

A
project Report
on
Billing Software For Cloth Center

*submitted in partial fulfillment of the requirements
for the award of the degree of*

**Bachelor of Technology
in
INFORMATION TECHNOLOGY**

submitted by
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*Under the guidance of
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Certificate

The Internship Report entitled "**Billing Software For Cloth Center**" submitted by **Mr. Atish Radhakishan Bagate (Roll.No:20150702)**, **Mr. Harish Ramesh Kotalwar (20150732)**, **Mr. Pradip Narhari Dhone (20150716)** is approved for the partial fulfillment of the requirement for the award of the degree of Bachelor of Technology in Information Technology of the Dr.Babasaheb Ambedkar Technological University,Lonere is a Bonafide work carried out during the academic year 2018-2019.

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Place: Dr. Babasaheb Ambedkar Technological University, Lonere.

Date:

Abstract

The Project **Billing Software For Cloth Center** deals with the automation of cloth center. This software will help salespersons in managing the various types of Records pertaining to his/her customer. The product will help the user to work in a highly effective and efficient environment.

There is a lot of reason for the introduction of this project. In the manual System, there are number of inefficiencies that a cloth center. The information retrieval is one of the foremost problems. It is very difficult to gather the overall performance reports of the customer. Large records-books have to be maintained where relevant and irrelevant information has to be stored which is very untidy and clumsy process.

The project **Billing Software For Cloth Center** is developed with the objective of making the system reliable, easier, fast, and more informative.

Contents

1	INTRODUCTION	1
2	SYSTEM ANALYSIS	2
2.1	SOFTWARE AND HARDWARE REQUIREMENTS	2
2.1.1	HARDWARE REQUIREMENTS	2
2.1.2	SOFTWARE REQUIREMENTS	2
3	SOFTWARE TOOLS USED.	3
3.1	XAMPP	3
3.2	Visual Studio Code text-editor	4
3.3	A web browser	5
3.4	My-SQL	6
4	System Design:	7
4.1	E-R model	7
4.2	DATA FLOW DIAGRAM	8
4.2.1	LEVEL 0 DFD	9
4.2.2	LEVEL 1 DFD	9
4.3	USE CASE DIAGRAMS	11
4.4	CLASS DIAGRAMS	12
4.5	ACTIVITY DIAGRAM	13
5	SNAPSHOOT	14

List of Figures

4.1	E-R model	8
4.2	LEVEL 0 DFD	9
4.3	LEVEL 1 DFD	10
4.4	USE CASE DIAGRAMS	11
4.5	CLASS DIAGRAMS	12
4.6	ACTIVITY DIAGRAM	13
5.1	main billing page	14
5.2	bill for print	15
5.3	Admin Login	16
5.4	gallery and information	17
5.5	Stocks and Records	18
5.6	Customer Data	19

Chapter 1

INTRODUCTION

The project Billing system is an application to automate the process of ordering and billing of a Cloth Center .This web based application is designed considering the chain of Cloth Center which is located in various cities. This application also administers its users and customers.

1. Add and maintain records of available products.
2. Add and maintain customer details.
3. Add and maintain description of new products.
4. Add and maintain new entered category of products.
5. Provides a convenient solution of billing pattern.
6. Make an easy to use environment for users and customers.

Chapter 2

SYSTEM ANALYSIS

2.1 SOFTWARE AND HARDWARE REQUIREMENTS

2.1.1 HARDWARE REQUIREMENTS

1. Processor : Pentium 3 or higher. item RAM : more than 2 GB.
2. Hard Disk : at least 4 GB for application.
3. Graphics Card : AMD Redon or Nvidia at least 1 GB.

2.1.2 SOFTWARE REQUIREMENTS

1. Operating system : Windows XP, UBANTU, MAC, ANDROID, WINDOWS 10.
2. Front End : PHP,HTML, CSS.
3. Back End : MySQL.
4. IDE : XAMPP SERVER,WEB-BROWSER.

Chapter 3

SOFTWARE TOOLS USED.

3.1 XAMPP

The term XAMPP is an apparent acronym. However, there is no official acronym expansion specified on the Apache Friends website. Their homepage header reads "XAMPP Apache + MariaDB + PHP + Perl", indicating that this abbreviation is a recursive acronym.

