

GROCERY SHOP MANAGEMENT SYSTEM

Bhumika Patidar^{*1}, Amar Chouhan^{*2}, Ashutosh Mandloi^{*3}, Ayush Sahu^{*4}

^{*1,2,3,4}Department Of Computer Science & Engineering, Acropolis Institute Of Technology
And Research, India.

ABSTRACT

This paper examines or provides a theoretical perspective on “GROCERY SHOP MANAGEMENT SYSTEM” that is used to automate all process of the Grocery Shopping and Grocery Shop Management . The purpose of Grocery Shop Management System is to automate the existing manual system by the help of computerized equipments and full-fledged computer software, fulfilling their requirements, so that their valuable data/information can be stored for a longer period with easy accessing and manipulation of the same. The required software and hardware are easily available and easy to work .The aim is to automate its existing manual system by the help of computerized equipments and full-fledged computer software , fulfilling their requirements, so that their valuable data/information can be stored for a longer period with easy accessing and manipulation of the same. Basically the project describes how to manage for good performance and better services for the clients.

Keywords: E-Commerce, Recommendation System.

I. INTRODUCTION

The Grocery Shop Management System has been developed to override the problems prevailing in the practicing manual system. This software is supported to eliminate and in some cases reduce the hardships faced by this existing system. The application is reduced as much as possible to avoid errors while entering the data. It also provides error message while entering invalid data. No format knowledge is needed for the user to use this system. Thus by this all it proves It is user-friendly. Grocery Shop Management System, as described above, can lead to error free, secure, reliable and fast management system. Every organization, whether big or small, has challenges to overcome and managing the information of the product, customer, product type, stock, supplier. Every Grocery Shop Management System has different customer needs, therefore we design exclusive employee management system that are adapted to your managerial requirements. This is designed to assist in strategic planning, and will help you ensure that your organization is equipped with the right level o information and details for your future goals. These systems will ultimately allow you to better manage resources.

II. METHODOLOGY

Model View Controller or MVC as it is popularly called as a software design pattern for developing web application. A Model view controller is made up of three parts:

MODEL: The lowest level of pattern which is responsible for maintaining data. VIEW: This is responsible for displaying all or a portion of the data to the user.

CONTROLLER: Software code that controls the interactions between the model and view.

MVC is a popular as it isolates the application logic from the user interface layer and supports separation of concerns. Here the controller receives all requests for the application and then works with the model to prepare any data needed by the view. The View then uses the data prepared by the controller to generate a final presentable response.

PLANING :- Software project plan can be viewed as the following:

1) Within the organization:-How the project is to be implemented? What are various constraints (time, cost, staff)? What is market strategy?

2) With respect to the customer weekley or timely meetings with the customer with presentation on status report. Customer feedback is also taken and further modification and developments are done. Project milestones and deliverables are also presented to the customer.

For a successful project, the following steps can be followed:

- Select a project
- Identifying projects aims and objectives

- Understanding requirements and specification
- Methods of analysis, design and implementation
- Testing techniques Documentation
- Project milestones and deliverables
- Budget allocation
- Exceeding limits within control
- Project Estimates
- Cost
- Time
- Size of code

There are different module to understand this project:

MODULES

1. Employee Module
2. Administrator Module
3. User Module
4. Payment Module

MODULES DESCRIPTION:

1. Employee Module: In this employee module the employee mainly receives the customers requirement and have to process on customers request. He basically works on the available products and daily checks the stock availability on time and informs the administrative in charge about the products availability. He delivers the stock ordered by the customer with proper packing and in time delivery.
2. Administrator Module: In this administration of whole company is to be maintained. The complaints and suggestions dropped by customers must be checked and required steps are to be implemented. Supervision of employee and the requirement of business must be checked and required steps to be taken.
3. User Module: The user must have the personal account and using his login details customer first check the products availability and orders the required products. If the server is busy then customer has to retry once again and continue his request. He can check on various products availability and choose the products required.
4. Payment Option Module: We have to ways of payment options Pay now Cash on delivery Customer can pay in two cases when he orders the stocks and after he receives the stock. We provide credits and debit card facility e.x on line banking system. We provide various bank payments.

III. PERFORMANCE EVALUATION

The module of the Grocery management system is made of a combination of modules that work in collaboration with each other and make it beneficial to accomplish the main aim of the scheme.



Item Selection:

The user chooses the item from the interface he gets on the basis of different choice of filters like price, color, category, and much more he can add as many items he wants he may specify it as he wants and get the selected items done in the interface.

Order:

The things which choose by the user then move to the order interface to get ordered by the user as he will see here the details of the final result to order the total and timings. He can remove any item if he wants.

Payment:

They may make payment online through their debit card they use this module to pay as the ticket shows the amount in the account of the owner of the bus. As he makes the payment the card becomes confirmed and ready to be used.

