PROJECT REPORT

Course: Programming Fundamentals (CT-175)

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Problem Statement:

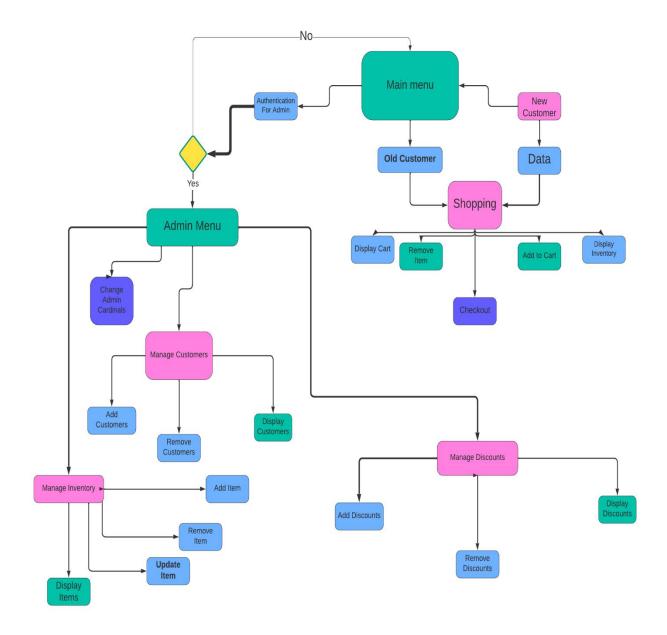
The problem:

Running a superstore and managing its data, which includes inventory, customer information, and checkout records is necessary for shopkeepers. However, doing all of this manually can be a significant challenge for them. Firstly, managing this large amount of data manually is not user-friendly. Secondly, it can lead to errors while managing inventory, registering customers, and administering discounts. Moreover, this old register method is time-consuming and inefficient.

The proposed solution:

Keeping in mind, the problems faced by shopkeepers regarding data handling, we designed a Kirana OR General Store Data Base Management System. This program includes an interface with admin access where the shopkeeper can handle store inventory, and manage customers and discounts. The financial management of the shop can be done through this program. Other than that, the program provides a digital ordering system for customers at the local level. The program aims to provide an efficient way to manage data for shopkeepers with no chance of error.

Functionalities Map:



Functionalities:

Main Menu:

Admin Menu:	5
Manage Inventory:	7
Manage Customers:	7
Manage Discounts:	7
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Add items to Cart:	13
Remove Items from Cart:	14
Display Cart:	15
Checkout:	16

Main Function:

Main function Firstly, load customers from Customer file, Inventory from inventory file and then give the user options, that whether he want to continue with admin account, new customer(I(f new than registered him/her first), old customer, etc.

Then redirect them to their respective functions.

Admin Menu:

Admin menu first authenticate whether, the user put right info(Username, admin) then, it gave options to user to manage inventory, manage customers, manage discounts, etc.

Then redirect them to their respective functions.

```
void adminMenu(void) {
   char username[50];
   char password[50];
   int choice;
   system("cls");
   gotoxy(20,5);
   printf("======Authentication For Admin======");
   gotoxy(18,6);
   gotoxy(24,8);
   printf("Enter Admin Username: ");
   fgets(username, sizeof(username), stdin);
   username[ strcspn( username, "\n" ) ] = '\0';
   fflush(stdin);
   gotoxy(24,10);
   printf("Enter Admin Password: ");
   for (int i = 0; i < 50; i++) {
       char ch = getch();
       if (ch != 13) { // If character is not ENTER KEY (\r For Conio) then
          password[i] = ch;
           printf("%c", ch); // Visually print start but first store in password
          password[i] = '\0';
           break:
```

```
if (authenticateAdmin(username, password)) {
   system("cls");
   gotoxy(10,3);
   printf("\033[1;32m=======Authentication successful! Welcome, Admin=======\033[0m\n");
      gotoxy(20,5);
       printf("======Admin Menu======");
       gotoxy(20,7);
       printf("1. Manage Inventory");
       gotoxy(20,9);
       printf("2. Manage Customers\n");
       gotoxy(20,11);
       printf("3. Manage Discounts\n");
       gotoxy(20,13);
       printf("4. Change Admin Credentials\n");
       gotoxy(20,15);
       printf("5. Exit Admin Menu\n");
       gotoxy(20,17);
       printf("Enter your choice: ");
       scanf("%d", &choice);
       fflush( stdin );
```

