

# **PROJECT REPORT**

## **Inventory Management System For Furniture Store**



***Developed by***

Name : MD. RIZWAN FATMI

Address : Patna, Bihar-800 006

Mobile : + 91 8210006010

## PREFACE

This project is for practice purposes, which requires a combination of practical work and detailed work.

The title of the project is “Inventory Management System For Furniture Store ”.

To make such a project, I have tried and attempted to deal every aspect with sufficient knowledge and complete the report as per requirement.

The approach adopted here to solve the problem is not unique. Problems could be solved through different techniques but I have adopted simplest one, which is easy to understand. There may be the possibility of more flexibility in the problem but I have attempted to consider all necessary aspects for solving the project.

Lastly, your comments, suggestions and criticism for further improvement in project exercise will be appreciated.

## ACKNOWLEDGEMENT

My acknowledgment extends to all those who teach me to code and prepare projects.

I am thankful to all of my teachers who give me valuable and very important guidance and information to make this Project Report Successful.

I am grateful to other members of my study center and regional center, Patna for imparting to me the required & necessary training, information, guidelines, sympathy, and criticism which upgraded my programming skills and troubleshooting while doing this project very much.

Lastly, I would like to thank my family, my friends, and my respected seniors for their moral support and other precious co-operations.

Place: Patna

Date: 10/10/2022.



Signature

## **PROJECT SUMMARY**

**SUBJECT / TITLE** : "INVENTORY MANAGEMENT SYSTEM FOR FURNITURE STORE".

**PROJECT CATEGORIES** : WEB BASED DBMS.

**PREPARED BY** : MD.RIZWAN FATMI.

**ADDRESS** : PATNA, BIHAR

**MOBILE NO.** : + 91 8210006010.

**EMAIL** : rizwanfatmi@gmail.com.

**DATE** : 10/10/2022.

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## INTRODUCTION



## **INTRODUCTION :**

The title of this project is "Inventory Management System For Furniture Store". This project is being implemented as an Educational project only for practice purposes. Through this project, we simply know all the related common operations about inventory management of furniture store which are mentioned in the given modules.

This project has the following Sections/Modules: -

- Login Details
- Supplier Details
- Customer Details
- Product Details
- Purchase Invoice Details
- Sales Invoice Details

## OBJECTIVES



## **OBJECTIVES :**

In the present scenario, the computer becomes an essential component of our life. We are using computers in most fields especially in big Organizations to smoothly, quickly, and effectively run that Organization.

For Example, in furniture store it is being used for recording Product information, Customer information, Supplier information Stock-in information, and Stockout information as well as controlling the management of the Furniture Store. This maintenance makes the stores work easier & fast and the pressure on work employee get reduced.

This project implements an easy-to-use interface for the store staff so that it can be handled without much training. User can also read user manual in help section.

My project has exactly tried to reduce the work load of the staffs and try to manage the all operations of the furniture store.

## TOOLS /ENVIRONMENT/PLATFORM USED



### **Tools Used:**

Front End GUI Tools	:	HTML5, CSS3, BootStrap5.0, JavaScript
RDBMS Back End	:	WebSQL
Operating System	:	Windows 10 Home Basic

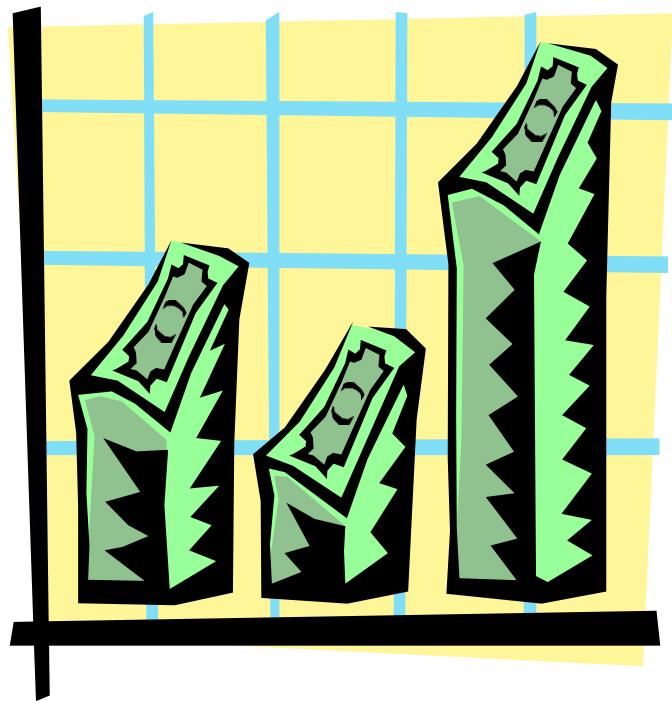
### **Software Requirement:**

1. You must have an internet connection because some of the packages are directly connected to the internet without internet those packages will not work.
2. You must have one of these browsers. Google Chrome, Brave, or Microsoft Edge.

### **Hardware Requirement:**

- CPU: Intel core2duo processor,3.2GHz
- RAM: 2 GB/More
- HARD DISK: 160 GB/More

## ANALYSIS OF THE SYSTEM



## **INTRODUCTION: THE EXISTING SYSTEM :**

Before developing a new system anywhere, it is imperative for the developers to acquaint themselves with the environment in which the proposed system would be installed. Also, it is necessary to interact with the user regarding their demands and the resources available to them. This gives a clear overview of the improvements wanted and to be provided.

The study and analysis of the mechanism of the Inventory Management System for Furniture Store was carried out diligently.

## **SYSTEM REQUIREMENT & SPECIFICATION :**

- In the Inventory Management System for Furniture Store, staff has to record details of customers, suppliers, products, stock-in and stock-out. Maintaining that record normally or through a manual way is very complex, thus arises the need for computerization.
- Maintenance of huge records of products, suppliers, customers, stock-in and stock-out. This requires an efficient and accurate Management System for the data.

## **FEASIBILITY STUDY :**

Feasibility is the determination of whether or not a project is worth doing/possible or not in various senses of the parameter. The process followed in making this determination is called a feasibility study.

In the conduct of the feasibility study, the following types of feasibility are studied-

- Technical Feasibility
- Operational Feasibility
- Economical Feasibility
- Management Feasibility
- Legal Feasibility
- Time Feasibility

## Technical Feasibility

This is concerned with specifying equipment and software that will successfully satisfy the user requirements.

The hardware selected has been examined against the processing capacity, and the memory requirement and found satisfactory for current as well as near future workloads.

The software selected has been examined against the processing, reliability, flexibility and accuracy are satisfactory.

## Operational Feasibility

It is mainly related to human organizational and political aspects. it asks if the system will work when it is developed and installed.

After considering the following point that the system is behaviorally feasible: -

- The project is carried out at the request of the users.
- To a greater extent, the proposed system aims at maximizing user-friendliness. This is intended to overcome resistance to change by the existing staff.
- Since users are not experienced in handling a computerized system, it is planned to provide phase-wise training to different levels of the existing staff by the trainer.
- Users have been made aware of the power of the software and hardware environment.

## **Economical Feasibility**

It is the most frequently used technique for evaluating the effectiveness of a proposed system. Major cost at this point of time would be incurred towards acquiring on RDBMS package only. Inventory Management System is fully capable of arranging all the basic software and hardware according to the requirement. Major benefits expected from this system are: -

- Increased speed of work
- Less time consuming
- More Accurate work
- More flexible processing

Overall, we can see this project or software is economical feasible.

