Requirements

Hardware ::-

- Printer to print the project report.
- Compact Disc.
- Ram 4 GB.

Software ::-

- Operating System Windows 10 or any main stream operating system that support python programming.
- Python installed
- SQL installed
- WPS word for report presentation.

General Description

"Bill Generating and Inventory Management System is a software used to comfort the shopkeeper or any one running their commercial entity, which allows them to seamlessly manage their data of their products with their prices, and vendors and also allows them to generate the bill for the customer to manage their billing task comfortably. With all this It also allows shopkeepers to add new vendors and to maintain the record of dues and payments of each vendor.

Here are some features of this Bill management system -

- ◆ Add new product with it's price in records easily.
- Manage stock and vendor dues .
- ◆ Add a new Vendor seamlessly.
- Store add the records in SQL database.
- Basket to add number of products.
- ◆ The final bill gets printed with total cost including GST.
- GUI interface for easy and efficient interaction between user and program.

Source Code

```
import tkinter as tk
import ttkbootstrap as ttk
import mysql.connector
import tkinter.messagebox
conn = mysql.connector.connect(host='localhost',user='root',database='bill',passwd='krpabhi9876')
cur = conn.cursor()
window = ttk.Window(themename='minty')
window.title('Bill Generating and Inventry Management System --')
window.geometry('230x120')
window.maxsize(230, 120)
window.minsize(230, 120)
window.iconbitmap('Untitled.ico')
class Gui:
    head_var = tk.StringVar()
    heading = ttk.Label(textvariable=head_var,
                        font=('Algerian', 18, 'bold'))
    add_frame = ttk.Frame(master=window)
    save_button = tk.Button(master=window,
                             text='Save'
                             font=('ComicSansMs', 18))
    generate_frame = ttk.Frame(master=window)
    add_to_list_button = tk.Button(master=window,
                                    text='Add to basket'.
                                    font=('ComicSansMs', 16))
    generate button = tk.Button(master=window,
                                 text='Generate',
                                 font=('ComicSansMs', 16))
    basket_table = ttk.Treeview(master=window, columns=('product', 'quantity', 'cost'), show='headings')
    basket_table.heading('product', text='Product')
basket_table.heading('quantity', text='Quantity')
    basket_table.heading('cost', text='Cost')
    def save func():
        pro name = name var.get()
        pro_price = price_var.get()
        v_name = vendor_box.get()
        v_quant = vend_quant.get()
        v_cost = vendor_cost_var.get()
         if pro_name=="" or pro_price==0 or v_quant==0 or v_cost==0:
             tkinter.messagebox.showerror(title="Input error !", message="Invalid input pls retry !")
            query = 'insert into product values(%s,%s,%s,%s)'
            val = (f'{pro_name}',f'{pro_price}',f'{v_name}',f'{v_quant}')
             cur.execute(query,val)
             v name = vendor box.get()
             query = f"select price_due from vendor where v_name = '{v_name}';"
            cur.execute(query)
             due = cur.fetchone()[0] + vendor_cost_var.get()
             query1 = f"update \ vendor \ set \ price\_due = \{due\} \ where \ v\_name = \ '\{v\_name\}';"
             cur.execute(query1)
             conn.commit()
             tkinter.messagebox.showinfo('Saving file to record ', f'{pro_name} added to record !')
    window.minsize(480, 400)
    add_radio['state'] = 'disabled'
    generate_radio['state'] = 'enabled'
    Gui.generate_frame.forget()
    Gui.generate_button.forget()
    Gui.add_to_list_button.forget()
    Gui.basket_table.forget()
    Gui.basket_table.delete(*Gui.basket_table.get_children())
    Gui.head_var.set('Add new product')
    Gui.heading.pack()
    Gui.add_frame.pack()
    pr_name = ttk.Label(master=Gui.add_frame,
                         text='Name of product :: ',
                         font=('ComicSansMs', 14, 'bold'))
    pr_name.grid(row=0, column=0, pady=5, padx=4)
    name_var = tk.StringVar()
    name_entry = ttk.Entry(master=Gui.add_frame,
                            textvariable=name_var,
                            font=('arial', 14))
    name_entry.grid(row=0, column=1, pady=5, padx=4)
    pr_price = ttk.Label(master=Gui.add_frame,
                          text='Price of product :: ',
                          font=('ComicSansMs', 14, 'bold'))
    pr_price.grid(row=1, column=0, pady=5, padx=4)
    price var = tk.IntVar()
```