Manage Inventory:

In this section, Admin can manage inventory, he/she can add items, remove items, update items, also can see whole inventory, etc.

```
void manageInventory(void) {
   int choice;
   do {
     gotoxy(15,3);
     printf("======Inventory Management=====\n");
     gotoxy(20,5);
     printf("1. Add Item\n");
     gotoxy(20,7);
     printf("2. Remove Item\n");
     gotoxy(20,9);
     printf("3. Update Item Quantity\n");
     gotoxy(20,11);
     printf("4. Display Inventory\n");
     gotoxy(20,13);
     printf("0. Back to Admin Menu\n");
     gotoxy(20,15);
     printf("Enter your choice: ");
     scanf("%d", &choice);
     fflush( stdin );
```

Manage Customers:

In this section, Admin can manage Customers, he/she can add customers, remove customers, also can Display customers, etc.

```
void manageCustomers(void) {
   int choice;
       gotoxy(15,3);
       printf("======Customer Management======");
       gotoxy(20,6);
       printf("1. Add Customer\n");
       gotoxy(20,8);
       printf("2. Remove Customer\n");
       gotoxy(20,10);
       printf("3. Display Customers\n");
       gotoxy(20,12);
       printf("0. Back to Admin Menu\n");
       gotoxy(20,14);
       printf("Enter your choice: ");
       scanf("%d", &choice);
       fflush(stdin);
```

Manage Discounts:

In this section, Admin can manage Discounts, he/she can add discounts, remove discounts, also can see whole discount list, etc.

```
void manageDiscounts(void) {
   int choice;
   do {
       gotoxy(12,2);
       printf("======Discount Management======");
       gotoxy(20,4);
       printf("1. Add Discount\n");
       gotoxy(20,6);
       printf("2. Remove Discount\n");
       gotoxy(20,8);
       printf("3. Display Customer Discount List\n");
       gotoxy(20, 10);
       printf("0. Back to Admin Menu\n");
       gotoxy(20,12);
       printf("Enter your choice: ");
       scanf("%d", &choice);
       fflush( stdin );
```

Change Admin Cardinals:

It change the admin Details like, username, password, etc.

```
void changeAdminKeys( void ) {
   char existingPass[50];
   char newUsername[50] ;
   char newPassword[50] ;
   gotoxy( 20, 4 );
   printf("Enter the previous password for admin : ");
   for (int i = 0; i < 49; i++) { // Limiting input to 49 characters to avoid buffer overflow
       char ch = getch();
       if (ch != 13) {
           existingPass[i] = ch;
           printf("*"); // Masking the input
           existingPass[i] = '\0'; // Null-terminate the password string (To avoid Buffer overflow)
           break;
   gotoxy( 0 , 7 );
   printf("PLEASE WAIT!!\n\n\t\t\033[1;33;5mVALIDATING CREDENTIALS...\033[0m\n");
   Sleep(2250);
   if ( strcmp (existingPass, adminUser.password) == 0 ) {
       gotoxy(15, 9);
       printf("\033[1;31mNote:-\033[0mChange Password At your own risk.\n");
       gotoxy(15, 11);
       printf("Enter new admin username: ");
       fgets(newUsername, sizeof(newUsername), stdin );
       newUsername[ strcspn(newUsername, "\n") ] = '\0';
```

New Customers:

In old Customer Section, It first collect the information from user than store his data in the customer list then redirect it to Shopping function.

