**WATER DISTRIBUTION AND MANAGEMENT SYSTEM**

**ABSTRACT**

A water distribution and management system is main focus for managing the water factory. Which system has to be followed and managing the result of billing purchase and stock details. In this society there is a lot of customers can be using this application. In this application as work flow was every user has an unique username and password, the user enter the login and then only open this application. The user collect the customer details via this application and view their customer details. We have to covered purchase, sales and billing modules as well as possible. This application may be reduce many man power issue and resolving the wanted issues so which is very user friendly for every users. We can track the orders details and stock counts as possible to manage

MODULE DESCRIPTION

**1.Customer Registration**

A customer registration module is used collect the information details. Which is used to when the customer purchasing the water their details should be collect from this software. It’s may be used for further contact

**2.Purchase Entry**

When the shop owner purchasing the water it should register this purchase module. It’s managed by shop owner then collect the information about the water quantity and price etc… After the purchasing only should sales the product.

**3.Sales Entry**

This module calling when the customer have to be purchased and before billing. It will show the all the details about the water and customer details. Which is basically used to find the stock entry details. A sales module collect the customer information so we can contact the customer easily.

**4. Stock Entry**

This Stock module will be helps to find the stock of the quantity waters are available in shop. Which could be used for user can easy to analyst for purchasing.

**5. Billing Module**

This module shows an billing detail, how many liters can be sales in date wise and how much are they gain. Total entire application will be showing in this module.