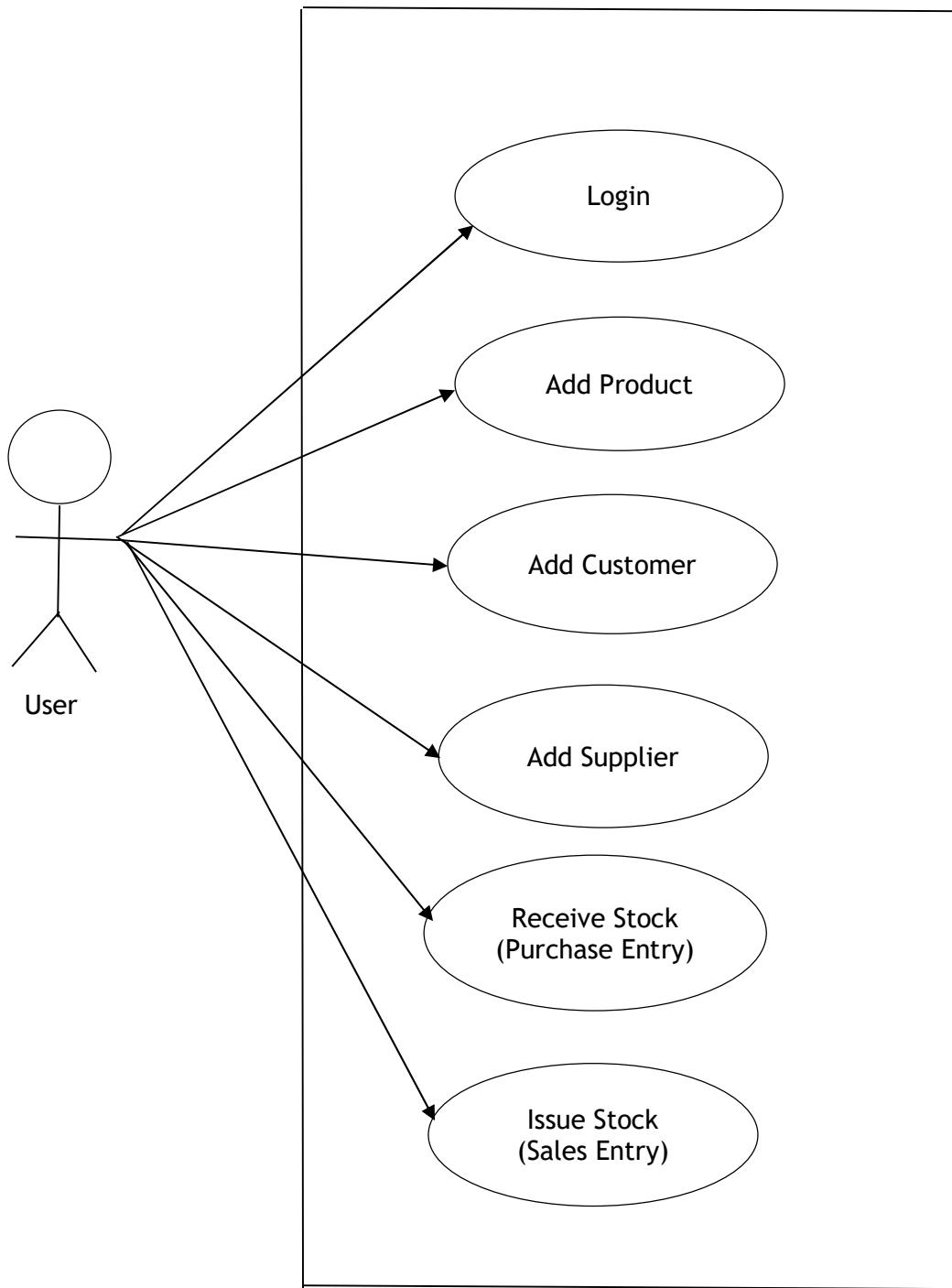
## DATA FLOW DIAGRAM (DFD)



## ER-DIAGRAM



## USE CASE DIAGRAM



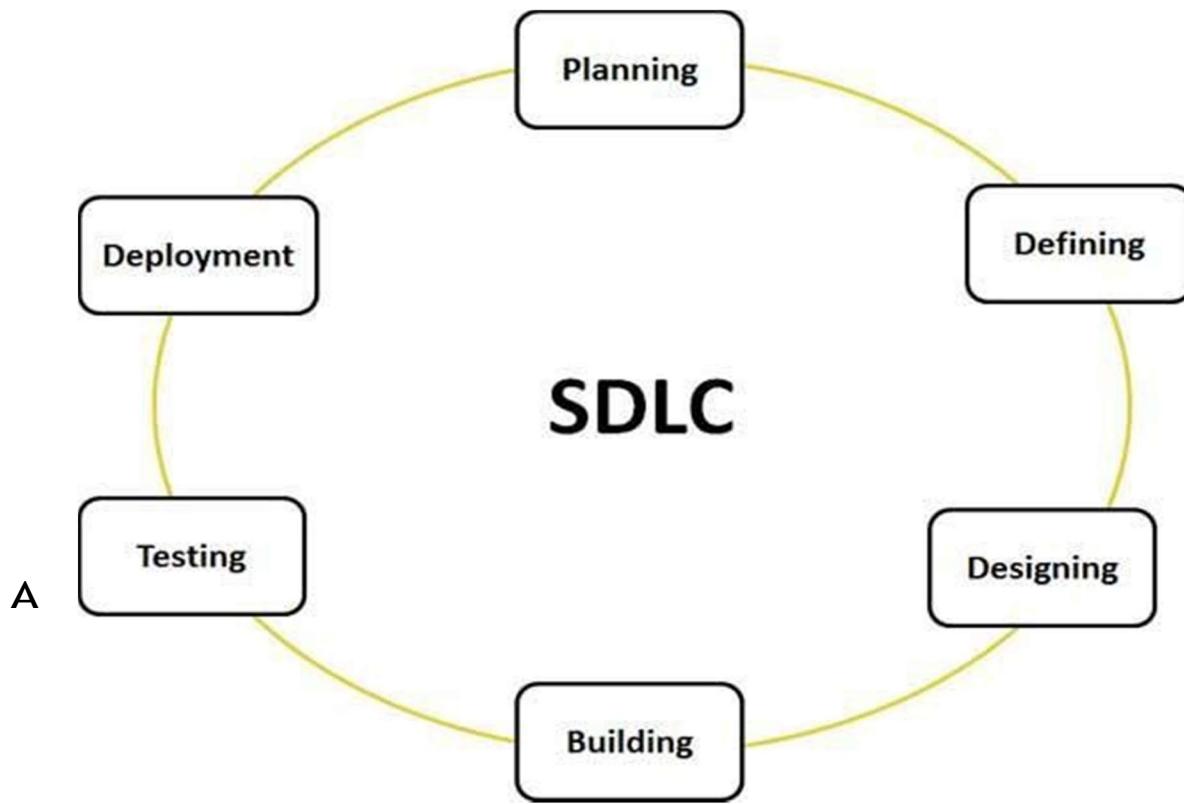
## **SDLC**

SDLC is the acronym of Software Development Life Cycle. It is also called as Software development process. The software development life cycle (SDLC) is a framework defining tasks performed at each step in the software development process. ISO/IEC 12207 is an international standard for software life-cycle processes. It aims to be the standard that defines all the tasks required for developing and maintaining software.

What is SDLC?

SDLC is a process followed for a software project, within a software organization. It consists of a detailed plan describing how to develop, maintain, replace and alter or enhance specific software. The life cycle defines a methodology for improving the quality of software and the overall development process.

The following figure is a graphical representation of the various stages of a typical SDLC.



typical Software Development life cycle consists of the following stages:

**Stage 1: Planning and Requirement Analysis:** Requirement analysis is the most important and fundamental stage in SDLC. It is performed by the senior members of the team with inputs from the customer, the sales department, market surveys and domain experts in the industry. This information is then used to plan the basic project approach and to conduct product feasibility studyin the economical, operational, and technical areas.

Planning for the quality assurance requirements and identification of the risks associated with the project is also done in the planning stage. The outcome ofthe technical feasibility study is to define the various technical approaches that can be followed to implement the project successfully with minimum risks.

**Stage 2: Defining Requirements:** Once the requirement analysis is done the next step is to clearly define and document the product requirements and get them approved from the customer or the market analysts. This is done through 'SRS'

- Software Requirement Specification document which consists of all the product requirements to be designed and developed during the project life cycle.

**Stage 3: Designing the product architecture:** SRS is the reference for product architects to come out with the best architecture for the product to be developed. Based on the requirements specified in SRS, usually more than one design approach for the product architecture is proposed and documented in a DDS

- Design Document Specification. This DDS is reviewed by all the important stakeholders and based on various parameters as risk assessment, product robustness, design modularity , budget and time constraints , the best design approach is selected for the product.