MySQL was replaced with MariaDB on 2015-10-19 and beginning with XAMPP versions 5.5.30 and 5.6.14, effectively altering the meaning of the acronym.

The most obvious characteristic of XAMPP is the ease at which a WAMP webserver stack could be deployed and got running. Later some common packaged applications that could be easily installed were provided by Bitnami.

XAMPP's ease of deployment means a WAMP or LAMP stack can be installed quickly and simply on an operating system by a developer, with the advantage a number of common add-in applications such as Wordpress .

3.2 Visual Studio Code text-editor

Visual Studio Code combines the simplicity of a source code editor with powerful developer tooling, like IntelliSense code completion and debugging.

For serious coding, you'll often benefit from tools with more code understanding than just blocks of text. Visual Studio Code includes built-in support for IntelliSense code completion, rich semantic code understanding and navigation, and code refactoring.

And when the coding gets tough, the tough get debugging. Debugging is often the one feature that developers miss most in a leaner coding experience, so we made it happen. Visual Studio Code includes an interactive debugger, so you can step through source code, inspect variables, view call stacks, and execute commands in the console.

VS Code also integrates with build and scripting tools to perform common tasks making everyday workflows faster. VS Code has support for Git so you can work with source control without leaving the editor including viewing pending changes diffs.

3.3 A web browser

A web browser is a computer program application found on all modern computers. They are also now a common feature of mobile phones or other mobile devices and tablet computers like the iPad or Android tablets.

Web browsers are used by people to find and look at web sites on the Internet. The first web browser was created in 1990. Many different web browsers are available for free. All web browsers can go to websites but each browser has good things and bad things about it. For example, some browsers focus on data security and keeping computers safe from viruses. Other browsers are made so that web pages appear on screen faster.

0.3inA webpage is one page of a website. Every web page has a web address. A web browser goes to a web page using a web address. It downloads the HTML file stored at that address. It then reads and translates the HTML file. The browser will then show the webpage on the screen as text, images and clickable links.

3.4 My-SQL

MySQL is an open-source relational database management system (RDBMS). Its name is a combination of My, the name of co-founder Michael Widenius's daughter, and SQL, the abbreviation for Structured Query Language. The MySQL development project has made its source code available under the terms of the GNU General Public License, as well as under a variety of proprietary agreements. MySQL was owned and sponsored by a single for-profit company, the Swedish company MySQL AB, now owned by Oracle Corporation. For proprietary use, several paid editions are available, and offer additional functionality.

MySQL is written in C and C++. Its SQL parser is written in yacc, but it uses a home-brewed lexical analyzer. MySQL works on many system platforms, including AIX, BSDi, FreeBSD, HP-UX, eComStation, i5/OS, IRIX, Linux, macOS, Microsoft Windows, NetBSD, Novell NetWare, OpenBSD, OpenSolaris, OS/2 Warp, QNX, Oracle Solaris, Symbian, SunOS, SCO OpenServer, SCO UnixWare, Solaris and Tru64. A port of MySQL to OpenVMS also exists.

Chapter 4

System Design:

4.1 E-R model

An entityrelationship model (ER model for short) describes interrelated things of interest in a specific domain of knowledge. A basic ER model is composed of entity types (which classify the things of interest) and species relationships that can exist between instances of those entity types.

An entityrelationship diagram for an MMORPG using Chens notation. In software engineering, an ER model is commonly formed to represent things that a business needs to remember in order to perform business processes. Consequently, the ER model becomes an abstract data model, that defines a data or information structure which can be implemented in a database, typically a relational database.

