Namal Institute Mianwali

Department of Computer Science

Database Systems

Final Report

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ABSTRACT

The reason for the undertaking entitled as "PET STORE MANAGEMENT SYSTEM" is to automate the Front-End Management of a Pet Store to develop software which is user friendly, simple, practical, fast, and cost effective. It manages the assortment of user's and pet's details. The primary function of the project is to enlist and store user and pet details, and recover these details as and when required, and furthermore to manipulate these details meaningfully in order to maintain a healthy communication among buyer and vender. The project input contains user details, pet details, while system output is to get these details on to the screen so that user can traverse through several pet profile and find the best suitable one. The Pet Store Management System can be accessed by entering a username and password. It is available to all registered users. Only registered users can add or remove data from the database. The information can be retrieved through convenient ways without facing any problem. Data is well-protected and communicated using meaningful and user-friendly interface.

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Introduction:

Online shopping is the process whereby consumers directly buy goods or services from a seller in real-time, without an intermediary service, over the Internet. But COVID-19 has brought immense changes in the field of business. The COVID-19 crisis sped up an extension of e-commerce businesses towards new firms, clients and kinds of items. It has furnished clients with admittance to a huge assortment of items from the comfort and wellbeing of their homes, and has empowered firms to proceed with activity regardless of contact limitations and other control measures. In this regard, Pet store is an attempt to provide the advantages of online shopping to customers of a real shop. This project is designed to provide facilitation to the pet lovers as they can buy pets of their choice by sitting home. It is a user-friendly application. It includes the categories of cats, dogs & birds. Description, price, weight, image and location of the pets are added in this store. It recommends the pets which are nearby based on location of buyer.

Problem Overview:

Nowadays, people who live in the city are lonelier than people who live in the city. Most of them have work pressure, problems communicating with other people and all this will make them feel lonely and there is no way to let go of their stress and loneliness. Pets such as dogs and cats are more pleasant in their lives and help them to communicate with other people. So, in order to buy a pet, there is need of pet shop. The current system for shopping is to visit the shop manually and from the available pets choose the one that customer wants and buy the item by paying of the price of the item. But there are some flaws in this system:

1.It is less user-friendly.

2. User must go to shop and select products.

3.It is difficult to identify the required product.

4. Description of the product limited.

5. It is a time-consuming process.

6. Not in reach of distant users

Proposed System:

Online shopping is the process whereby consumers directly buy goods or services from a seller in real-time, without an intermediary service, over the Internet. Pet store is an attempt to provide the advantages of online shopping to customers of a real shop. This project is designed to provide facilitation to the pet lovers as they can buy pets of their choice by sitting home. It is a user-friendly application. It includes the categories of cats, dogs & birds. Description, price, weight, image and location of the pets are added in this store. It recommends the pets which are nearby based on location of buyer.

Goals And Objectives:

- To provide User-friendly Interface
- Login system with password protection
- Storing and managing the basic information about users
- Storing and managing the basic information about pets
- Add/Delete details about pets and users
- Location-based pets' recommendation