A design approach clearly defines all the architectural modules of the product along with its communication and data flow representation with the external and third party modules (if any). The internal design of all the modules of the proposed architecture should be clearly defined with the minutest of the details in DDS.

**Stage 4: Building or Developing the Product:** In this stage of SDLC the actual development starts and the product is built. The programming code is generated as per DDS during this stage. If the design is performed in a detailed and organized manner, code generation can be accomplished without much hassle.

Developers have to follow the coding guidelines defined by their organization and programming tools like compilers, interpreters, debuggers etc are used to generate the code. Different high level programming languages such as C, C++, Pascal, **Java**, and JSP are used for coding. The programming language is chosen with respect to the type of software being developed.

**Stage 5: Testing the Product:** This stage is usually a subset of all the stages as in the modern SDLC models, the testing activities are mostly involved in all the stages of SDLC. However this stage refers to the testing only stage of the product where products defects are reported, tracked, fixed and retested, until the product reaches the quality standards defined in the SRS.

**Stage 6: Deployment in the Market and Maintenance:** Once the product is tested and ready to be deployed it is released formally in the appropriate market. Sometime product deployment happens in stages as per the organizations' business strategy. The product may first be released in a limited segment and tested in the real business environment (UAT- User acceptance testing).

Then based on the feedback, the product may be released as it is or with suggested enhancements in the targeting market segment. After the product is released in the market, its maintenance is done for the existing customer base.

### SDLC Models

There are various software development life cycle models defined and designed which are followed during software development process. These models are also referred as "Software Development Process Models". Each process model follows

a Series of steps unique to its type, in order to ensure success in process of software development. Following are the most important and popular SDLC models followed in the industry:

- □ Waterfall Model
- □ Iterative Model
- □ Spiral Model
- □ V-Model
- □ Big Bang Model

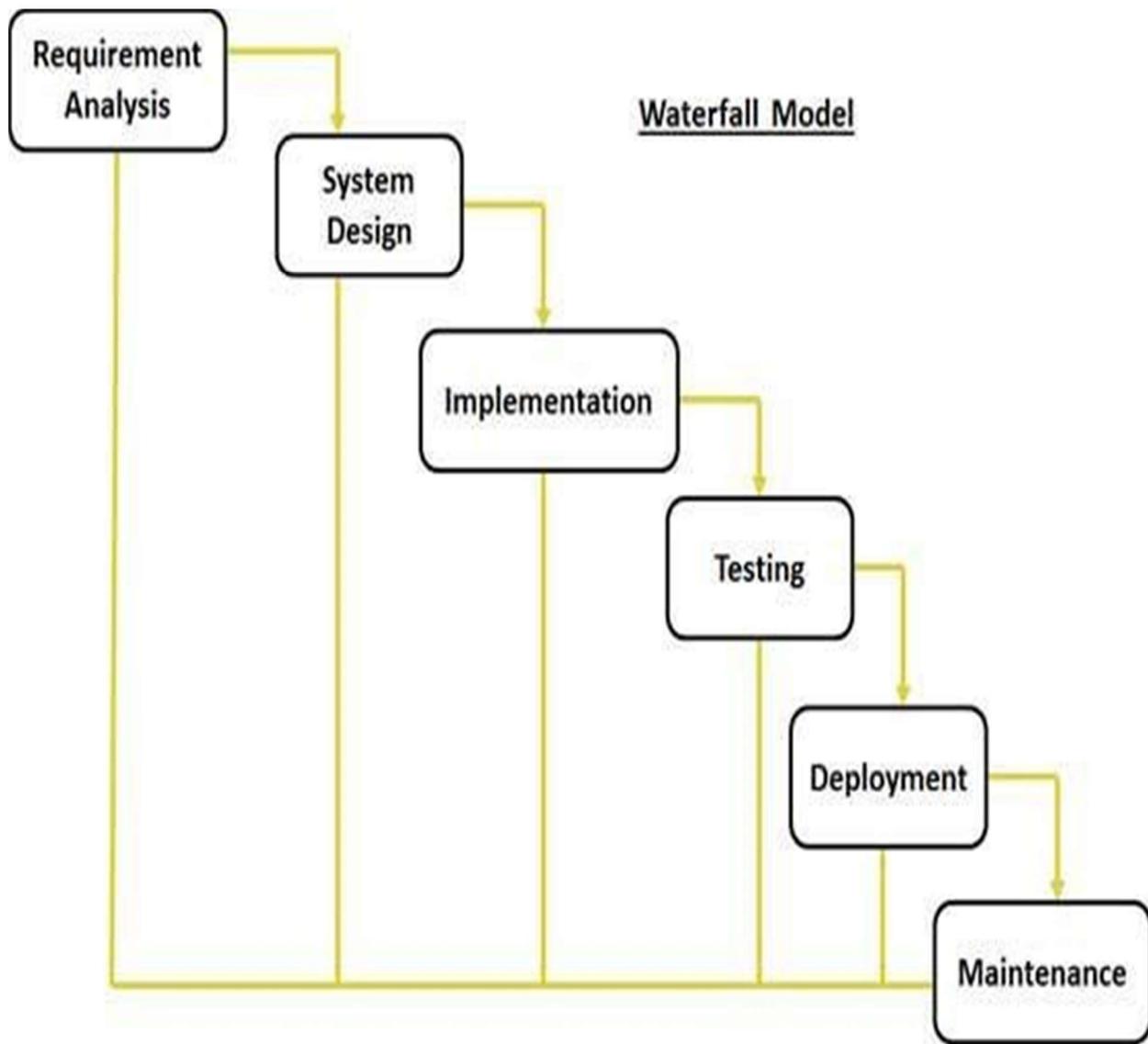
The other related methodologies are Agile Model, RAD Model – Rapid Application Development and Prototyping Models.

Waterfall model is the earliest SDLC approach that was used for software development .The waterfall Model illustrates the software development processin a linear sequential flow; hence it is also referred to as a linear-sequential life cycle model. This means that any phase in the development process begins onlyif the previous phase is complete. In waterfall model phases do not overlap.

#### Waterfall Model design

Waterfall approach was first SDLC Model to be used widely in Software Engineering to ensure success of the project. In "The Waterfall" approach, thewhole process of software development is divided into separate phases. In Waterfall model, typically, the outcome of one phase acts as the input for thenext phase sequentially.

Following is a diagrammatic representation of different phases of waterfall model.



The sequential phases in Waterfall model are:

- Requirement Gathering and analysis** All possible requirements of the system to be developed are captured in this phase and documented in a requirement specification doc.

□ □ **System Design:** The requirement specifications from first phase are studied in this phase and system design is prepared. System Design helps in specifying hardware and system requirements and also helps in defining overall system architecture.

□ □ **Implementation:** With inputs from system design, the system is first developed in small programs called units, which are integrated in the next phase. Each unit is developed and tested for its functionality which is referred to as Unit Testing.

□ **Integration and Testing:** All the units developed in the implementation phase are integrated into a system after testing of each unit. Post integration the entire system is tested for any faults and failures.

□ **Deployment of system:** Once the functional and non functional testing is done, the product is deployed in the customer environment or released into the market.

□ **Maintenance:** There are some issues which come up in the client environment. To fix those issues patches are released. Also to enhance the product some better versions are released. Maintenance is done to deliver these changes in the customer environment.