Old Customer:

In old Customer Section, It first collect the information from user than authenticate the data whether user is an old customer or not, if user's data found in the customer list then redirect it to Shopping function.

```
system("cls");
printf("\n\n!!LOGGING IN CURRENT CUSTOMER!!");
printf("\n\nEnter customer phone number: ");
fgets(customerPhoneNum, sizeof(customerPhoneNum), stdin);
customerPhoneNum[ strcspn( customerPhoneNum, "\n" ) ] = '\0';
fflush( stdin );
printf("\n\nEnter PIN for authentication: ");
scanf("%d", &pin);
fflush( stdin );
int customerIndex = -1;
for (int i = 0; i < customerCount; ++i) {</pre>
    if ( ( strcmp ( customers[i].phoneNumber , customerPhoneNum ) == 0 ) && customers[i].pin == pin) {
system("cls");
printf("PLEASE WAIT....\n\nFETCHING ACCOUNT DETAILS....");
Sleep( 1500 ) ;
if (customerIndex != -1) {
   gotoxy(30, 10);
   printf("\033[1;32mAuthentication successful! Welcome back, %s.\033[0m\n", customers[customerIndex].name);
    printf("Enter any key to login ...\n");
    getch();
    system("cls");
    shopping(customers[customerIndex]);
else {
    system("cls");
    gotoxy(0, 21);
    printf("\033[1;31mAuthentication failed! Access denied.\033[0m\n");
```

Shopping Function:

The shopping function display the user options like, display whole inventory, display section wise inventory, Add items to Cart, Remove Items from Cart, Display Cart, Checkout and exit shopping.

When user select any option then it perform that task.

```
void shopping(struct Customer customer) {
    int choice;
    int customerId = customer.id;
    double discount = getDiscount(customerId); // Get customer's discount
    struct Item cart[MAX_ITEMS]; // Array to hold items in the cart
    int cartItemCount = 0; // Variable to track the number of items in the cart
    char *NewCustomer = customer.name ;
       gotoxy(25, 3);
       printf("Shopping-Menu:\n");
       gotoxy(25, 4);
       printf("__
       gotoxy( 20, 7 );
       printf("1. Display Whole-Inventory\n");
       gotoxy( 20, 9 );
       printf("2. Display Section Wise Items\n");
       gotoxy( 20, 11 );
       printf("3. Add Item to Cart\n");
       gotoxy( 20, 13 );
       printf("4. Remove Item from Cart\n");
       gotoxy( 20, 15 );
       printf("5. Display Cart\n");
       gotoxy( 20, 17 );
       printf("6. Checkout\n");
       gotoxy( 20, 19 );
       printf("0. Exit Shopping\n");
       gotoxy( 20, 21 );
        printf("\nEnter your choice: ");
        scanf("%d", &choice);
        fflush(stdin);
```

Display Inventory:

It display all the items currently available in the inventory.

```
switch (choice) {
    case 1:
        system("cls");
        displayInventory();
        // 33 for yellow color and 5 for blinking effect
        printf("\n\033[1;33;5mPress any key to exit viewing.\033[0m\n");
        getch();
        system("cls");
        break;
}
```

Display section wise inventory:

It gives the user options of different sections in the inventory (like, Dairy, grains, beverages, snacks, etc.) If user select any category it shows the items available in that Category.

```
case 2: {
   system("cls");
   int category_choice ;
   gotoxy( 10, 1 );
   printf("Section-Wise Inventory\n");
   gotoxy( 10, 2 );
   printf("_
                                 _\n\n") ;
   printf("1. Dairy\n\n");
   printf("2. Grains and cooking products\n\n");
   printf("3. Snacks\n\n");
   printf("4. Beverages\n\n");
   printf("5. Others Section\n\n");
   printf("Enter the option_number: ");
   scanf("%d", &category_choice );
   fflush( stdin );
```

Add items to Cart:

It ask user to enter the Id number of item and quantity and if, the Id number to any item in the product list, and user's desired quantity available in the inventory than, it add that item in the Cart and display the details.

```
case 3: [ // Can declare variables in case-switch with delimitters
    char itemId[25];
    int quantity;
    printf("\nEnter item ID to add to cart: ");
fgets( itemId, sizeof(itemId), stdin );
    itemId[ strcspn( itemId, "\n" ) ] = '\0';
    printf("\nEnter quantity: ");
    scanf("%d", &quantity);
    fflush( stdin );
    ##JUSN( stdin );
// Find the item in inventory
int itemIndex = -1;
for (int i = 0; i < itemCount; ++i) {
    if ( strcmp ( inventory[i].id , itemId ) == 0 ) {
        itemIndex = i;
    }
}</pre>
    if (itemIndex != -1 && inventory[itemIndex].quantity >= quantity) {
         double totalPrice;
         if ( discount > 0 ) {
              double discountedPrice = inventory[itemIndex].price * (1.0 - (discount / 100.0));
              totalPrice = discountedPrice * quantity;
         relse {
    // Regular price for new customers (no discount)
    // Regular price * quanti
              totalPrice = inventory[itemIndex].price * quantity;
         cart[cartItemCount] = inventory[itemIndex];
         cart[cartItemCount].quantity = quantity;
         cartItemCount++;
         printf("\nAdded to Cart:\n");
printf("Item: %s | Quantity: %d | Total Price: %.21f\n", inventory[itemIndex].name, quantity, totalPrice);
```

Remove Items from Cart:

It ask user to enter the Id number of item and if, the Id number match to any item in the cart, it remove that item.

```
case 4: {
   if (cartItemCount == 0) {
       system("cls");
       printf("\n\033[1;31mCart is empty. Unable to remove.\033[0m\n");
       char itemIdToRemove[25];
       printf("\nEnter item ID to remove from cart: ");
       fgets(itemIdToRemove, sizeof(itemIdToRemove), stdin);
       itemIdToRemove[strcspn(itemIdToRemove, "\n")] = '\0';
        int removeIndex = -1;
       for (int i = 0; i < cartItemCount; ++i) {</pre>
           if (strcmp(cart[i].id, itemIdToRemove) == 0) {
               removeIndex = i;
       system("cls") ;
       if (removeIndex != -1) {
           for (int i = removeIndex; i < cartItemCount - 1; ++i) {
               cart[i] = cart[i + 1];
           cartItemCount--;
           printf("\n\033[1;32m%s-Item removed from cart successfully.\033[0m\n", itemIdToRemove );
           printf("\n\033[1;31m%s Item not found in the cart.\033[0m\n", itemIdToRemove );
   break;
```

Display Cart:

It Display the items in the Cart with all Details.

```
if (cartItemCount == 0) {
    printf("\n\n\033[1;31mCart is empty.\033[0m\n");
    gotoxy( 55, 25 );
   printf("Cart Contents:\n");
   gotoxy( 55, 26 );
   printf("_
   gotoxy( 45, row );
                         Name
   printf("ID |
                                   | Price | Quantity\n");
   double totalCartPrice = 0.0;
    for (int i = 0; i < cartItemCount; ++i) {</pre>
       gotoxy( 45, ++row );
        double itemPrice :
       if ( discount > 0 ) {
            double discountedPrice = cart[i].price * (1.0 - (discount / 100.0));
            itemPrice = discountedPrice * cart[i].quantity;
printf("%-6s | %-12s | %-7.21f | %-3d\n", cart[i].id, cart[i].name, itemPrice, cart[i].quantity);
            totalCartPrice += itemPrice ;
            itemPrice = cart[i].price * cart[i].quantity;
            printf("%-6s | %-12s | %-7.21f | %-3d\n", cart[i].id, cart[i].name, cart[i].price, cart[i].quantity);
            totalCartPrice += cart[i].price ;
   printf("\033[1;33;5mTotal Cart Price: %.21f\nPress any key to move back.\033[0m\n", totalCartPrice);
   getch( );
system("cls");
break:
```

Checkout:

It Display the items in the Cart with all Details and display the total payable amount then complete checkout process.

Tools used:

Visual Studio Code + C