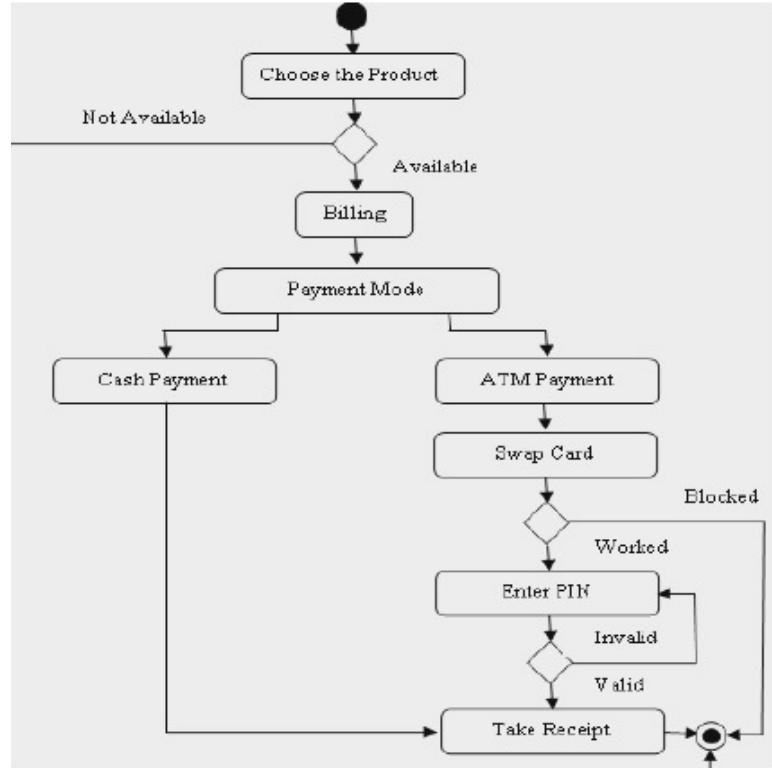


Figure 4.1: E-R model

4.2 DATA FLOW DIAGRAM

A data flow diagram (DFD) is a graphical representation of the flow of data through an information system, modelling its process aspects. A DFD is often used as a preliminary step to create an overview of the system without going into great detail, which can later be elaborated. DFDs can also be used for the visualization of data processing (structured design).[citation needed].

4.2.1 LEVEL 0 DFD

A context diagram is a top level (also known as Level 0) data flow diagram. It only contains one process node (Process 0) that generalizes the function of the entire system in relationship to external entities. DFD Layers. Draw data flow diagrams can be made in several nested layers.

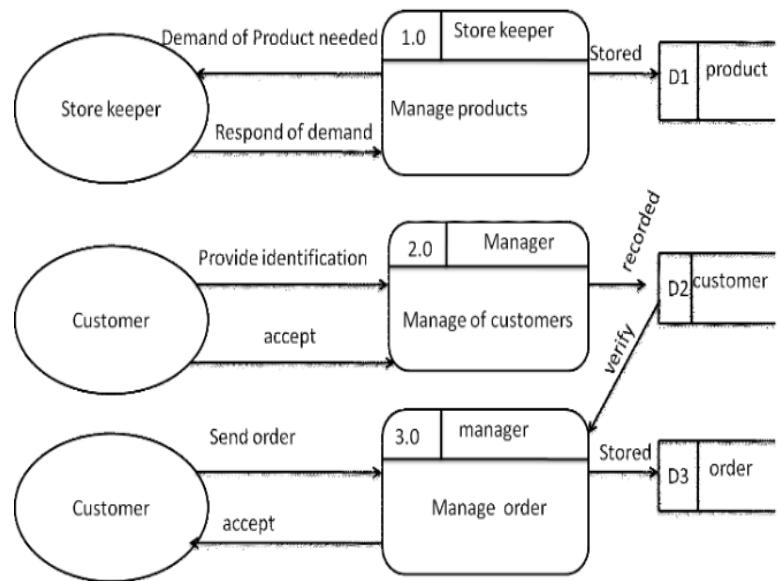


Figure 4.2: LEVEL 0 DFD

4.2.2 LEVEL 1 DFD

Level 1 DFDs aim to give an overview of the full system. They look at the system in more detail. Major processes are broken down into sub-processes. Level 1 DFDs also indenties data stores that are used by the major processes. When constructing a Level 1 DFD, we must start by examining the Context Level DFD. We must break up the single process into its sub-processes. We must then pick out the data stores from the text we are given and include them in our DFD. Like the Context Level DFDs, all entities, data

stores and processes must be labelled.

