Introduction and Purpose of the Project

1.1 Introduction

The idea of our project is to design and develop a supermarket management system that aims to streamline the checkout process for customers and improve the efficiency of the store's operations. The system will allow customers to collect their items and automatically calculate the total cost. It will also keep track of inventory and sales data, allowing store managers to have real-time visibility into their business.

1.2 Purpose of the Project:

The purpose of this project is to provide a convenient and efficient way for customers to pay for their purchases at the supermarket. It aims to reduce the time and effort required for the checkout process, which will ultimately improve the customer experience and increase customer satisfaction. Additionally, the system will provide valuable data for store managers, such as sales and inventory data, which can be used to make informed business decisions. Overall, the goal of the supermarket management system is to improve the store's operations and enhance the customer experience.

2. Features and Functionality of the Project

2.1 Overview

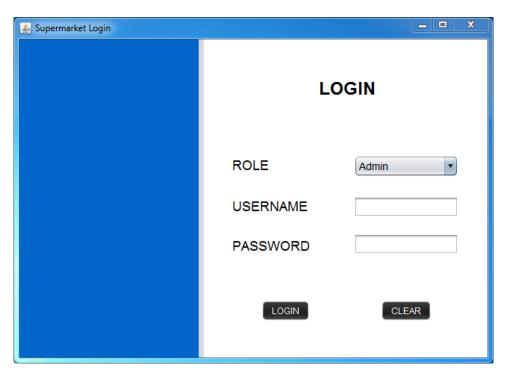
- Admin can add Sellers, Categories and Products under categories
- Seller can add products to Cart as per Customer's requests
- A Bill is printed out as PDF
- A Database is maintained for all Sellers, Categories and Products

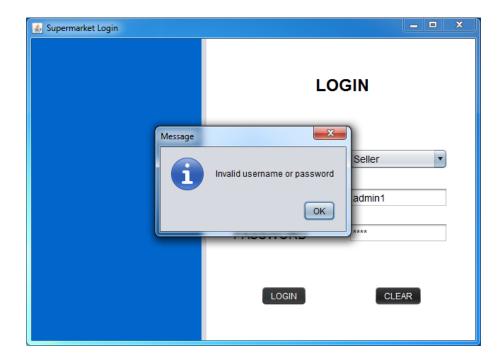
2.2 Functions in detail

2.2.1 Login Page

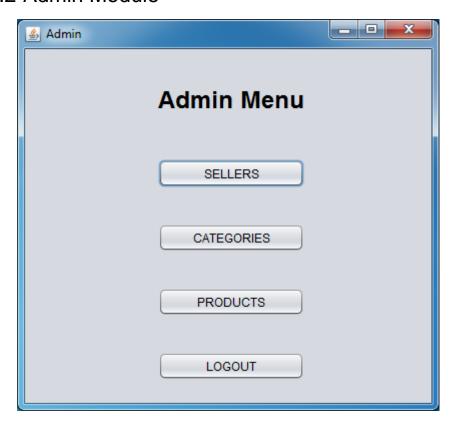
On the login page, the user will be able to select their role as either an admin or a seller. This will determine the features and functionality that the user has access to within the system.

The user will be required to enter their login credentials, such as their username and password, in order to access the system.





