Project Proposal On

**Recondition House Management System**

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**Computing Project**

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**Chapter 1**

**Introduction**

The project is about the. The name of the project is “Recondition House Management System”. This project refers to the software that provides a services of record keeping system about buyers, sellers, stocks etc.

This software is capable to keep all the records of management system systematically and provides access to the records when need.

For the development of this software, we have worked on waterfall model including normalization. Also we use MS Access, VBA, Visual Paradigm and MS Visio to manage database and develop the software.

* 1. **List of Main Features:**

Some main features of the software are:

* **Point of Buy, Sale and Exchange management :**

It processes payments, receipts and amount to be added. Records all the deals and ensures customer transactions completes correctly, adjusts inventory, prints receipts etc.

* **Inventory Control :**

Manage the inventory system automatically as per purchase, sale and Exchange.

* **Customer Management :**

Stores the customer information and data of purchase, sale and Exchange history.

* **Security :**

Correct username and password is required for the transaction or data access. Also, optimize the security and validation of the number of purchase, sales and exchange.

* **Data Inquiry :**

Use less time for data access and easier to find information.

* 1. **Aims**

The main aims of my project are listed below:

* To make the software simple, user friendly, effective and efficient.
* To provide security.
* To analyze the data or information.
* To automatize the inventory management system.

* 1. **Objectives**

Certain objectives are listed below to achieve the desired goals or aim.

1. Perform Analysis.
2. Perform Planning.
3. Perform System Design.
4. Collecting Requirements.
5. Design GUI.
6. Design Database.
7. Perform Unit Testing.
8. Perform Verification and Validation.
9. Perform Installation.
10. Perform Release.
    1. **Development Methods**

For the development of this project, I have chosen Waterfall Model method. It is the first and traditional Software Development Life-Cycle (SDLC) approach. It is very simple to understand and use. In this model, each phase must be completed before the next phase can begin and there is no overlapping in the phases. The waterfall model is a sequential design process in which progress is seen as flowing steadily downwards (like a waterfall) through the phases of ***Conception, Initiation, Analysis, Design, Construction, Testing, Implementation and Maintenance.* Hence, I chose this method because** Waterfall model works well for smaller projects where requirements are very well understood.(Waterfall Model, n.d.)

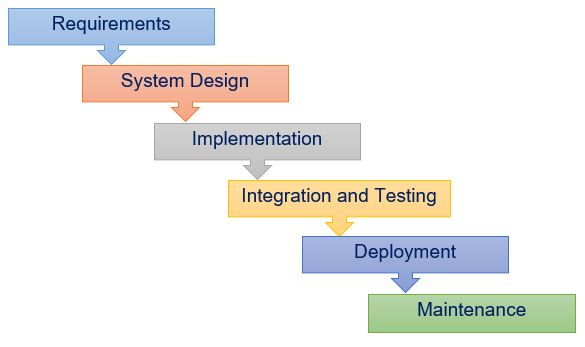


Figure 1 : Waterfall Model Approach

**Requirements:** All the possible requirements are analyzed and documented for the system to be developed for the software.

**System Design:** The system design is prepared or documented according to the specification of requirements analysis.

**Implementation:** Each unit is developed and tested for its functionality which is referred to as Unit Testing.

**Testing:** All the units developed in the implementation phase are integrated into a system after testing of each unit.

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

**Maintenance:** Modifications arises either due to change requests initiated by the customer, or defects uncovered during live use of the system.

**Chapter 2**

**Project Plan:**

Here, in this chapter the project plan on different topics is shown.

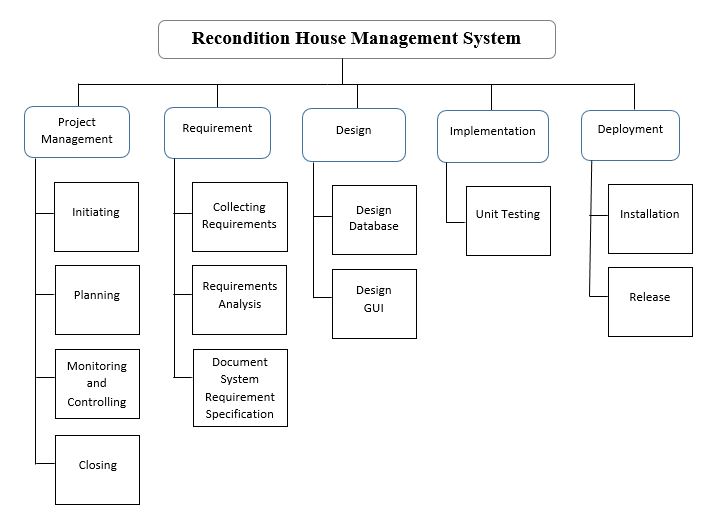
* 1.  ­**Work Breakdown Structure (WBS):**

