

ABSTRACT

The Bill Management System is a Java-based desktop application designed to generate bills for selected items. Implemented using the Swing framework, the system features a user-friendly graphical interface with a dynamic list of items and their prices. Users can select items from a comprehensive list displayed as checkboxes, and upon clicking the "Generate Bill" button, the application calculates the total cost of the selected items and displays an itemized bill. The "Cancel" button allows users to clear their selections and reset the interface. The system's modular design includes initialization of item prices, button functionalities, and a label for displaying the bill amount, ensuring a seamless user experience. This application demonstrates effective use of Java Swing components, event handling, and layout management to create a functional and interactive billing solution.

CONTENTS

	Page no.
Abstract	i
List of Tables	ii
List of Figures	iv
1. INTRODUCTION	1
1.1 Problem Definition	1
1.2 Objective of Project	2
1.3 Limitation of Project	2
2. SYSTEM ANALYSIS	3
2.1 Existing System	3
2.2 Proposed System	3
2.3 Software Requirements	4
2.3.1 Functional and Non-Functional Requirements	4
2.4 Hardware Requirements	6
2.5 Content Diagram of the Project	7
3. IMPLEMENTATION	9
3.1 Method of Implementation	9
3.2 Algorithmic Approach	11
3.3 Explanation of Key Functions	13
4. OUTPUT SCREENSHOTS	16
5. CONCLUSION AND FUTURE ENHANCEMENT	20
5.1 Project Conclusion	20
5.2 Future Enhancement	20

6. REFERENCES	21
6.1 Paper References	21
6.2 Web References	22

List of Figures

S.no	Figure no	Name of the Figure	Page no.
1.	2.5.1	Content Diagram of Project	6

List of Abbreviations

S.no	Abbreviation	Definition
1.	AI	Artificial Intelligence
2.	API	Application Programming Interface
3.	GUI	Graphical User Interface
4.	JDBC	Java Database Connectivity
5.	UI	User Interface