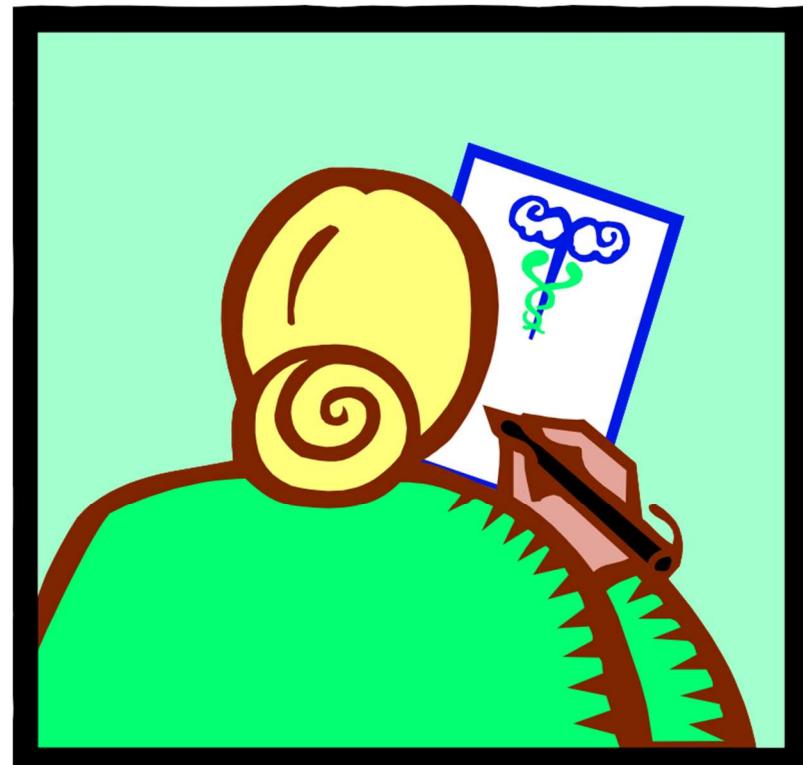
All these phases are cascaded to each other in which progress is seen as flowing steadily downwards (like a waterfall) through the phases. The next phase is started only after the defined set of goals are achieved for previous phase and it is signed off, so the name "Waterfall Model". In this model phases do not overlap.

### Waterfall Model Application

Every software developed is different and requires a suitable SDLC approach to be followed based on the internal and external factors. Some situations where the use of Waterfall model is most appropriate are:

- □ Requirements are very well documented, clear and fixed
- □ Product definition is stable
- □ Technology is understood and is not dynamic
- □ There are no ambiguous requirements
- □ Ample resources with required expertise are available to support the product
- □ The project is short

## THE SYSTEM DESIGN



## NUMBER OF MODULES AND ITS DESCRIPTION

### INPUT OF THE PROJECT

The Input of a software project is most important because, it is the raw data of it. Without Input one cannot achieve required output. The Input of this project is very simple. The Data in following sections are directly inserted by the staff.

Following are the main input entities of this project:

- **Add Product:** The user can add information about the product and get product master as a report. The user can also get stock status.
- **Add Customer:** The user can add information about the customer and get customer master as a report.
- **Add Supplier:** The user can add information about the supplier and get supplier master as a report.
- **Purchase Entry:** The user can make purchase entry after receiving the stock from supplier and get purchase register. The user can also get stock in report.
- **Sales Entry:** The user can make sales entry for any customer and get sales register. The user can also get stock out report.

## OUTPUT TO THE PROJECT

While doing a project output is an essential and necessary part, because if we are doing some work there must be some output so that we can know about the conclusion of our work whether it is successful or not. The output of the project is to view all the records stored in different tables in a very logical manner so that the information from that table/register can be easily understandable and highly illustrative even represented in a brief format.

The outputs of the records are arranged in the following ways:

1. Product Master :- It is a list of products with details.
2. Customer Master :- It is a list of customers with details.
3. Supplier Master :- It is a list of suppliers with details.
4. Sales Register :- It is a report, which shows the sales data.
5. Purchase Register :- It is a report, which shows the purchase data.
6. Stock Status :- It is a report, which shows the status of stock.
7. Stock In Report :- It is a report, which shows the stock in data.
8. Stock Out Report :- It is a report, which shows the stock in data.

## DATABASE DESIGN/TABLE OR DATA STRUCTURE OF EACH MODULE

### 1. Table Name : - Product

ATTRIBUTE	DATATYPE	CONSTRAINTS	PURPOSE
Name	VARCHAR	Not Null	For saving the product details
HSN Code	VARCHAR	Not Null	For saving the product details
MRP	INT	Not Null	For saving the product details
Quantity	INT	Not Null	For saving the product details
Purchase Rate	INT	Not Null	For saving the product details
Sales Rate	INT	Not Null	For saving the product details

### 2. Table Name : - Customer

ATTRIBUTE	DATATYPE	CONSTRAINTS	PURPOSE
Name	VARCHAR	Not Null	For saving the customer details
GSTIN	VARCHAR	Not Null	For saving the customer details
Address	VARCHAR	Not Null	For saving the customer details
Line2	VARCHAR	Not Null	For saving the customer details
City	VARCHAR	Not Null	For saving the customer details
Pincode	VARCHAR	Not Null	For saving the customer details
Mobile Number	VARCHAR	Not Null	For saving the customer details

### 3. Table Name : - Supplier

ATTRIBUTE	DATATYPE	CONSTRAINTS	PURPOSE
Name	VARCHAR	Not Null	For saving the supplier details
GSTIN	VARCHAR	Not Null	For saving the supplier details
Address	VARCHAR	Not Null	For saving the supplier details
Line2	VARCHAR	Not Null	For saving the supplier details
City	VARCHAR	Not Null	For saving the supplier details
Pincode	VARCHAR	Not Null	For saving the supplier details
Mobile Number	VARCHAR	Not Null	For saving the supplier details

#### **4. Table Name : - Purchase Entry**

<b>ATTRIBUTE</b>	<b>DATATYPE</b>	<b>CONSTRAINTS</b>	<b>PURPOSE</b>
Invoice Number	VARCHAR	Not Null	For saving the purchase details
Date	VARCHAR	Not Null	For saving the purchase details
Supplier Name	VARCHAR	Not Null	For saving the purchase details
Product Name	VARCHAR	Not Null	For saving the purchase details
Taxable	INT	Not Null	For saving the purchase details
Tax	INT	Not Null	For saving the purchase details
Total	INT	Not Null	For saving the purchase details

#### **5. Table Name : - Sales Entry**

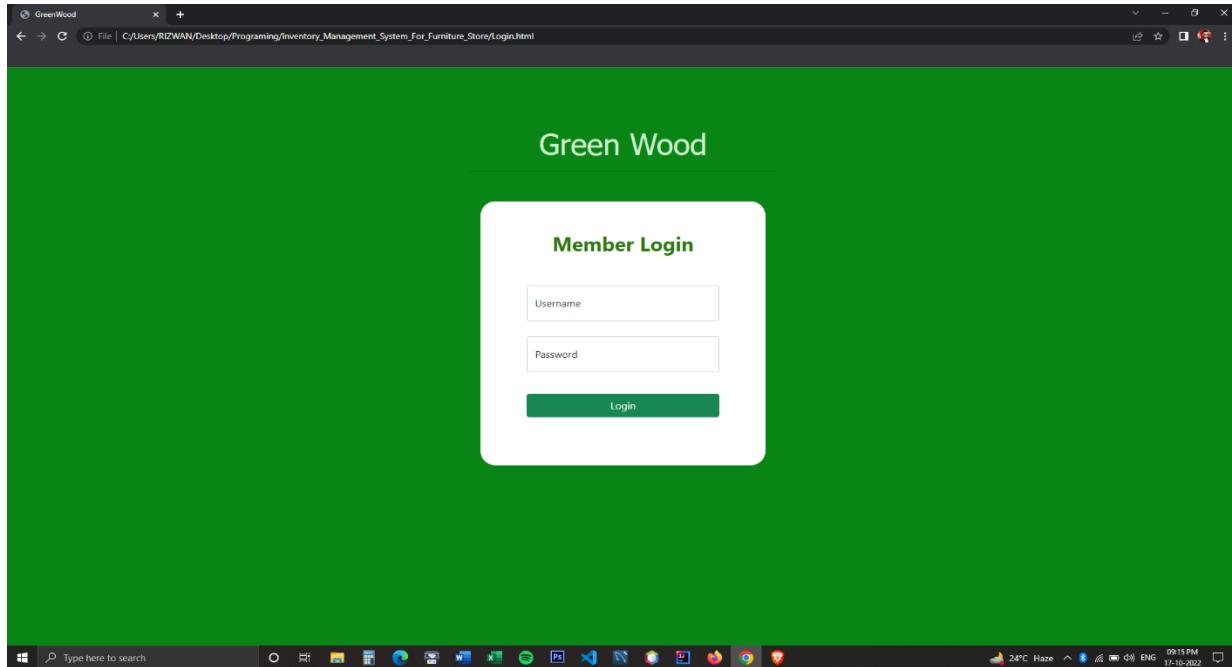
<b>ATTRIBUTE</b>	<b>DATATYPE</b>	<b>CONSTRAINTS</b>	<b>PURPOSE</b>
Invoice Number	VARCHAR	Not Null	For saving the sales details
Date	VARCHAR	Not Null	For saving the sales details
Customer Name	VARCHAR	Not Null	For saving the sales details
Product Name	VARCHAR	Not Null	For saving the sales details
Taxable	INT	Not Null	For saving the sales details
Tax	INT	Not Null	For saving the sales details
Total	INT	Not Null	For saving the sales details

