unnecessary stock in a distribution centre. In this approach, a framework with anticipated outcomes has been created, but there is still room for improvement.

The planned Super Shop administration System, which offers a comprehensive and integrated platform for effective administration, will revolutionize the way super shops and retail stores function. Super stores can improve customer satisfaction, streamline operations, and experience sustainable growth in the cutthroat retail sector by applying this approach.

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APPENDIX

Source Code

```
import dataconnection.*;
import java.awt.Color;
import java.awt.EventQueue;
import java.awt.Font;
import java.awt.Toolkit;
import java.awt.event.*;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;
import javax.swing.*;

public class Login {

    private JFrame logn;
    private DBConnect data;
    JTextField name;
    private JPasswordField pass;
    private JButton loginbtn, clcbtn;
    private Font font;
    public static Login l1;

    public static void main(String[] args) {
        EventQueue.invokeLater(new Runnable() {
            public void run() {
                try {
                    l1 = new Login();
                    l1.logn.setVisible(true);
                } catch (Exception e) {
                    e.printStackTrace();
                }
            }
        });
    }

    public Login() {
        //System.out.println("in login");
        initialize();
        data = new DBConnect();
    }

    public void initialize() {
        logn = new JFrame("Welcome To Our Super Shop");
        logn.setResizable(false);
        logn.setVisible(true);

        logn.setIconImage(Toolkit.getDefaultToolkit().getImage("image/icon\\title.jpg"));
        // logn.setBounds(100, 100, 600, 500);
        logn.setSize(600, 500);
        logn.setLocationRelativeTo(null);

        font = new Font("arial", Font.BOLD, 20);

        name = new JTextField();
```

```

name.setBounds(190, 170, 240, 35);
name.setFont(font);
name.setBackground(new Color(204,247,255));
name.setForeground(Color.black);
// name.setBorder(new LineBorder(Color.white,3,true));
name.setBorder(BorderFactory.createMatteBorder(2,2,2,2,Color.white));
logn.add(name);

pass = new JPasswordField();
pass.setBounds(190, 240, 240, 35);
pass.setBackground(new Color(204,221,255));
pass.setFont(font);
pass.setBorder(BorderFactory.createMatteBorder(2,2,2,2,Color.white));
logn.add(pass);

JLabel usericn = new JLabel();
usericn.setIcon(new ImageIcon("image/icon\\username.png"));
usericn.setBounds(140, 170, 35, 35);
logn.add(usericn);

JLabel passicn = new JLabel();
passicn.setIcon(new ImageIcon("image/icon\\password.png"));
passicn.setBounds(140, 240, 35, 35);
logn.add(passicn);

loginbtn = new JButton(new ImageIcon("image/icon\\loginbtn.png"));
loginbtn.setBounds(310, 350, 110, 40);
loginbtn.setContentAreaFilled(false);
loginbtn.setBorderPainted(true);
logn.add(loginbtn);
loginbtn.addActionListener(new ActionListener() {

    @SuppressWarnings("deprecation")
    public void actionPerformed(ActionEvent f) {
        int b = data.login(name.getText(),pass.getText());
        if(b==1){
            logn.setVisible(false);
            new Admin(11);
            //new Product();
            //new Purchase();
        }
        else if(b==2) {
            logn.setVisible(false);
            new Home(11);
        }
        else {
            JOptionPane.showMessageDialog(null,"UserName or PassWord is
incorrect");
        }
    }

});

clcbtn = new JButton(new ImageIcon("image/icon\\clear.png"));
clcbtn.setBounds(180, 350, 110, 40);
//clcbtn.setOpaque(true);
clcbtn.setContentAreaFilled(false);
clcbtn.setBorderPainted(true);
logn.add(clcbtn);
clcbtn.addActionListener(new ActionListener() {

```



```

        public void actionPerformed(ActionEvent f) {
            name.setText("");
            pass.setText("");
        }
    });

    JLabel labelLogin = new JLabel();
    labelLogin.setIcon(new ImageIcon("image\\loginBackg.jpg"));
    labelLogin.setBounds(0, 0, 590, 500);
    logn.add(labelLogin);

    name.addKeyListener(new KeyAdapter() {
        public void keyPressed(KeyEvent e) {
            if (e.getKeyCode()==KeyEvent.VK_ENTER) {
                loginbtn.doClick();
            }
        }
    });
    pass.addKeyListener(new KeyAdapter() {
        public void keyPressed(KeyEvent e) {
            if (e.getKeyCode()==KeyEvent.VK_ENTER) {
                loginbtn.doClick();
            }
        }
    });

    logn.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
    logn.getContentPane().setLayout(null);

}

}

```