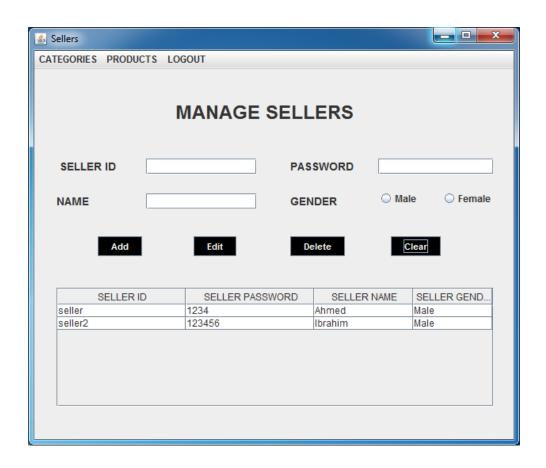
2.2.2 Admin Module

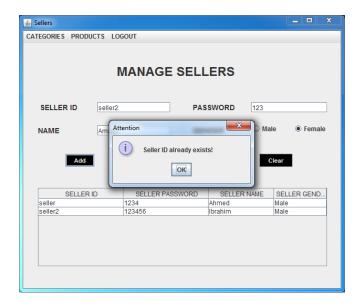


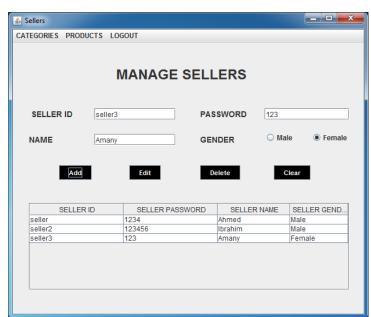
a. Manage Sellers

- View all sellers registered in the database
- Add new seller

- Edit seller's information
- Delete seller

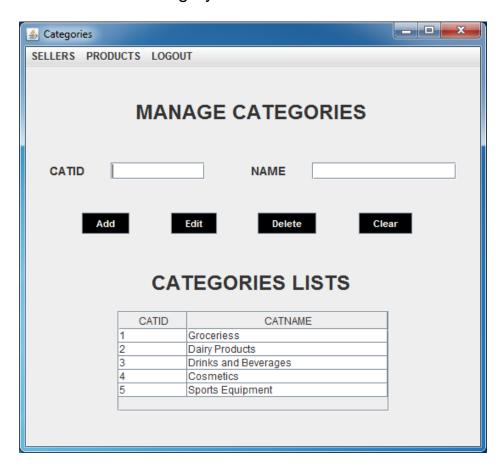


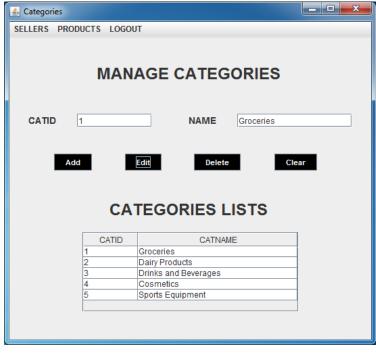


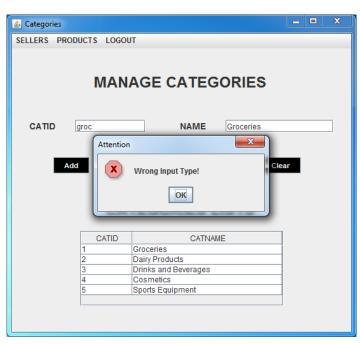


b. manage categories

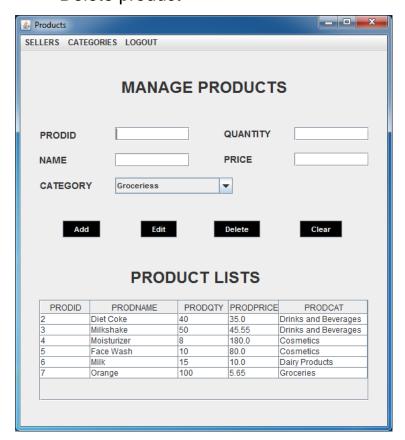
- View all categories registered in the database
- Add new category
- Edit category information
- Delete category

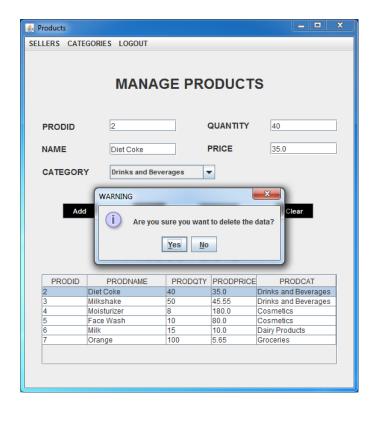


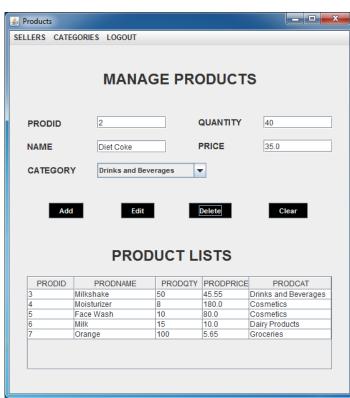




- c. manage products under categories
 - · View all products registered in the database
 - Add new product
 - Edit product information
 - Delete product