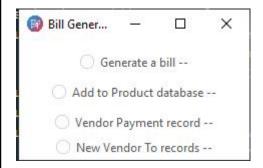
```
price_entry = ttk.Entry(master=Gui.add_frame,
                                            textvariable=price_var,
  font=('arial', 14))
price_entry.grid(row=1,column=1,padx=5,pady=4)
  vendor_lable = ttk.Label(master=Gui.add_frame,
                                            text='Vendor ::
                                            font=('ComicSansMs', 14, 'bold'))
  vendor_lable.grid(row=2, column=0, pady=5, padx=4)
 query = 'select * from vendor;'
  cur.execute(query)
  vendors = []
  for i in li:
        vendors.append(i[0])
  vendor box = ttk.Combobox(master=Gui.add frame,
                                                  values=vendors,
                                                  state='readonly'
                                                  font=('arial', 14))
  vendor_box.grid(row=2, column=1, padx=5, pady=4)
  vendor_quant = ttk.Label(master=Gui.add_frame,
                                            text='Stock Added ::
                                            font=('ComicSansMs', 14, 'bold'))
 vendor_quant.grid(row=3, column=0, pady=5, padx=4)
 vend quant = tk.IntVar()
 vendor_quant_entry = ttk.Entry(master=Gui.add_frame,
                                                         textvariable=vend_quant,
                                                         font=('arial', 14)
 vendor_quant_entry.grid(row=3, column=1, pady=5, padx=4)
  vendor_cost_var = tk.IntVar()
  vendor_cost_Lable = ttk.Label(master=Gui.add_frame,
                                                   text='Cost of stock added :: '
                                                    font=('ComicSansMs', 14, 'bold'))
 vendor_cost_Lable.grid(row=4,column=0,padx=5,pady=4)
 vendor_cost_Entry = ttk.Entry(master=Gui.add_frame,
                                                        textvariable=vendor_cost_var,
                                                         font=('arial', 14))
 vendor_cost_Entry.grid(row=4,column=1,padx=5,pady=4)
 Gui.save_button['command'] = save_func
 Gui.save_button.pack()
def generate():
       basket = Gui.basket_table.get_children()
       bill_string = 'Product - Quantity - Cost\n'
       cost_total = 0
       for i in basket:
              bill_basket = Gui.basket_table.item(i)['values']
              query = f"select quant_stock from product where pro_name = '{bill_basket[0]}';"
              cur.execute(query)
              stock = cur.fetchone()[0]- bill_basket[1]
              if stock <=0:
                     query1 = f"delete from product where pro_name='{bill_basket[0]}';"
                     cur.execute(query1)
                     conn.commit()
              elif stock>0:
                     query1 = f"update product set quant_stock = {stock} where pro_name = '{bill_basket[0]}';"
                     cur.execute(query1)
                   conn.commit()
              cost_total += bill_basket[2]
              bill_string = bill_string + f'{bill_basket[0]} - {bill_basket[1]}
                                                                                                                                                                  {bill_basket[2]}\n'
       bill\_string = bill\_string + f' \land Goods \ and \ service \ Tax \ (G.S.T) \ 18\% = \{int(cost\_total*0.18)\} \land Total \ Payable \ Amount= (G.S.T) \ 18\% = \{int(cost\_total*0.18)\} \land Total \ Payable \ Amount= (G.S.T) \ 18\% = \{int(cost\_total*0.18)\} \land Total \ Payable \ Amount= (G.S.T) \ 18\% = \{int(cost\_total*0.18)\} \land Total \ Payable \ Amount= (G.S.T) \ 18\% = \{int(cost\_total*0.18)\} \land Total \ Payable \ Amount= (G.S.T) \ 18\% = \{int(cost\_total*0.18)\} \land Total \ Payable \ Amount= (G.S.T) \ 18\% = \{int(cost\_total*0.18)\} \land Total \ Payable \ Amount= (G.S.T) \ 18\% = \{int(cost\_total*0.18)\} \land Total \ Payable \ Amount= (G.S.T) \ 18\% = \{int(cost\_total*0.18)\} \land Total \ Payable \ Amount= (G.S.T) \ 18\% = \{int(cost\_total*0.18)\} \land Total \ Payable \ Amount= (G.S.T) \ 18\% = \{int(cost\_total*0.18)\} \land Total \ Payable \ Amount= (G.S.T) \ 18\% = \{int(cost\_total*0.18)\} \land Total \ Payable \ Amount= (G.S.T) \ 18\% = \{int(cost\_total*0.18)\} \land Total \ Payable \ Amount= (G.S.T) \ Payable \ 