## INPUT SCREEN/ FORMS DESIGN

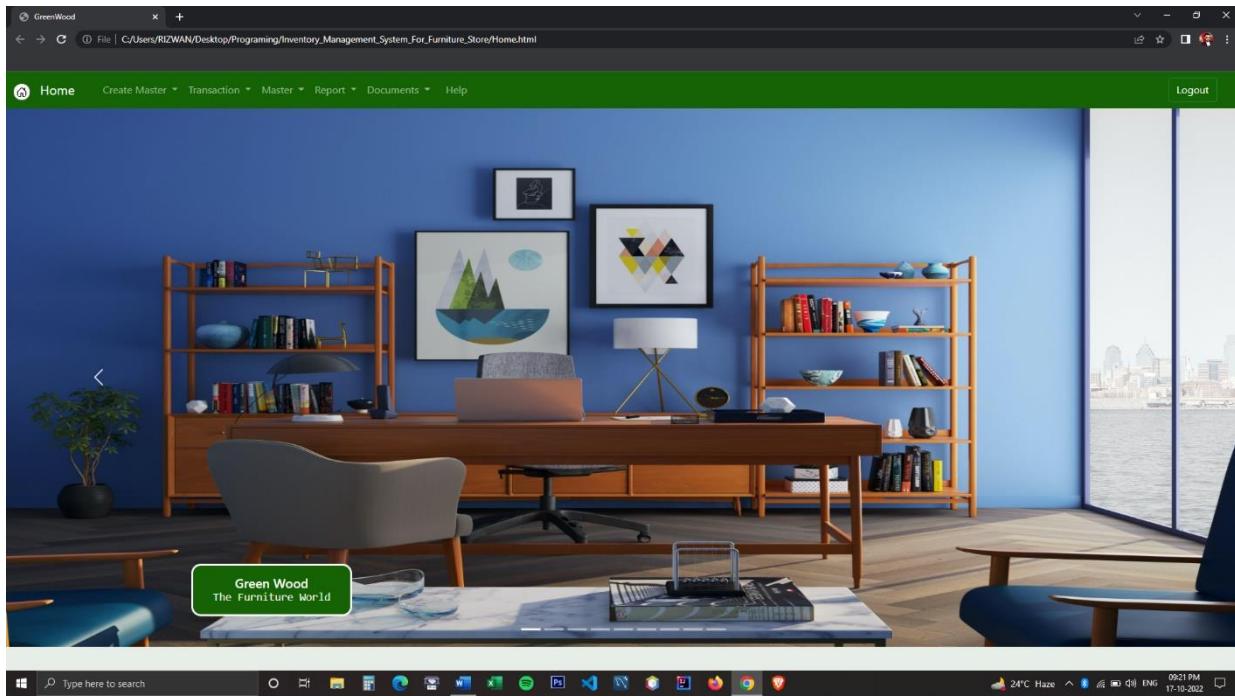


## SCREENS:

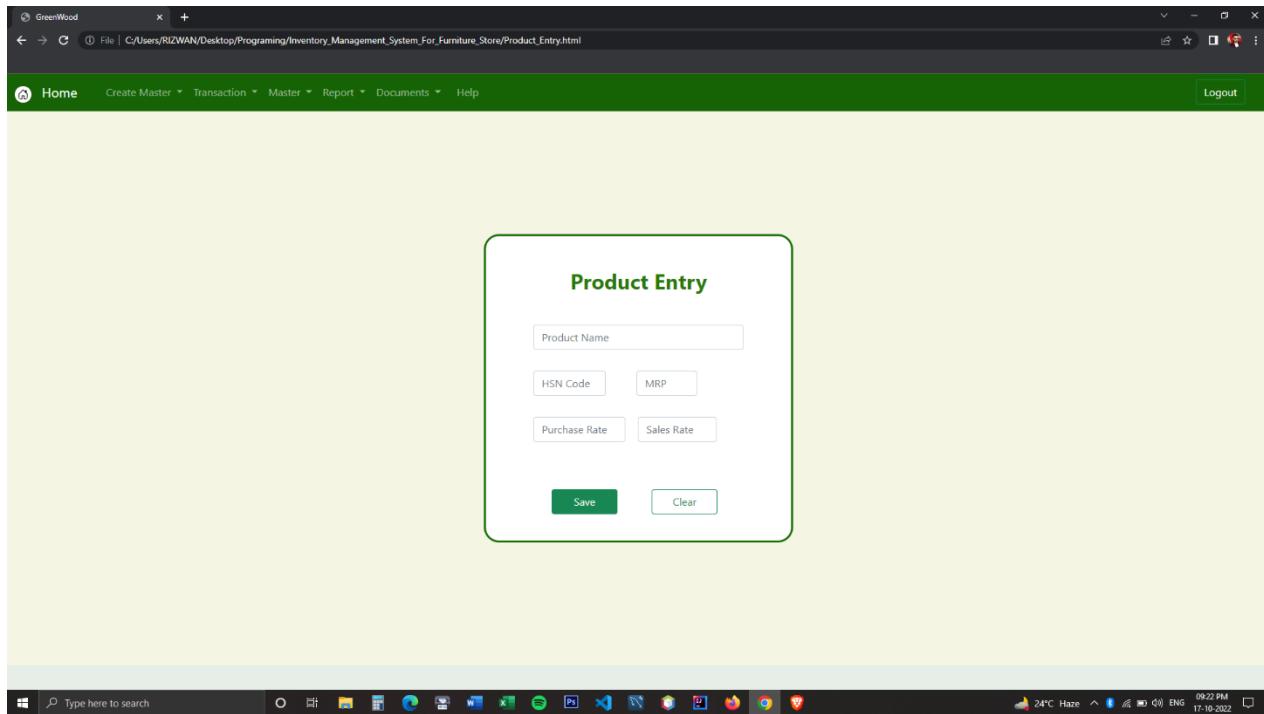
### LOGIN



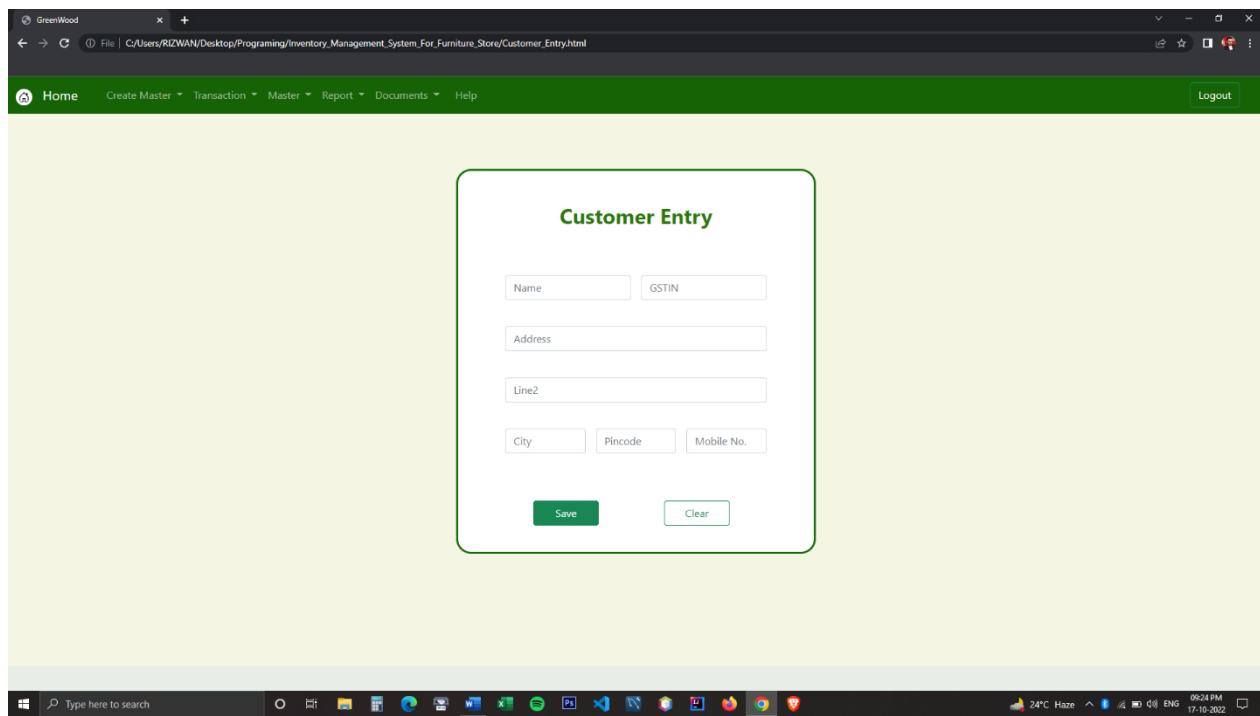
### HOME PAGE



## PRODUCT ENTRY



## CUSTOMER ENTRY



## SUPPLIER ENTRY

**Supplier Entry**

Name  GSTIN

Address

Line2

City  Pincode  Mobile No.

**Save** **Clear**

## PURCHASE ENTRY

**Purchase Entry**

Supplier Name  GSTIN

Address

Line2

City  Pincode  Mobile No.

Sr.No	Product Description	QTY
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>

**Save** **Clear**

## SALES ENTRY

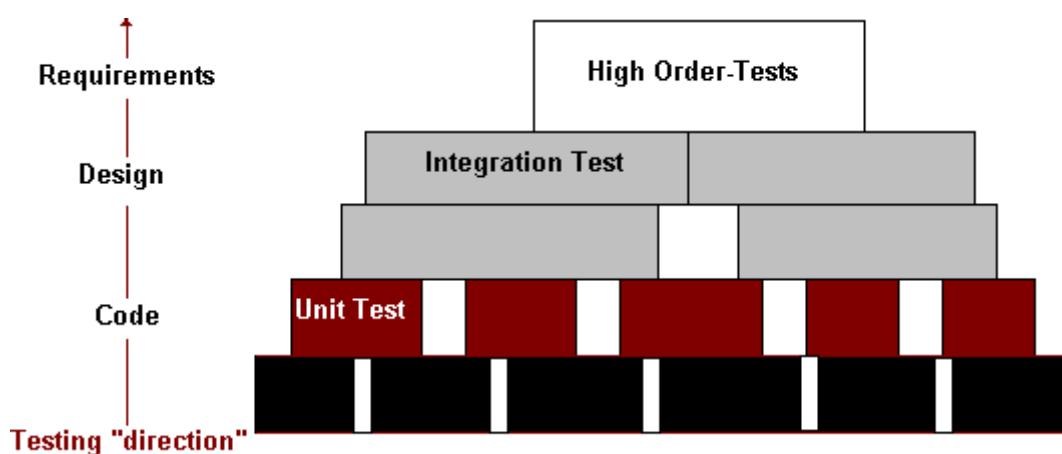
The screenshot shows a Windows desktop environment with a central application window titled "Sales Entry". The application interface includes fields for Customer Name, GSTIN, Address, Line2, City, Pincode, and Mobile No. Below these fields is a table with columns for Sr.No, Product Description, and QTY. At the bottom of the form are two buttons: "Generate Invoice" and "Clear". The application window has a green header bar with menu items: Home, Create Master, Transaction, Master, Report, Documents, Help, and Logout. The status bar at the bottom of the screen displays system information including the date (17-10-2022), time (09:29 PM), and weather (24°C Haze). The taskbar shows various open applications like File Explorer, Microsoft Word, and Microsoft Excel.

## SYSTEM TESTING IMPLEMENTATION & MAINTENANCE



## SYSTEM TESTING :-

One of the most important function before actual implementation of system is its testing. Testing is a set of activities that can be planned in advance and conducted system actually. For this reason, a template for software testing should be defined for the software process. Testing is vital to the success of the system. System testing makes a logical assumption that all parts of the system are correct and the goal will be successively achieved. Inadequate testing or no testing leads to error that may not appear until month later.

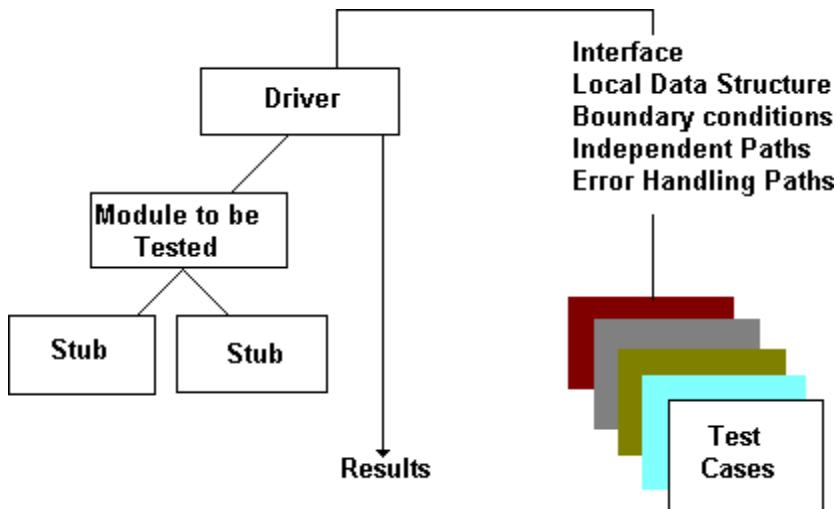


There are several types of testing to check /remove different types of errors as far as possible from the programs. Some very important are-

### **UNIT TESTING :-**

Unit testing focuses verification effort on the smallest unit of software design –the software component or module. The unit test is white-box oriented and the step can be conducted in parallel for multiple components.