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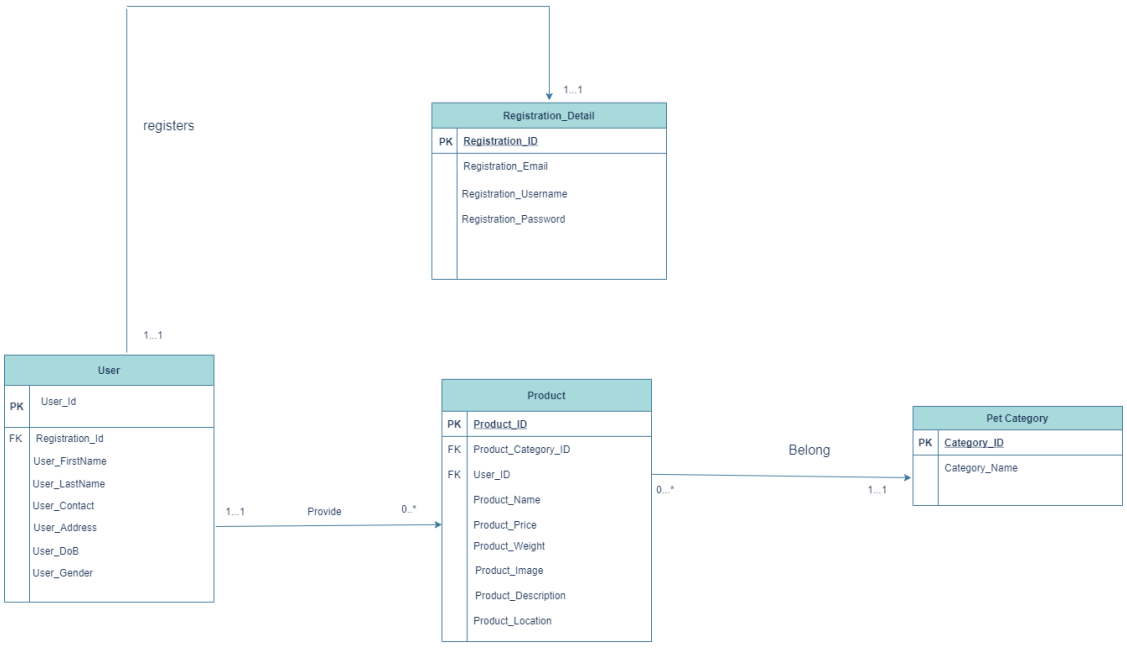
ERD for Pet Store:



Functionality of Pet Store:

The section of report will provide the screenshot of the final prepared Pet Store Management System:

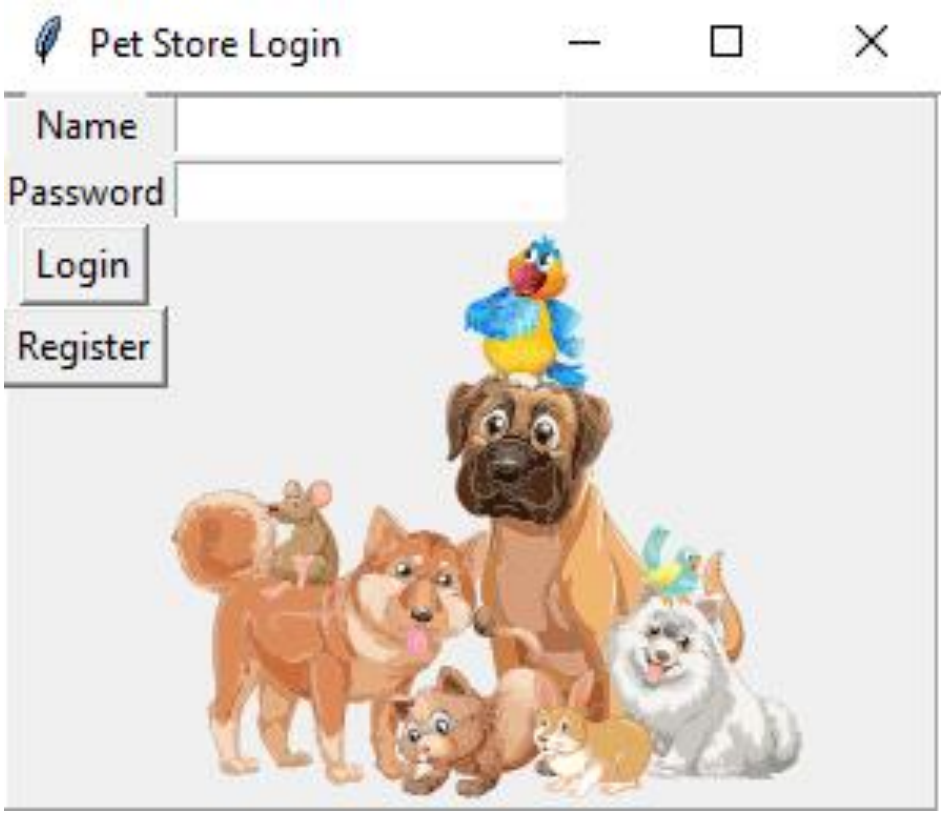


Figure 1:Login Page

This page asks for the username and password for the authentication process, if it is successful, the user will be moved to home screen.

