



..**Documentation**

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**Store Management System**

**#SDLC**

Here's a Software Development Life Cycle (SDLC) for a Store Management System:

**1.Planning:**

* 1. Define the objectives and scope of the Store Management System.
  2. Identify stakeholders, including store managers, employees, and consumers.
  3. Create a project plan outlining timelines, resources, and budget.
  4. Identify key features and functionalities required, such as inventory management, sales tracking, and reporting.

**2.Analysis:**

* 1. Gather detailed requirements through interviews and surveys with store personnel.
  2. Document functional requirements, including the ability to add/delete products, track inventory levels, manage sales, and generate reports.
  3. Identify non-functional requirements like security, performance, and scalability.

**3.Design:**

* 1. Create a high-level system architecture that outlines the components and their interactions.
  2. Design the user interface for the store management application.
  3. Define the database schema for storing product information, inventory data, and sales records.

**4.Implementation (Coding):**

* 1. Develop the store management application according to the design specifications.
  2. Write code for features such as product catalog management, inventory tracking, and sales processing.
  3. Implement security measures to protect sensitive data.

**5.Testing:**

* 1. Perform unit testing to verify the correctness of individual components and functions.
  2. Conduct integration testing to ensure that different modules work together seamlessly.
  3. Perform system testing to validate the entire Store Management System against the defined requirements.
  4. Engage end-users in user acceptance testing (UAT) to gather feedback and make necessary adjustments.

**6.Deployment:**

* 1. Prepare for the deployment of the Store Management System to the production environment.
  2. Conduct a final round of testing in the production environment.
  3. Deploy the system in stages or all at once, depending on the project's scale and requirements.

**7.Maintenance and Support:**

* 1. Monitor the system in the production environment to identify and resolve any issues that may arise.
  2. Provide ongoing support and address user concerns.
  3. Regularly update the system to add new features, improve performance, and enhance security.

**8.Documentation:**

* 1. Create user manuals and documentation for administrators, helping them understand how to use and maintain the system.
  2. Maintain documentation for future reference and training purposes.

**#Software Requirements**

**1.Inventory Management:**

* 1. Ability to add, edit, and delete products in the inventory.
  2. Tracking of product details such as name, description, price, and quantity.
  3. Categorization and classification of products.

**2.Stock Control:**

* 1. Real-time tracking of inventory levels.
  2. Automatic notifications for low-stock items.
  3. Support for reordering and restocking products.
  4. Historical data on inventory changes and adjustments.

**3.Consumer Management:**

* 1. Maintaining consumer profiles and contact information.
  2. Consumer purchase history.

**4.Employee Management:**

* 1. User accounts with role-based access control.
  2. Attendance tracking.
  3. Sales commission calculation for employees, if applicable.

**5.Reporting and Analytics:**

* 1. Generating reports on sales, inventory, and financial performance.
  2. Analytics for identifying sales trends and popular products.
  3. Business intelligence tools for data-driven decision-making.

**6.Security:**

* 1. Role-based access control to restrict system access based on user roles.
  2. Data encryption to protect sensitive customer and financial information.
  3. Audit trails to track user activities and changes made to the system..

**7.Multi-Location Support:**

* 1. Ability to manage inventory and sales across multiple store locations.
  2. Centralized reporting and administration for multi-location businesses.

**8.User-Friendly Interface:**

* 1. An intuitive and easy-to-use interface for store employees.
  2. Mobile access for on-the-go management tasks.

**9.Scalability:**

* 1. The system should be scalable to accommodate the store's growth and changing needs.

**10.Backup and Recovery:**

* 1. Regular data backups and a robust recovery plan to prevent data loss in case of system failures.

This are the requirements of a store management system.

**#Context Diagram**

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| Store Management |

| System |

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| 1. Manages Inventory

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| Inventory DB |

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| 2. Handles Sales

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| Point of Sale |

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| 3. Interacts with Consumers

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| Consumers |

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In this context diagram:

1. The "Store Management System" is at the center, representing the core system.
2. There are three external entities:
   1. "Inventory DB": This represents the database or data storage where the system manages inventory information.
   2. "Point of Sale": This is the interface through which sales transactions are processed.
   3. "Consumers": These are the end-users or consumers who interact with the system when making purchases.

The labeled arrows (1, 2, 3) indicate the primary interactions between the Store Management System and the external entitie

**#Use-Case Diagram**

Order

Apply Order

Csmer

Manage Inventory

User

Manage Report

Admin

Search

Manage Consumers

**#Data Set**

**IT products Electronics**

1. Laptop 1. Fridge
2. Keyboard 2. AC
3. Scanner 3. TV
4. Printer 4. Remote
5. IP-Phone 5.Hand Mic
6. Adapter 6.LED light
7. Camera 7.Helogen
8. Switch 8.Tube Light
9. Speaker 9.Fan
10. DVR
11. CC camera
12. Microphone
13. Internet cables
14. Tripod
15. Green Screen
16. Photocopy Mechine
17. Projector
18. Projector Screen
19. CPU
20. Monitor

**Tool Kit Repaired Items**

1. Drill Mechine 1.Channel
2. Tool Box 2.Wire
3. Royal Plug 3.AC Pipe
4. Screw 4.Bulb Light

**Medical Item Asthema Item**

1. Stethocope 1.Flow Tube
2. Pressure Measurement Mechine 2.Clement
3. Nebulizer
4. First AID Box

**Kitchen Item Householder & grocery**

* **One Time Disposal . Cleaning**

1. Paltes 1.Handwash
2. Box 2.Odonil
3. Glass 3.Lisol
4. Cups 4.Harpic
5. Tea Spoon 5.Wheel Powder
6. Fork 6.Vim
7. Snacks Box 7.Dust Polythene
8. Bowl 8.Towel
9. Finni Bowl 9.Broom
10. Lunch Box 10.Mob Stand
11. 11.Bin

* **Crockeries . Tissue**

1. Plates 1.Kitchen Tissue
2. Glass 2.Facial Tissue
3. Cup 3.Toilet Tissue
4. Serving Dish
5. Half plates
6. Soup Bowl
7. Finni Bowl

* **Cooking Item**

1. Stove
2. Cylinder
3. Cooking Pot
4. Tea spoon
5. Fork
6. Rice Spoon
7. Daal Spoon
8. Korai
9. Adjust Fan
10. Bleender
11. Kneif