Unit testing is normally considered as an adjunct to the coding step. After source level code has been developed, reviewed and verified for correspondence to component level design, unit test case designs begin. A review of design information provider guidance for establishing test cases that is likely to uncover errors in each of the categories. Each test case should be coupled with a set of expected results. Because a component is not a stand-alone program, driver software must be developed for each unit test. Driver accepts test case data, passes such data to the component and prints relevant results. After passing test case data to the component, expected results are obtained.



## INTEGRATION AND SYSTEM TESTING :-

When the individual program modules were working properly, we combined the module into a working system. This integration is planned and co-ordinated so that when an error occurs, we have an idea of what caused it. Integration is the process of verifying that the components of the system work together. For testing the entire system was viewed as a hierarchy of modules. We began with the highest level of design and worked down. The next modulesto be tested are those that call the

previously tested modules. For example, variables used for record sets and connections that are frequently called across forms from modules.

### **Function Test**

Once we were sure that information is passed among modules according to the design prescription, we tested the system to assure whether the function described the requirement specification were actually performed by the integrated system.

### **Acceptance Test**

When the function test was completed, we involved the user to make sure that the system worked according to user's expectation. Thus the user did the final acceptance test.

### **Installation Test**

When acceptance test was completed, the acceptance system was installed in the environment in which it would be used and a final installation test was performed to make sure that the system function as it should.

### **WHITE BOX TESTING :-**

Also called 'Structural Testing / Glass Box Testing' is used for testing the

code keeping the system specs in mind. For this Developers Test following test

- **Mutation Testing**

A kind of testing in which, the application is tested for the code that was modified after fixing a particular bug/defect. It also helps in finding out which code and which strategy of coding can help in developing the functionality effectively.

- **Control Structure Testing**

The Flow of control execution path is considered for testing. It does also check Conditional Testing , Branch Testing, Domain Testing, Data Flow Testing ,Loop testing such as Simple, Nested, Conditional, Unstructured Loops.

### **BLACK BOX TESTING :-**

Also called 'Functional Testing' as it concentrates on testing of the functionality rather than the internal details of code.

Test cases are designed based on the task descriptions

- **Comparison Testing**

Test cases results are compared with the results of the test Oracle.