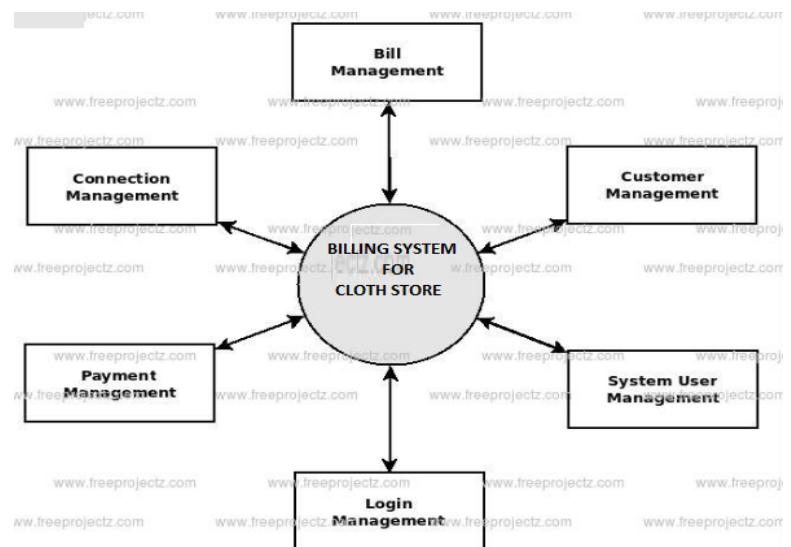


Figure 4.3: LEVEL 1 DFD

4.3 USE CASE DIAGRAMS

A use case diagram at its simplest is a representation of a users interaction with the system that shows the relationship between the user and the different use cases in which the user is involved. A use case diagram can identify the different types of users of a system and the different use cases and will often be accompanied by other types of diagrams as well.

The purpose of the use case diagrams is simply to provide the high level view of the system and convey the requirements in laymans terms for the stakeholders. Additional diagrams and documentation can be used to provide a complete functional and technical view of the system.

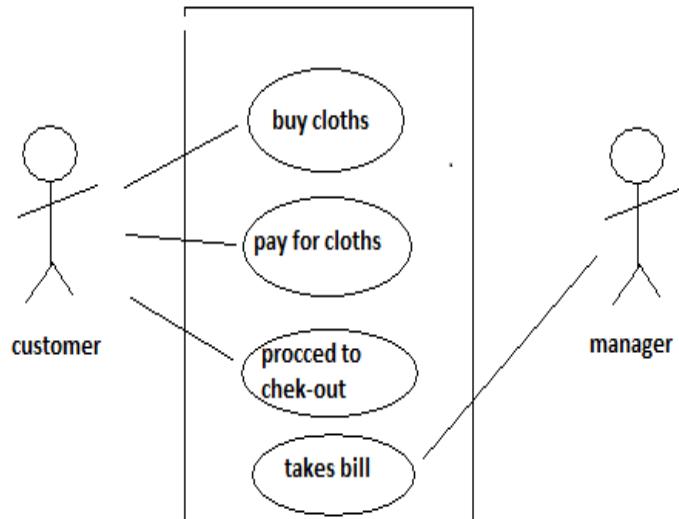


Figure 4.4: USE CASE DIAGRAMS

4.4 CLASS DIAGRAMS

The class diagram is the main building block of object-oriented modelling. It is used for general conceptual modelling of the systematic of the application, and for detailed modelling translating the models into programming code. Class diagrams can also be used for data modeling. The classes in a class diagram represent both the main elements, interactions in the application, and the classes to be programmed.