Figure 2:Registration Page

This page takes user information and registers the user in the database so the he/she can access the main page in order to buy pets.

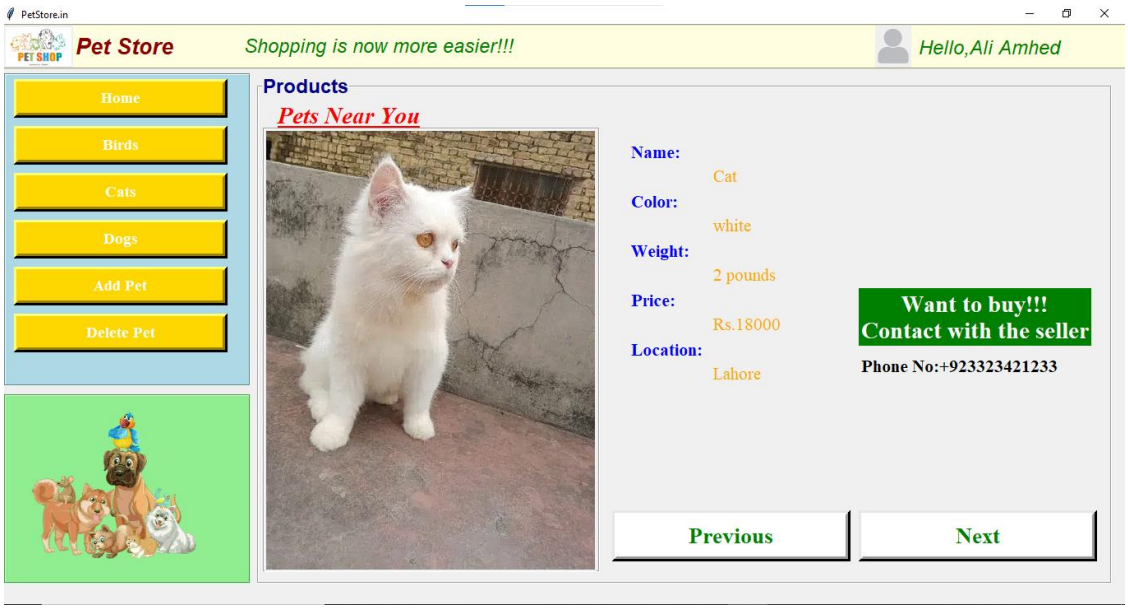


Figure 3:Home Page

This page serves as home page for our app. This page shows the product recommended on the basis of location. There is username on top right corner. The Left side serve as button menu to perform several functions. The interface labelled as Products is designed to retrieve data from database and show it in more beautiful and meaningful form. There is total three categories namely Cats, Birds and Dogs.