- **Graph Based Testing**

Cause and effect graphs are generated and cyclometric complexity considered in using the test cases.

- **Boundary Value Testing**

Boundary values of the Equivalence classes are considered and tested as they generally fail in Equivalence class testing.

## **IMPLEMENTATION :-**

Once the system was tested satisfactorily, and then comes the implementation of the system. Implementation is the process of changing from old system to new system. But before implementing the new system, all the data should be transferred from the old system to the new system. In our case as the existing system was a manual one without a homogeneous data source, it was thought prudent to enter the master table thorough various formatted forms. Efforts are on to complete the master table creation and implement the system in full.

## **MAINTENANCE :-**

It has been estimated that maintenance of any Software product usually requires much more effort than the effort necessary to develop the product. Many studies indicate that the relative effort of development of a typical system to its maintenance effort is roughly in the 40:60 ratios. Maintenance involves performing any one or more of the following three kinds of activities: Correcting errors that were not discovered during the product development phase. This is called corrective maintenance. Improving the implementation of the system and enhancing the functionality of the system according to the customer's requirements. This is called perfect maintenance. Porting the Software to a new environment, e.g. to a new Computer or to a new Operating System. This is called adaptive maintenance. In the proposed project we have done corrective maintenance and adaptive maintenance.

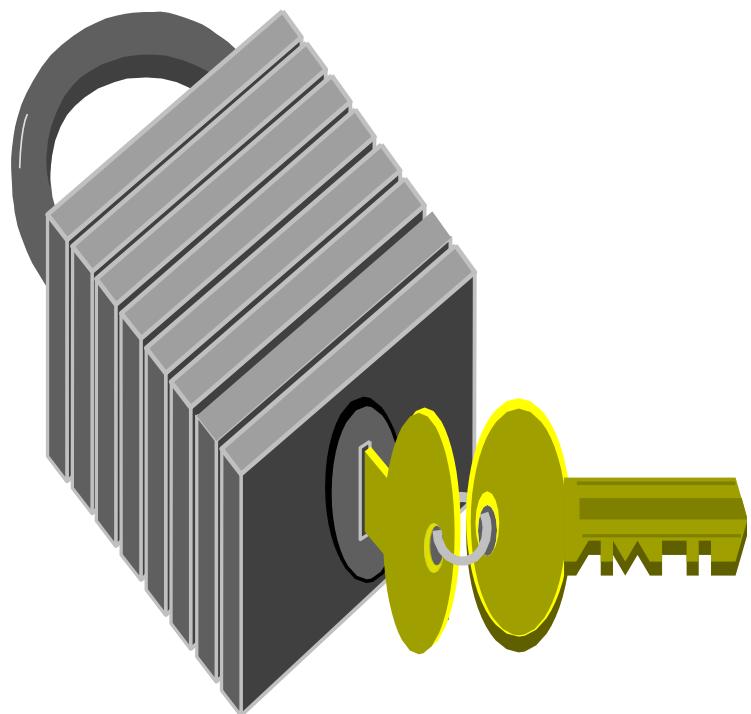
## **CODE OPTIMIZATION :-**

When I was creating this application in Java then I expect to give the best results using minimal computer resources such as memory and hardware space. In order to ensure that my application uses the minimal resources I tried time to

time it for improving its performance. I started my process of optimization from the designing stage itself and continued till the deployment and distribution stage. I kept in my mind this theory that “A well-designed application is the first step towards an optimized application”. Following are the most important factors, which support me to develop this application according to the requirement of users.

The speed with which an application executes is one of the most important parameters to measure its performance.

## SECURITY CONCERN/MEASURES



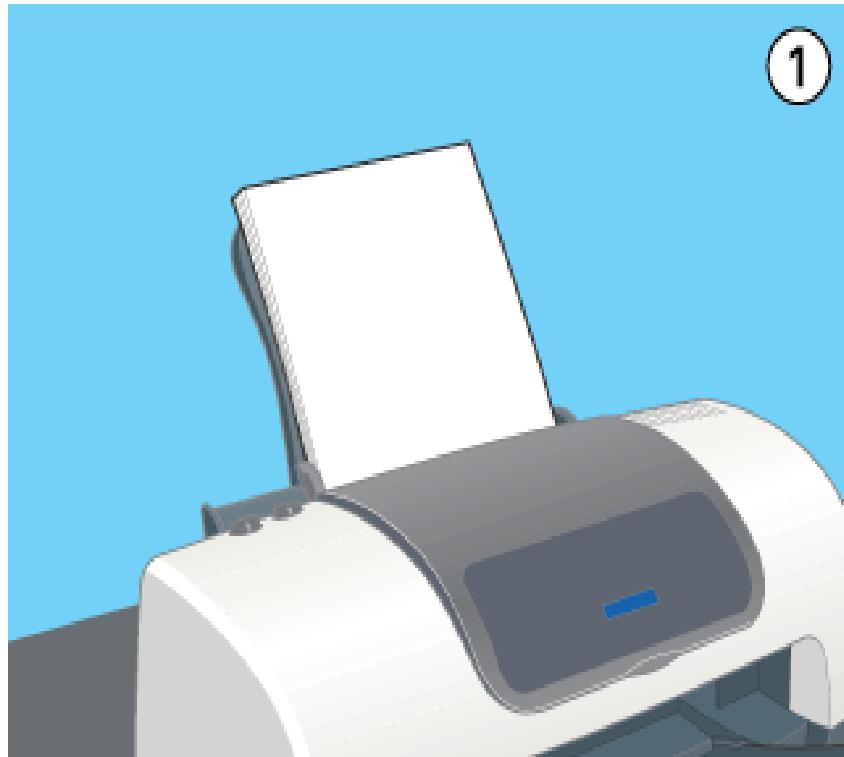
## **NEED OF SECURE :**

A database must have solid security system to control the activities that can be performed and the information that can be viewed and modified. A solid security system ensures the protection of data stored, regardless of how users gain access to the database.

## **SECURITY LEVEL :**

A password is assigned to limit access to a project. Password prevents access to the protected item/project by unauthorized users. As type a password, typing character displays in the form of asterisk (\*). Password is also case sensitive

## OUTPUT SCREEN / REPORT DESIGN



The following types of reports will be generated, thus fulfilling the need of Management -

- Customer Master
- Supplier Master
- Product Master
- Stock Status
- Sales Register
- Purchase Register
- Stock In Report
- Stock Out Report
- Sales Invoice
- Purchase Invoice

## CUSTOMER MASTER

**Customer Master**

Sr.No.	Customer Name	GSTIN	Address	Line2	City	Pincode	Mobile No.
1	Radhe Shyam Store	10KJGYS5562B1ZP	Anand Bihar Road	Paras Colony	Sasaram	832556	8562417755
2	Govind Store	10SDDRD2562B1ZP	Roushan Mohallah	Kasim Colony	Arrah	865225	8562412588
3	Mehar Furniture	10DKJFFI2562N1ZP	Behind Sen Apartment	Sultangunj Thana	Patna	800006	8695542352
4	Kalyani Furniture	10AABCG2568B1ZP	Tulsi Apartment	Govind Mitra Road	Patna	800004	95865845
5	Keshan Business	10KDFJD2565B1ZP	Kiran Cheti Mohallah	Ramnagar Road	Bettiah	865885	8956241532

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## SUPPLIER MASTER

**Supplier Master**

Sr.No.	Supplier Name	GSTIN	Address	Line2	City	Pincode	Mobile No.
1	Sen Enterprises	88AACCI0522B1ZP	Nala Road Gali	Mahendru Thana	Sitamarhi	826558	9685741236
2	Arzoo Enterprises	10DIDRF5658B1ZP	Reena Market	Ehsaan Nagar Road	Samastipur	758595	8596741235

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## PRODUCT MASTER

**Product Master**

Sr.No.	Product Name	HSNCode	MRP	Purchase Rate	Sales Rate
1	Dressing Table	94036000	3500.00	2500.00	3000.00
2	Dining Table	94036000	1200.00	800.00	1000.00
3	Courner Sofa	94036000	80000.00	60000.00	70000.00
4	Computer Table	94036000	2000.00	1200.00	1700.00
5	Round Bed	94036000	75000.00	68000.00	70000.00
6	Simple Chair	94036000	500.00	300.00	350.00
7	Counter Table	94036000	5000.00	3500.00	4000.00
8	Hydraulics Bed	94036000	50000.00	35000.00	40000.00