Staff assignment:


Admin assigns the team on the particular rack to pick the items as fast as they can their task is to pack the item fast and collect it to the central area where packing can be done properly and give the order to customers.

Registration:

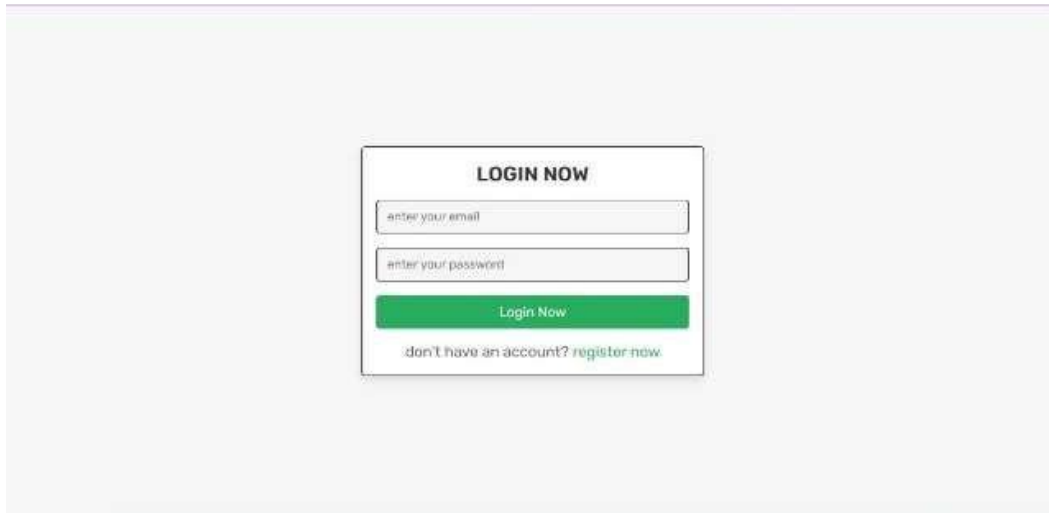
Users' information has to be compelled to be registered within the system thus on establish every one of them unambiguously and do the required group action as real potential. like on the name of the bill are issued. On the far side, this plenty of things require measure there wherever we will reference him.

Without registration, there are a few options and pages one user can see which are landing on the home page and taking the features to read but he won't be allowed to use those. For use, he will have to register. One person needs to put all the details correctly and precisely as it will be helpful in identifying them and believing that he is the real person who has booked for the same.

It also includes driver license for them who is driving and parameter too.


Login:

After registration one will register within the system because of the operator of the system either on behalf of the user. When this he has the different helpful interfaces accessible for any actions. Here either bride or groom both have to log in with their unique identity and passwords. After this, they will be directed to the primary user interface from where they have further options.



Forgot password:

This is quite often that people tend to forget the password they keep for the login. So, this could be very tedious and hectic to recover the password manually in case if one needs to login in an emergency. So, to overcome this problem we have this module named as forgot the password, and using this module users can recover their password in seconds.

So here we need only to put our registered email Id and hit the enter. Then one confirmation email will go to the email where he may reset the password. In seconds one can use this module and get rid of the forgetting password problem.

Admin:

Admin has the official powers to control the flow of the data from one part of the system to the other. He can manipulate the access of the users to the data. The primary purpose of this account is to make the user data relevant and then giving the inputs to the other interface module and make it work optimistically and get the timetable according to the wish we want to create for a particular type of inputs.

Hence all the data will be reflected in clean and well data in the interfaces.

IV. CONCLUSION

The project is only a humble venture to satisfy the needs to manage their project work. Several user friendly coding have also adopted. This package shall prove to be a powerful package in satisfying all the requirements of the school. The objective of software planning is to provide a frame work that enables the manager to make reasonable estimates made within a limited time frame at the beginning of the software project and should be updated regularly as the project progresses.

V. REFERENCES

- [1] <https://image.slidesharecdn.com/review2-170131170129/95/grocery-management-system-62-638.jpg?cb=1485882190>
- [2] Bhosale, Sachin & Sharma, Yogeshkumar & Chogule, Miss & Jagdishprasad, Shri & Tibrewala, Jhabarmal. (2021). ONLINE GROCERY MANAGEMENT SYSTEM.
- [3] "Tennessee History for Kids". Tnhistoryforkids.org. Documentation from the original happening 2015-02-23. Retrieved
- [4] Understanding Nourishment: Values and Groundwork, Amy Chocolate, ISBN 978-0538734981, 2013.
- [5] Definition of delicatessen-Merriam-Webster's Student Dictionary". Wordcentral.com. 2012-09- Retrieved 2015-03-06
- [6] "Online grocery growth tests U.S. retail agility". The City Wire. Archived from the original on 2014-06-27. Retrieved 28 April 2014 2015-03-06.