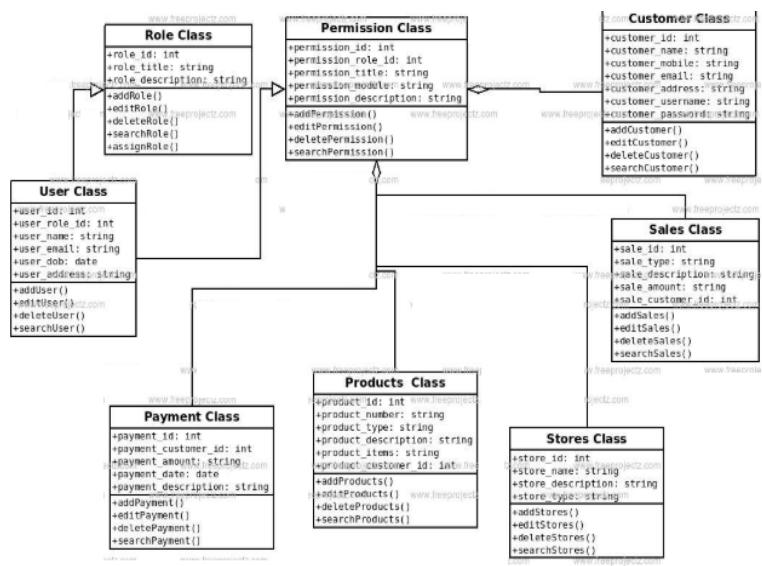


Figure 4.5: CLASS DIAGRAMS

4.5 ACTIVITY DIAGRAM

Activity diagrams are graphical representations of workflows of stepwise activities and actions with support for choice, iteration and concurrency. In the Unified Modeling Language, activity diagrams are intended to model both computational and organizational processes (i.e., workflows).