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## STOCK STATUS

**Stock Status**

Sr.No.	Product Name	MRP	Quantity	Rate	Value
1	Dressing Table	3500.00	93	2500.00	232500.00
2	Dining Table	1200.00	88	800.00	70400.00
3	Courner Sofa	80000.00	92	60000.00	5520000.00
4	Computer Table	2000.00	40	1200.00	48000.00
5	Round Bed	75000.00	37	68000.00	2516000.00
6	Simple Chair	500.00	95	300.00	28500.00
7	Counter Table	5000.00	43	3500.00	150500.00
8	Hydraulics Bed	50000.00	144	35000.00	5040000.00

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## SALES REGISTER

**Sales Register**

Sr.No.	Date&Time	Invoice No	Party Name	Place	GSTIN	Taxable Amount	Tax Amount	Total
1	6/9/2022 17:34:32	SI0001	Radhe Shyam Store	Sasaram	10KJGYS5562B1ZP	289000.00	52020.00	341020.00
2	6/9/2022 17:34:51	SI0002	Keshan Business	Bettiah	10KDFJD25658B1ZP	90400.00	16272.00	106672.00
3	6/9/2022 17:35:15	SI0003	Kalyani Furniture	Patna	10AACBG2568B1ZP	300000.00	54000.00	354000.00
4	6/9/2022 17:35:38	SI0004	Mehar Furniture	Patna	10DKJFFI2562N1ZP	530400.00	95472.00	625872.00
5	7/9/2022 22:26:6	SI0005	Radhe Shyam Store	Sasaram	10KJGYS5562B1ZP	3000.00	540.00	3540.00
6	7/9/2022 22:26:15	SI0006	Radhe Shyam Store	Sasaram	10KJGYS5562B1ZP	4000.00	720.00	4720.00
7	7/9/2022 22:26:30	SI0007	Radhe Shyam Store	Sasaram	10KJGYS5562B1ZP	6700.00	1206.00	7906.00
8	7/9/2022 22:26:46	SI0008	Radhe Shyam Store	Sasaram	10KJGYS5562B1ZP	25850.00	4653.00	30503.00

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## PURCHASE REGISTER

**Purchase Register**

Sr.No.	Date&Time	Invoice No	Party Name	Place	GSTIN	Taxable Amount	Tax Amount	Total
1	6/9/2022 17:31:31	PI0001	Sen Enterprises	Sitamarhi	88AACCJ0522B1ZP	986000.00	1774800.00	11634800.00
2	6/9/2022 17:33:49	PI0002	Arzoo Enterprises	Samastipur	10DJDRF5658B1ZP	458500.00	825300.00	5410300.00
3	7/9/2022 22:24:14	PI0003	Arzoo Enterprises	Samastipur	10DJDRF5658B1ZP	2500.00	450.00	2950.00
4	7/9/2022 22:24:22	PI0004	Arzoo Enterprises	Samastipur	10DJDRF5658B1ZP	3300.00	594.00	3894.00
5	7/9/2022 22:24:45	PI0005	Arzoo Enterprises	Samastipur	10DJDRF5658B1ZP	6800.00	1224.00	8024.00
6	8/9/2022 22:24:58	PI0006	Arzoo Enterprises	Samastipur	10DJDRF5658B1ZP	89500.00	16110.00	105610.00
7	8/9/2022 22:25:14	PI0007	Arzoo Enterprises	Samastipur	10DJDRF5658B1ZP	149500.00	26910.00	176410.00
8	17/10/2022 12:55:54	PI0008	Sen Enterprises	Sitamarhi	88AACCJ0522B1ZP	235000.00	423000.00	2773000.00

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## STOCK IN REPORT

**Stock In Report**

Sr.No.	Date&Time	Party Name	Place	Product Name	Quantity
1	6/9/2022 17:31:31	Sen Enterprises	Sitamarhi	Dressing Table	100
2	6/9/2022 17:31:31	Sen Enterprises	Sitamarhi	Simple Chair	100
3	6/9/2022 17:31:31	Sen Enterprises	Sitamarhi	Courner Sofa	100
4	6/9/2022 17:31:31	Sen Enterprises	Sitamarhi	Hydraulics Bed	100
5	6/9/2022 17:31:31	Sen Enterprises	Sitamarhi	Dining Table	100
6	6/9/2022 17:33:49	Arzoo Enterprises	Samastipur	Computer Table	50
7	6/9/2022 17:33:49	Arzoo Enterprises	Samastipur	Round Bed	50
8	6/9/2022 17:33:49	Arzoo Enterprises	Samastipur	Luxury Dressings Table	50

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## STOCK OUT REPORT

**Stock Out Report**

Sr.No.	Date&Time	Party Name	Place	Product Name	Quantity
1	6/9/2022 17:34:32	Radhe Shyam Store	Sasaram	Dressing Table	3
2	6/9/2022 17:34:32	Radhe Shyam Store	Sasaram	Courner Sofa	4
3	6/9/2022 17:34:51	Keshan Business	Bettiah	Simple Sofa	5
4	6/9/2022 17:34:51	Keshan Business	Bettiah	Luxury Dressings Table	2
5	6/9/2022 17:34:51	Keshan Business	Bettiah	Computer Table	2
6	6/9/2022 17:35:15	Kalyani Furniture	Patna	Luxury Dressings Table	2
7	6/9/2022 17:35:15	Kalyani Furniture	Patna	Dining Table	3
8	6/9/2022 17:35:15	Kalyani Furniture	Patna	Round Bed	3

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# SALES INVOICE

**Tax Invoice**

To  
Govind Store  
Roushan Mohallah  
Kasim Colony  
Arrah-865225  
Invoice No:  
SI00028  
Date&Time:  
17/10/2022 13:20:26

Sr.No.	Product_Name	HSNCode	MRP	Qty	Rate	Amount
1	Counter Table	94036000	5000.00	2	4000.00	8000.00
2	Computer Table	94036000	2000.00	2	1700.00	3400.00
3	Dining Table	94036000	1200.00	2	1000.00	2000.00
4	Round Bed	94036000	75000.00	2	70000.00	140000.00

Txbl Amount :  
153400.00  
Tax Amount :  
27612.00  
Grand Total :  
181012.00

**Sign & Stamp**

# PURCHASE REGISTER

**Purchase Invoice**

From  
Sen Enterprises  
Nala Road Gali  
Mahendru Thana  
Sitamarhi-826558  
Invoice No:  
PI0008  
Date&Time:  
17/10/2022 12:55:54

Sr.No.	Product_Name	HSNCode	MRP	Qty	Rate	Amount
1	Hydraulics Bed	94036000	50000.00	50	35000.00	1750000.00
2	Simple Sofa	94036000	15000.00	50	12000.00	600000.00

Txbl Amount :  
2350000.00  
Tax Amount :  
423000.00  
Grand Total :  
2773000.00

**Sign & Stamp**

## LIMITATIONS AND FUTURE SCOPE



## **LIMITATIONS AND FUTURE SCOPE :**

The development of this software is being done keeping in mind the future scope of this application. I find that it has good prospects in the future also. I find it is getting solved almost all the related work of the inventory management system. Keeping in mind the needs of the organization, which may crop up in the near future, I have tried and introduced certain features, which may be required by the organization, so at that time implementation can be done without any problems. Right now, I am developing this software keeping in mind just of a general current working mechanism of the furniture store. I am sure It will run successfully, and it can be distributed to other similar working mechanism organizations too. The flexibility and the number of reports, that this software would be provided, also enhance the scope of the software too much.

This educational project is designed to display almost all the related functions of the inventory management system. The web based system will computerize the activity of the furniture store and maintenance and various other related work.

This project is being developed according to the present time requirement or demand of the inventory management system which will be more useful to manage, and regular work of the furniture store properly. In it, user has total picture related to all the activities of the furniture store, which will help to take any correct and perfect decisions and further improvements to the system. In other words, this project is being developed to fulfill requirements of furniture store.