Figure 2 : Work Breakdown Structure

* 1. **Time Estimate :**

|  |  |
| --- | --- |
| **Activity** | **Estimate** |
| Project Management | 4 days |
| Requirements | 3 days |
| Design | 6 days |
| Implementation | 5 days |
| Deployment | 2 days |
| **total** | **20 days** |

Table 1 : Time Estimate

* 1. **Schedule :**

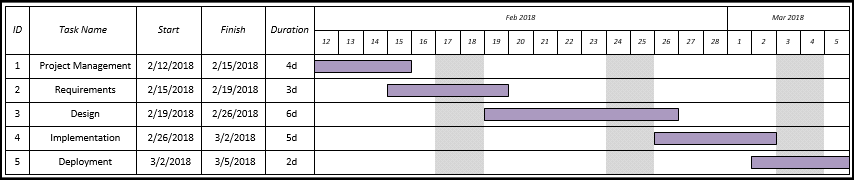
The time schedule for my project is represented in a diagram of Gantt chart below:

Figure 3 : Gantt chart

**Chapter 3**

**Design**

In this chapter, we will discuss about two type of design i.e. GUI design and E-R design.

1. **GUI Design :**

GUI is acronym for Graphical User Interfaces. In this design, we create the forms, icons or other visual indicators to make the users easy to use and understandable. Some of the samples of my project are given below but let me inform you that the final product may look different except features.

Figure 4 : Login Form



Figure 5 : Sign Up Form

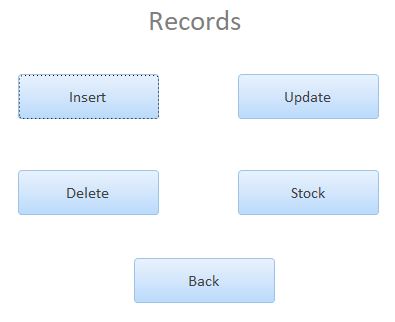


Figure 6 : Record Form



Figure 7 : Trade Form

1. **E-R Design :**

E-R is acronym for Entity Relationships. In this design, the diagram that shows the relationships of entity sets stored in a database. In other words, ER diagrams illustrate the logical structure of databases. The E-R diagram of my project is shown below:

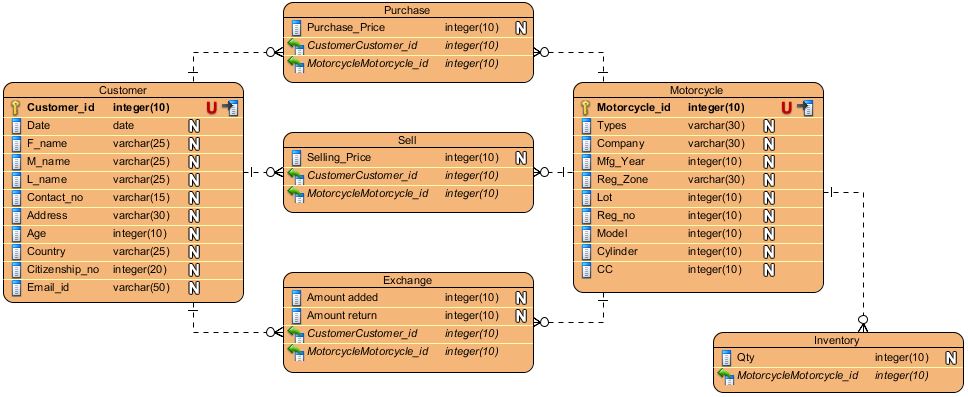
**E-R Diagram**

Figure 8 : E-R Diagram

**Chapter 4**

**Conclusion:**

The proposal defines all the requirements and plan about the project that provides an automated system service that ensures to allow purchase products, validate product stocks, and distribute relevant information about the products inventory.

The project aims to give better performance and security in record keeping system and provide access to the data or information when needed. It also reduces the time for records and decrease the efficiency of loss. Hence, the design and validation plays a vital role in this project.

**Chapter 5**

# **References:**

* *Waterfall Model. (n.d.). Retrieved from Toolsqa: http://toolsqa.com/software-testing/waterfall-model/*

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