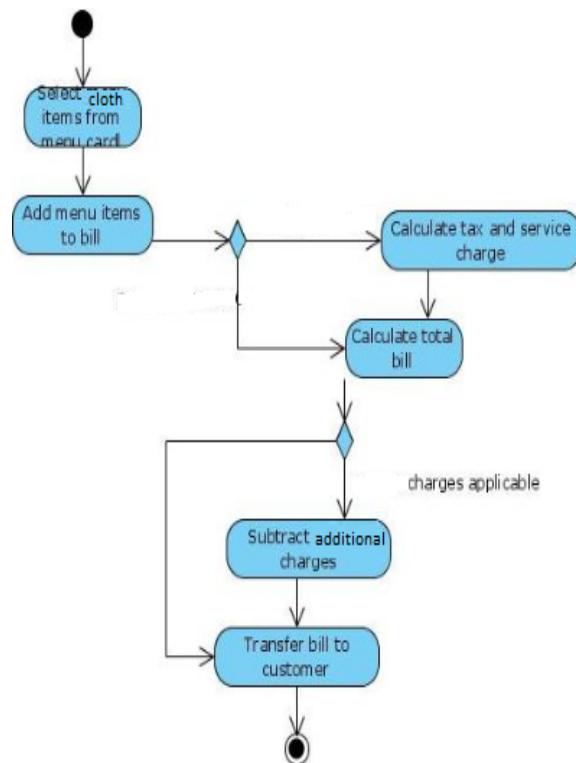


Figure 4.6: ACTIVITY DIAGRAM

Chapter 5

SNAPSHOOT

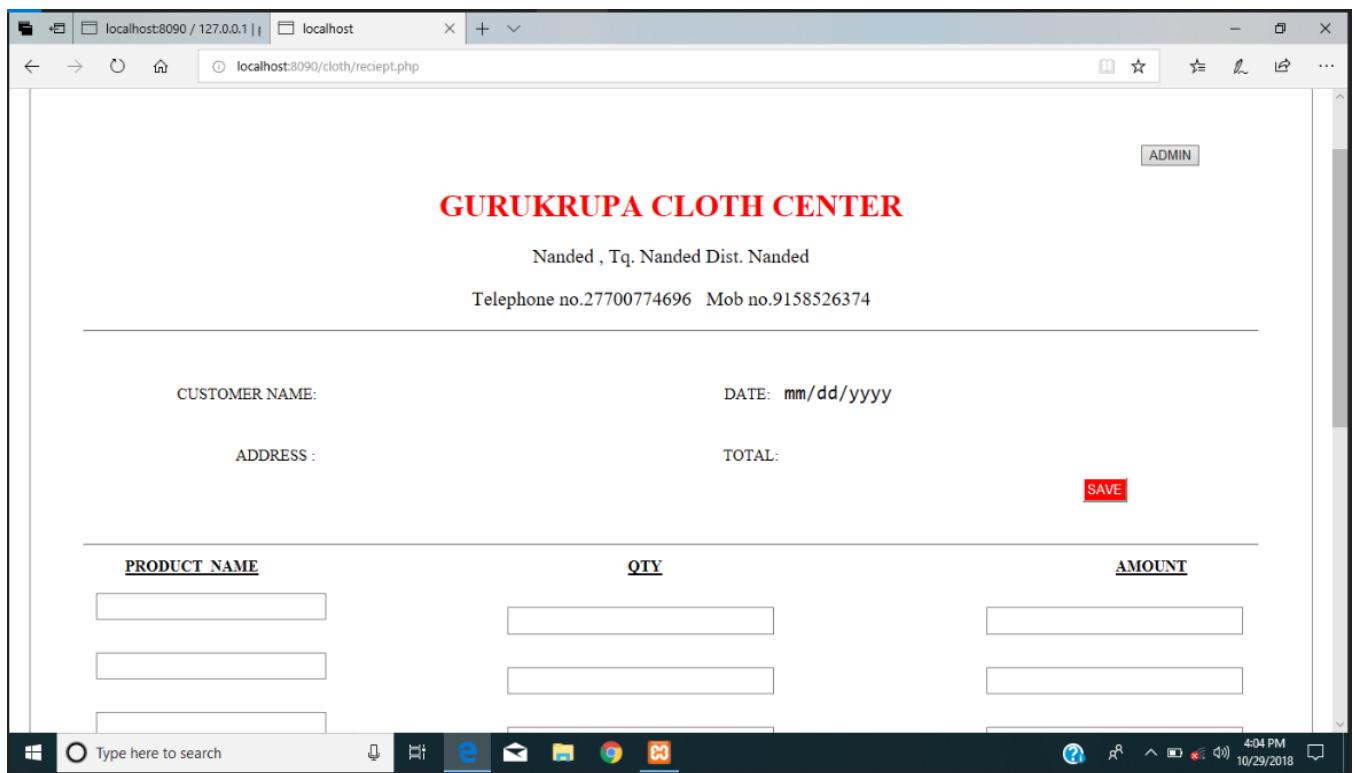


Figure 5.1: main billing page

<p style="text-align: right;">GURUKRUPA CLOTH CENTER</p> <p>Nanded , Tq. Nanded Dist. Nanded Telephone no.27700774696 Mob no.9158526374</p> <p>CUSTOMER NAME: DATE: mm/dd/yyyy</p> <p>ADDRESS : TOTAL:</p> <p><input type="button" value="SAVE"/></p> <table border="1"><thead><tr><th>PRODUCT NAME</th><th>QTY</th><th>AMOUNT</th></tr></thead><tbody><tr><td><input type="text"/></td><td><input type="text"/></td><td><input type="text"/></td></tr><tr><td><input type="text"/></td><td><input type="text"/></td><td><input type="text"/></td></tr><tr><td><input type="text"/></td><td><input type="text"/></td><td><input type="text"/></td></tr><tr><td><input type="text"/></td><td><input type="text"/></td><td><input type="text"/></td></tr></tbody></table> <p><input type="button" value="Add"/> <input type="button" value="Remove"/> <input type="button" value="Total"/></p> <p>For Store Manager (Signature)</p> <p>PLEASE COME WITH RECEIPT WHEN YOU COME FOR REPLACE YOUR PRODUCT</p> <p><input type="button" value="Print"/></p>		PRODUCT NAME	QTY	AMOUNT	<input type="text"/>											
PRODUCT NAME	QTY	AMOUNT														
<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"/>														