       {cost_total + int(cost_total*0.18)}'
       bill = open('bill.txt', 'w')
       bill.write(bill_string)
       bill.close()
       os.startfile('bill.txt', 'open')
       query = "select pro_name,quant_stock from product;"
       cur.execute(query)
       stock_det = cur.fetchall()
       det = 'Stock Left \n '
       for i in stock_det:
              det+= f"\{i[0]\} - \{i[1]\}\n"
       tkinter.messagebox.showinfo(title='Stock',message=det)
       price = int(price_dict[name])*int(quantity)
       Gui.basket_table.insert(parent='', index=tk.END, values=(name, f' {quantity}', f' {price}'))
```

```
query = 'select * from product'
 cur.execute(query)
 mydata = cur.fetchall()
 products = []
 price_dict = {}
  for i in mydata:
     products.append(i[0])
     price_dict[i[0]] = i[1]
 window.minsize(650, 550)
 add_radio['state'] = 'enabled'
 generate_radio['state'] = 'disabled'
 Gui.head var.set('Generate bill ')
 Gui.heading.pack()
 Gui.add_frame.forget()
 Gui.save_button.forget()
 Gui.generate_frame.pack()
 product_label = ttk.Label(master=Gui.generate_frame, text='Product :: ', font=('ComicSansMs', 16, 'bold'))
 product_label.grid(row=0, column=0)
 product_box = ttk.Combobox(master=Gui.generate_frame,
                             values=products,
                             state='readonly')
 product_box.grid(row=0, column=1, padx=10, pady=10)
 product_label = ttk.Label(master=Gui.generate_frame, text='Quantity :: ', font=('ComicSansMs', 16, 'bold'))
 product_label.grid(row=2, column=0)
 quantity_spin = ttk.Spinbox(master=Gui.generate_frame,
                              from_=1,
                              to=100,
                              state='readonly')
 quantity_spin.grid(row=2, column=1, padx=10, pady=10)
 Gui.add_to_list_button.pack(pady=10)
 Gui.add_to_list_button['command'] = lambda: basket_func(product_box.get(), quantity_spin.get())
 Gui.basket_table.pack()
 Gui.generate_button.pack(pady=10)
 Gui.generate_button['command'] = generate
 newWindow = ttk.Toplevel(window)
 newWindow.title("Vendor payment Mangement ---")
 newWindow.geometry("490x250")
newwithow.icomptinapy Untrited.ico-j
    v_name = vendor_box.get()
    query = f"select price_due from vendor where v_name = '{v_name}';"
    cur.execute(query)
    due = cur.fetchone()[0] - vendor_cost_var.get()
    query1 = f"update vendor set price_due = {due} where v_name = '{v_name}';"
    cur.execute(query1)
    conn.commit()
    vend_due_var.set(due)
    tkinter.messagebox.showinfo(title="Change Executed....",message="Chnges are executed....")
    v_name = vendor_box.get()
    query = f"select price_due from vendor where v_name = '{v_name}';"
    cur.execute(query)
    due = cur.fetchone()[0]
    vend_due_var.set(due)
vendor lable = ttk.Label(master=newWindow,
                        text='Vendor ::
                        font=('ComicSansMs', 14, 'bold'))
vendor_lable.grid(row=0, column=0, pady=5, padx=4)
query = 'select * from vendor;'
cur.execute(query)
li = cur.fetchall()
vendors = []
for i in li:
    vendors.append(i[0])
vendor_box = ttk.Combobox(master=newWindow,
                           values=vendors,
                           state='readonly
                           font=('arial', 14))
vendor_box.grid(row=0, column=1, padx=5, pady=4)
vendor_cost_var = tk.IntVar()
vend_due_var = tk.IntVar()
vend_due_label = ttk.Label(master=newWindow,
                            textvariable=vend_due_var,
font=('ComicSansMs', 14, 'bold'))
vend due text = ttk.Label(master=newWindow.
                            text='Amount Due :: ',
                            font=('ComicSansMs'. 14. 'bold'))
```

