Grocery Management System

This **Database Design for Grocery Management System** designed to handle grocery stock in, restock, sales, purchase and other stuff.

**Database Design for Ehsan’s Grocery Management System**

The Ehsan’s Grocery was established in the year of 2020, in the month of June. The business was owned by Mr.Ehsan. These is located at CDA,ColonelHat These Grocery are Composed of 5 Employees. Two for Sales , one  for Bagger who maintaining the customers things, one cashier and one manager who manage the business.

In this database System The customer who shall wish to purchase products they must register first. The customer will be issued a unique customer ID. By this Id they can order products. They also can view how many items are available here And how many quantity of items are available.

**This following things will be included in this Database:**

1)Database-

Create ,Drop, Alter, Customized Property with Primary Location,

2) Create Schema

3)Table-

Create , Drop, Proper Data Type , Alter, Computed Column,

4) Temporary table

Local temporary, Global Temporary

5) Table variable

6) Create Sequence

7) Constraints (Primary key, Foreign Key, Unique, Check , Identity)

8) Use = Sysdatetime(),Getdate(),

9) CRUD Operation (Select,Insert,Update,Delete)

10) Alter Column(Column, Column name, data type )

11) Six Clause (Select, From, Where,  Group By,Having, Order By)

12) SubQuery

13) Index (Clusterd, NonClustered)

14) Join

15) Merge (Insert, Update, Delete)

16) UNION

18) Function (Scalar, Tabular)

19) View (Readable,Updateable)

20) Case

21) CTE(Common table Expression)

22) Store Procedure

Single  table  with Single operation (Insert , Update, Delete)/

Multiple table  with Multiple operation (Insert , Update, Delete)

23) Trigger

Instead Of Trigger (Insert, Update, Delete)

After Trigger (Insert, Update, Delete)

24) Aggregate Function (SUM, AVG,COUNT)

25) Logical Operator (AND, OR, NOT)

26) Transaction (Begin Tran....Commit, Savepoint, Rollback)

27) Create RelationShip (One to one/One To many/ Many to many)

29) Loop, If...Else

30) Block (Begin...End), (Try...Catch)

31) Top, Offset...Fetch

32) RaisError, Throw, @@identity, Rowcount