Figure 5.2: bill for print

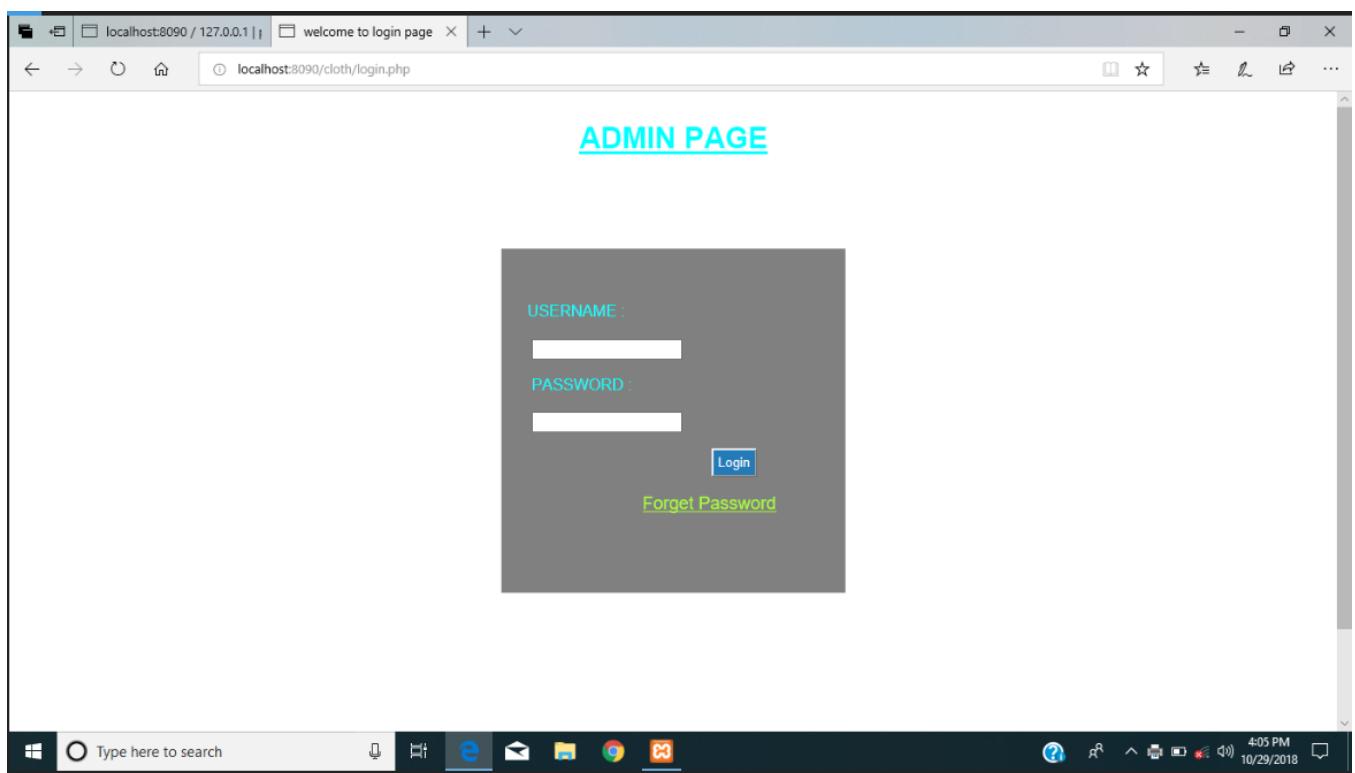


Figure 5.3: Admin Login

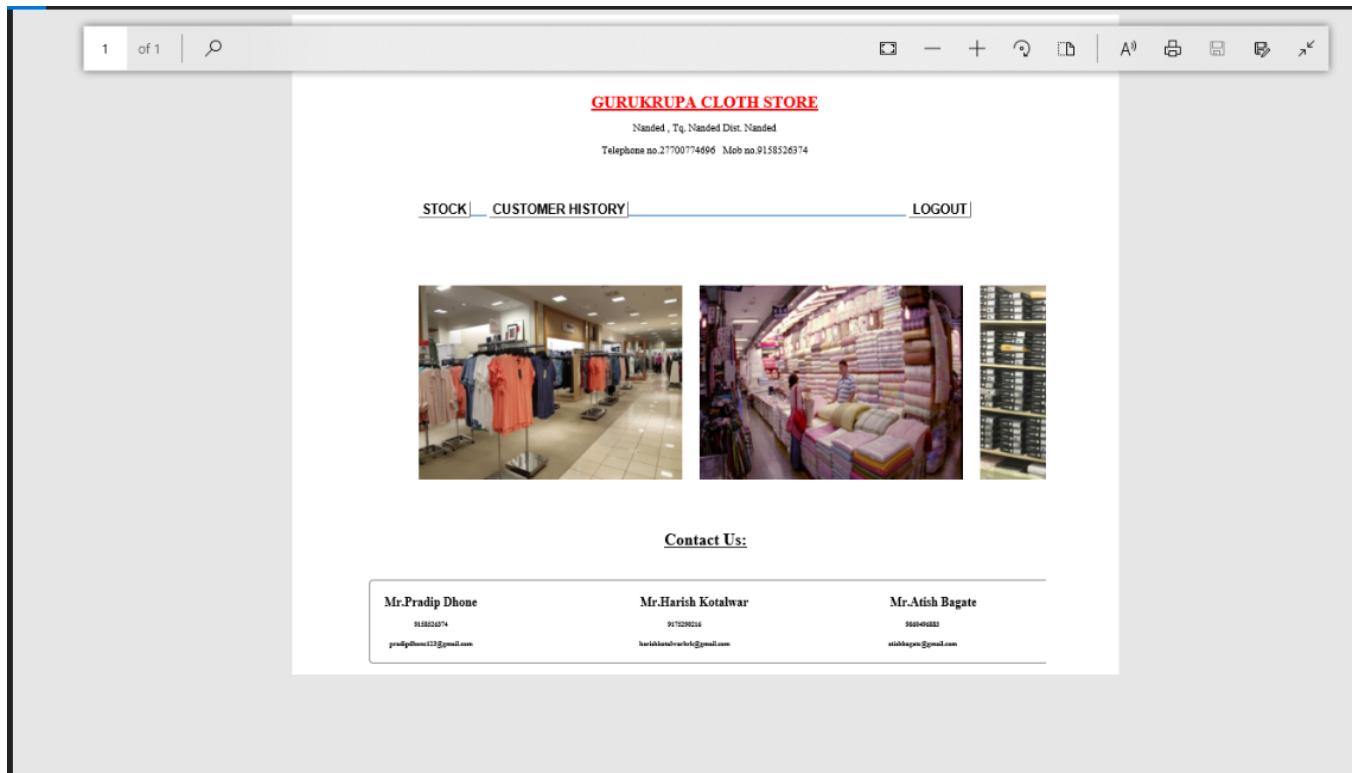


Figure 5.4: gallery and information

GURUKRUPA CLOTH STORE

Nanded , Tq. Nanded Dist. Nanded

Telephone no.27700774696 Mob no.9158526374

PRODUCT	STOCK	BATCH
COMPANY	AMOUNT	
<input type="button" value="Add"/> <input type="button" value="Update"/> <input type="button" value="Delete"/> <input type="button" value="Find"/>		

STOCK RECORD

PRODUCT NAME	STOCK	BATCH
Kurtas	500	102
Shirt	600	111
T-Shirt	300	103
Jacket	100	109
Jacket	50	109
Kurtas	150	102
Kurtas	200	102
T-Shirt	400	103
T-Shirt	400	103
Shirt	400	111
Blazer	350	112
Blazer	100	112

Figure 5.5: Stocks and Records

GURUKRUPA CLOTH STORE

Nanded , Tq. Nanded Dist. Nanded

Telephone no.27700774696 Mob no.9158526374

Notice: Ur | mm/dd/yyyy |
Notice: Ur | AMOUNT | Delete | Find

CUSTOMER RECORD

CUSTOMER NAME	DATE	ADDRESS
Harish Kotalwar	2018-10-28	Udgir , Latur
Pradip Dhone	2018-10-28	Alankar Nagar,Purna
Atish Bagate	2021-10-31	Vilas Nagar, Latur
Sagar Sangle	2016-12-28	Sawali Gali, Jalna
Preshit Patle	2020-06-01	Sukdi , Tirora
Ketan Jadhav	2018-10-25	Wadi , Thane

Figure 5.6: Customer Data

Chapter 6

CONCLUSION

Billing Software For Cloth Center is successfully designed and developed to fulfilling the necessary requirements, as identified in the requirements analysis phase, such as the system is very much user friendly, form level validation and field level validation are performing very efficiently. The new computerized system was found to be much faster and reliable and user friendly than the existing system, the system has been designed and developed step by step and tested successfully. It eliminates the human error that are likely.

"Billing Software For Cloth Center" software developed for an institute has been designed to achieve maximum efficiency and reduce the time taken to handle the storing activity.

It is designed to replace an existing management system thereby reducing time taken for calculations and for storing data

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