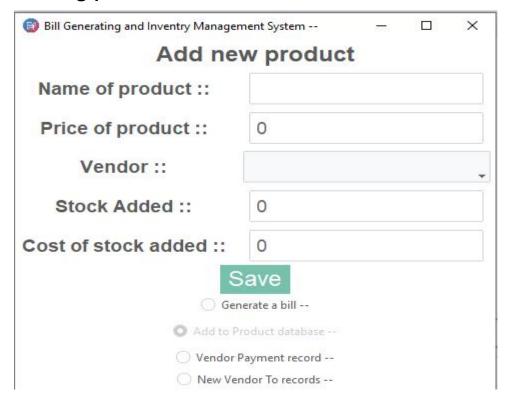
```
vend_due_label.grid(row=2,column=1,padx=5,pady=4)
    vendor_cost_Lable = ttk.Label(master=newWindow,
                                text='Price paid to Vendor :: ',
                                font=('ComicSansMs', 14, 'bold'))
    vendor_cost_Lable.grid(row=3,column=0,padx=5,pady=4)
    vendor_cost_Entry = ttk.Entry(master=newWindow,
                                    textvariable=vendor_cost_var,
                                    font=('arial', 14))
    vendor_cost_Entry.grid(row=3,column=1,padx=5,pady=4)
    fetch_button = tk.Button(master=newWindow,
                            text='Fetch Due',
                            font=('ComicSansMs', 18),
                            command=fetch)
    update_button = tk.Button(master=newWindow,
                            text='Update'.
                            font=('ComicSansMs', 18),
                            command=update)
    fetch_button.grid(row=4,column=0,padx=5,pady=4)
    update_button.grid(row=4,column=1,padx=5,pady=4)
def vend_new_func():
        query = f"insert into vendor value('{vend_var.get()}',{due_var.get()});"
        cur.execute(query)
        conn.commit()
        tkinter.messagebox.showinfo(title="Record added ---",message=f"Vendor {vend_var.get()} added to record !!")
   newWindow1 = ttk.Toplevel(window)
    newWindow1.title("Add New Vendor ---")
    newWindow1.geometry("490x250")
    newWindow1.iconbitmap('Untitled.ico')
    vendor_lable = ttk.Label(master=newWindow1,
                            text='Vendor Name :: ',
                            font=('ComicSansMs', 14, 'bold'))
    vendor_lable.grid(row=0, column=0, pady=5, padx=4)
    vend_var = tk.StringVar()
    vendor_box = ttk.Entry(master=newWindow1,
                               textvariable=vend_var,
                                font=('arial', 14))
    vendor_box.grid(row=0, column=1, padx=5, pady=4)
    due_lable = ttk.Label(master=newWindow1,
                           text='Payment Due (if any) :: ',
                           font=('ComicSansMs', 14, 'bold'))
    due_lable.grid(row=1, column=0, pady=5, padx=4)
    due_var = tk.IntVar()
    due_box = ttk.Entry(master=newWindow1,
                            textvariable=due var,
                            font=('arial', 14))
    due_box.grid(row=1, column=1, padx=5, pady=4)
    update_button = tk.Button(master=newWindow1,
                            text='Update',
                            font=('ComicSansMs', 18),
                            command=save)
    update_button.grid(row=2,column=1,padx=5,pady=4)
radio_var = tk.IntVar(value=4)
generate_radio = ttk.Radiobutton(text='Generate a bill --',
                                  variable=radio var.
                                 command=generate_func)
add_radio = ttk.Radiobutton(text='Add to Product database --',
                            variable=radio var.
                            command=add_func)
vend_calc = ttk.Radiobutton(text='Vendor Payment record --',
                                  value=2.
                                  variable=radio var.
                                  command=vend_func)
vend_new = ttk.Radiobutton(text='New Vendor To records --',
                                  value=3.
                                  variable=radio_var,
                                 command=vend new func)
vend_new.pack(side='bottom', pady=5)
vend_calc.pack(side='bottom', pady=5)
add_radio.pack(side='bottom', pady=10)
generate_radio.pack(side='bottom', pady=5)
window.mainloop()
conn.close()
```