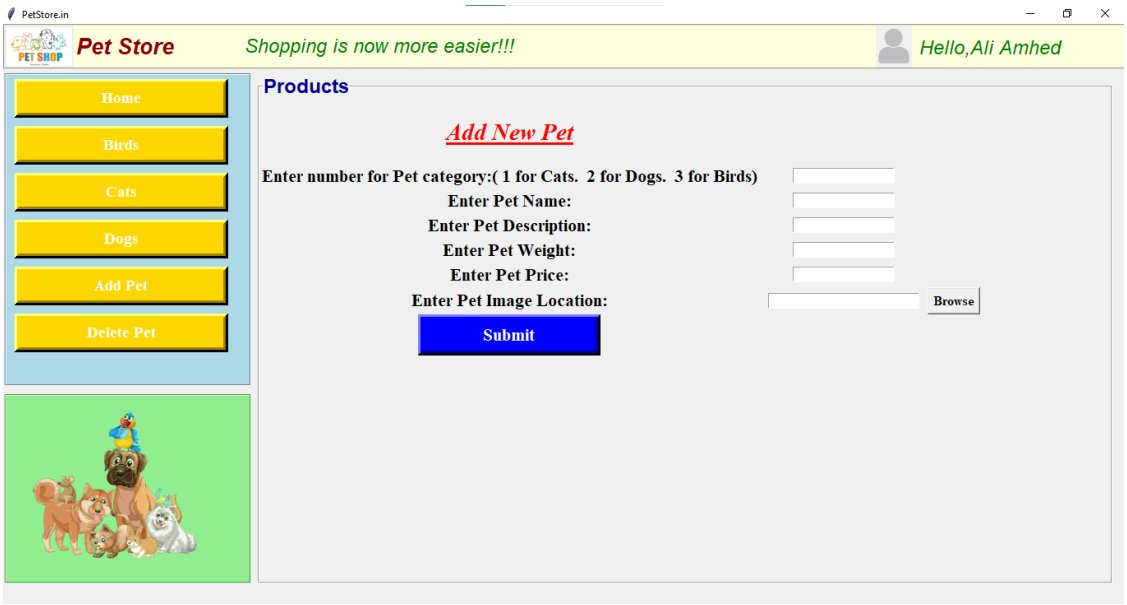


Figure 4:Add Pet

This page take data about pets and after getting all the data add the product in the database.

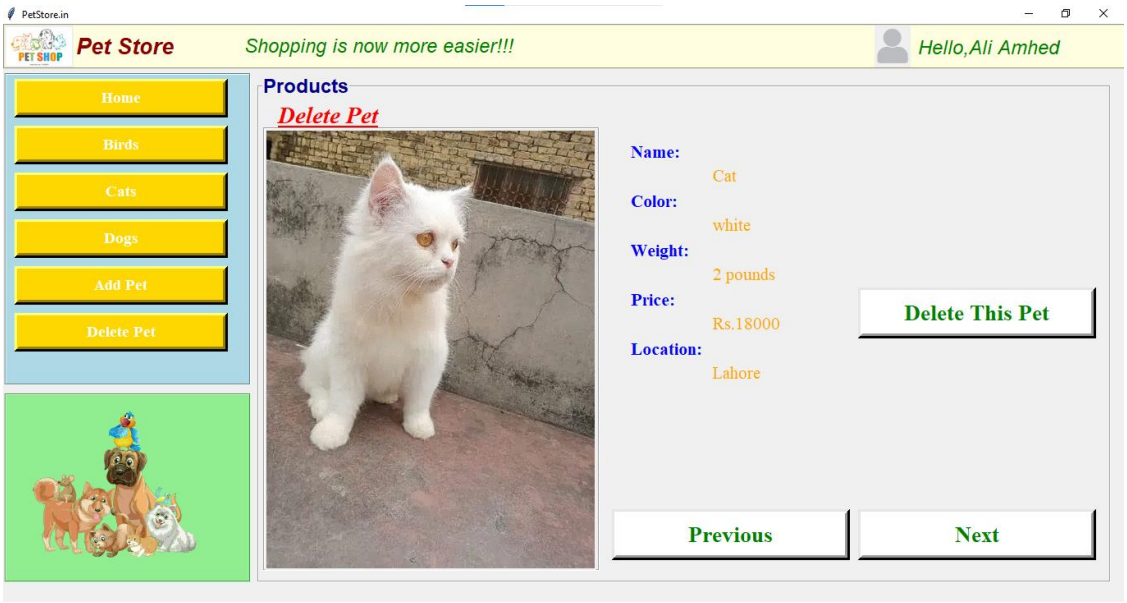


Figure 5:Delete Pet

This page shows each product added by the current user and show a delete button on each product if user wants to delete its product, it can do it by clicking the delete button. Once the delete button is clicked the data will be removed from the database.

Conclusion:

The development of this Pet Store Management System is great improvement over the manual system which consumes a lot of time and human resources. The computerization of the system speeds up the process. The Pet Store Management System is fast, efficient and reliable, avoids data redundancy and inconsistency. It contains all the functional features described in objective of the project.