Output

First Window:

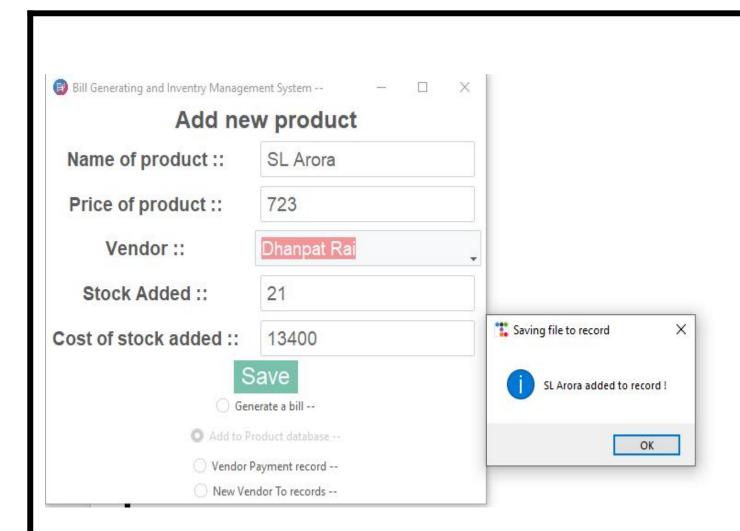


Adding product to records:

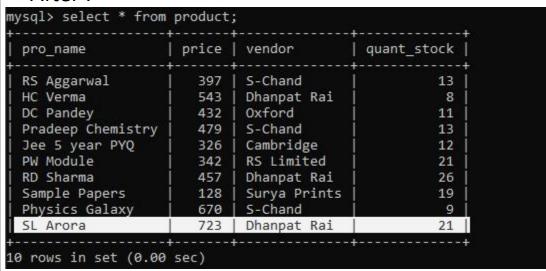


-- Before:

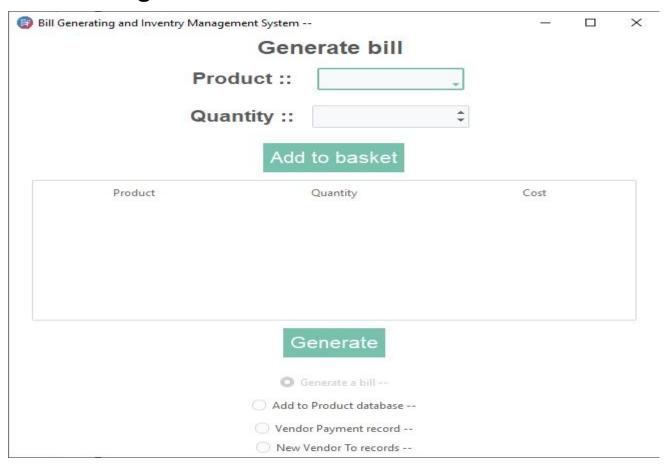
```
mysql> select * from product;
                      price | vendor
                                              | quant_stock
 pro_name
 RS Aggarwal
                         397
                               S-Chand
                                                          13
 HC Verma
                         543
                               Dhanpat Rai
                                                           8
 DC Pandey
                         432
                               Oxford
 Pradeep Chemistry
                         479
                                S-Chand
 Jee 5 year PYQ
PW Module
                               Cambridge
                                                          12
                         326
                               RS Limited
                                                          21
                         342
 RD Sharma
                         457
                               Dhanpat Rai
                                                          26
 Sample Papers
                         128
                               Surya Prints
 Physics Galaxy
                         670
                               S-Chand
 rows in set (0.02 sec)
```

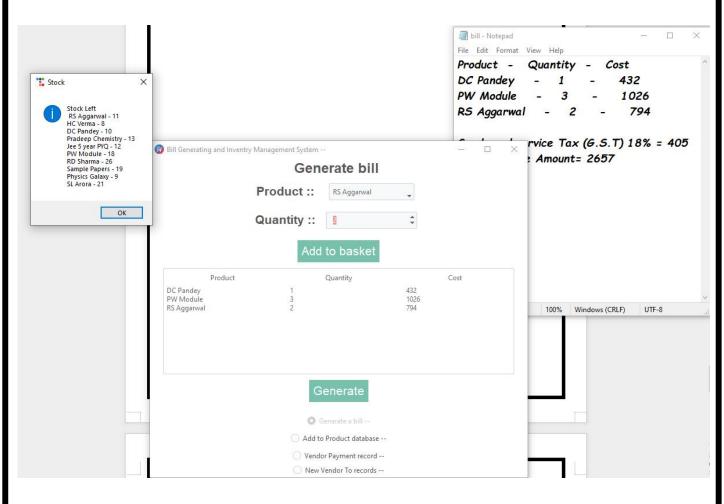


-- After:



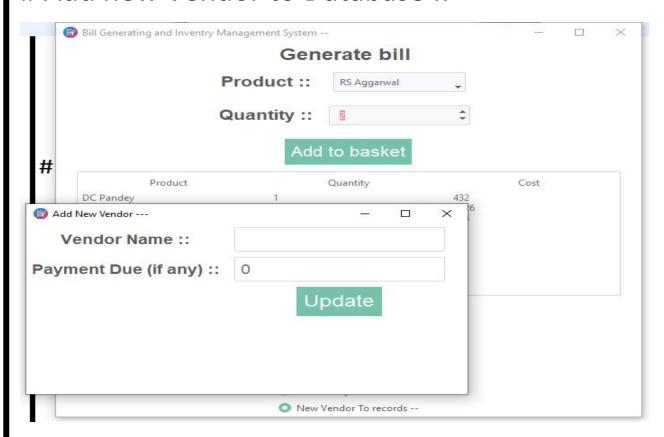
Generating Bill:



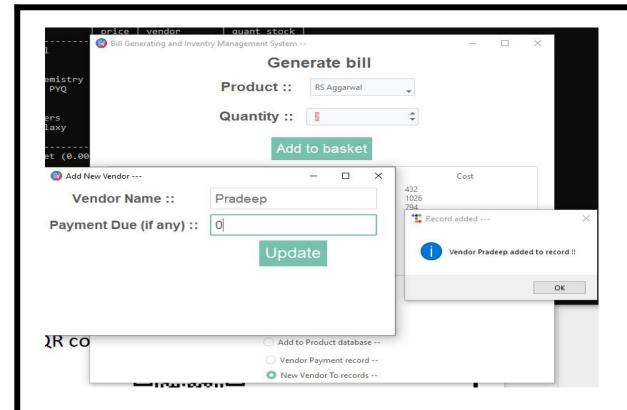


--" You can add products in basket, and after pressing Generate bill will be generate and left stock will be Shown, also the stock in database server will be automatically changed."

Add new Vendor to Database ::



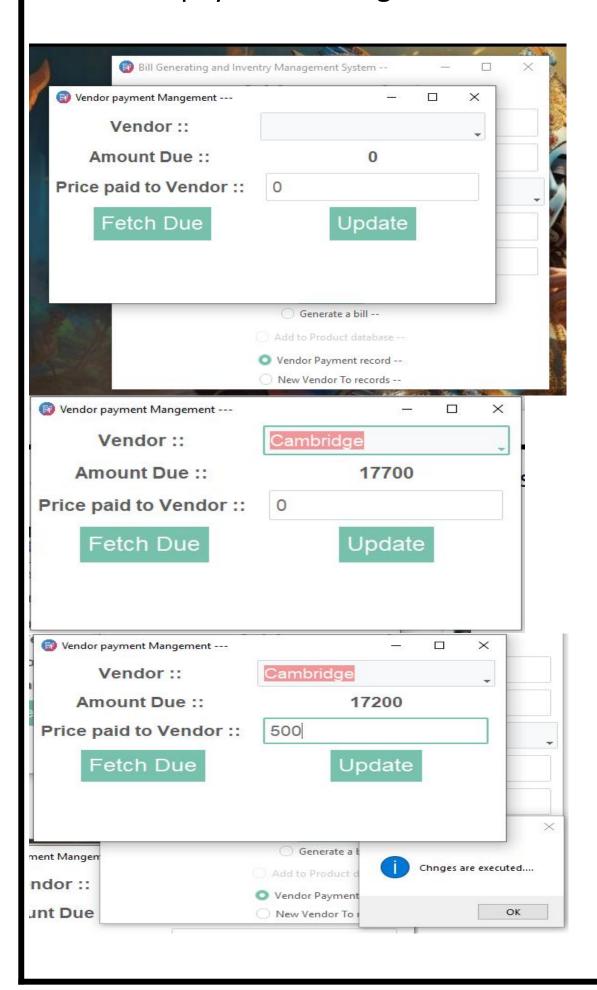
-- Before:



-- After:

```
mysql> select * from vendor;
                price due
 v_name
 RS Limited
                      9600
 Dhanpat Rai
                     24700
 S-Chand
                     25500
 Oxford
                     10000
 Cambridge
                     17700
 Surya Prints
                      1746
 Pradeep
 rows in set (0.00 sec)
```

Dues and payment management of Vendors::



Limitations and scope of improvements

- This program do not indicate the unit for the pricing like per dozen, per KG and more, this can also be added to make it more helpful in real life practical scenarios.
- With increase in Number of vendors and products it will be tough to find desired result so something like searching and iteration among list can make it more easy to use in actual scenarios.