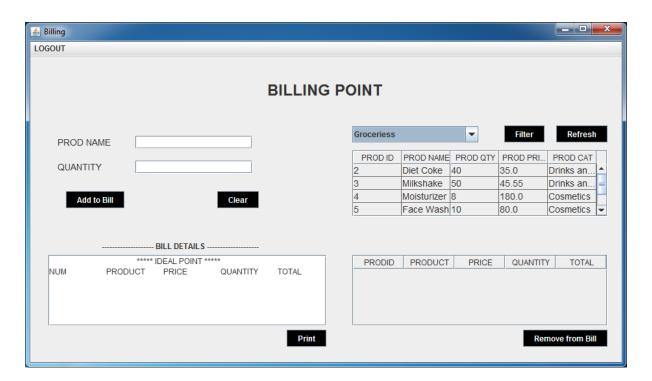


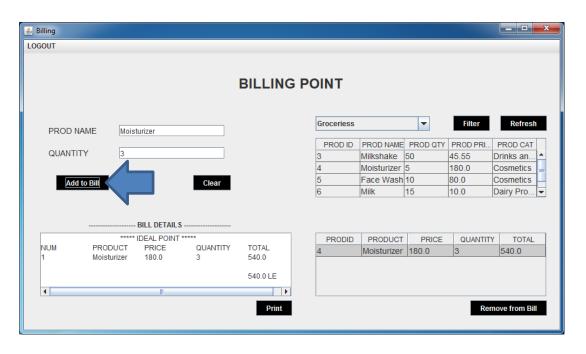


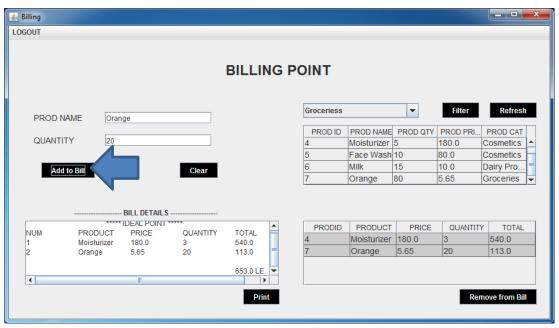


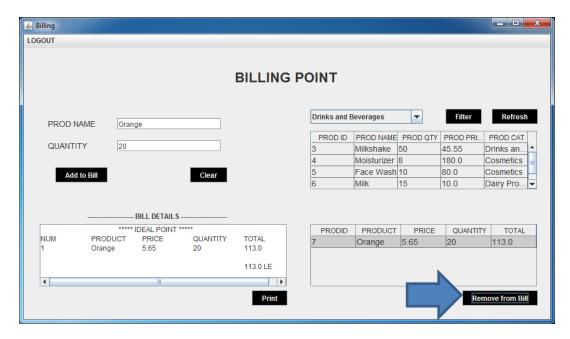
2.2.3 Seller Module

- Add Products to Cart: The seller will be able to add products to a virtual cart for the customer, by manually entering the product information.
- View and Update Cart: The seller will be able to view the contents of the cart and make any necessary updates, such as removing items or changing the quantity.
- Calculate Total Cost: The system will automatically calculate the total cost of the items in the cart.
- Print Receipt: The seller will be able to print a receipt for the customer's purchase, which will include a list of the items purchased and the total cost.
- Database Maintenance: The database is maintained and updated with the new available quantities of the products after the selling process.









3. UML Class Diagram

Login -clearBtn : JButton iLabel1 : JLabel -iLabel2 : JLabel -jLabel3 : JLabel iLabel4 : JLabel . jPanel1 : JPanel jPanel2 : JPanel loginBtn : JButton -password: JPasswordField -role: JComboBox<String> -username : JTextField -clearBtnActionPerformed(ActionEvent evt) initComponents() -loginBtnActionPerformed(ActionEvent evt) -loginBtnKeyPressed(KeyEvent evt) -passwordActionPerformed(ActionEvent evt) -passwordKeyPressed(KeyEvent evt) usernameActionPerformed(ActionEvent evt) +Login() +main(String[]) Categories

AdminMenu -jButton1 : JButton jButton2 : JButton iButton3 : JButton iButton4 : JButton -iLabel1 : JLabel -jPanel1 : JPanel +AdminMenu() initComponents() jButton1ActionPerformed(ActionEvent evt) jButton2ActionPerformed(ActionEvent evt) iButton3ActionPerformed(ActionEvent evt) -iButton4ActionPerformed(ActionEvent evt) +main(String[])

JFrame

Products



Splash -Myprogress : JProgressBar -Percentage : JLabel -jLabel2 : JLabel jLabel3 : JLabel jPanel1 : JPanel +Splash() +main(String[]) initComponents()

-jButton4 : JButton -jLabel1 : JLabel jLabel2 : JLabel -jLabel3 : JLabel Label7 : JLabel iMenu1 : JMenu iMenu3 : JMenu iMenu4 : JMenu -jMenuBar2 : JMenuBar jMenultem1 : JMenultem -jMenultem2 : JMenultem Panel1 : JPanel -jScrollPane1 : JScrollPane Separator1: JSeparator -jTable1 : JTable -jTextField1 : JTextField -jTextField2 : JTextField +Categories() +addData() +deleteData() +editData() +fetchData() initComponents() -jButton1ActionPerformed(ActionEvent evt) jButton2ActionPerformed(ActionEvent evt) jButton3ActionPerformed(ActionEvent evt) jButton4ActionPerformed(ActionEvent evt) jMenu1MouseClicked(MouseEvent evt) iMenu3MouseClicked(MouseEvent evt) -iMenu4MouseClicked(MouseEvent evt) -jTable1MouseClicked(MouseEvent evt) jTextField1ActionPerformed(ActionEvent evt) -jTextField2ActionPerformed(ActionEvent evt) -+main(String[]) selectData()

-iButton1 : .IButton

-iButton2 : JButton

-iButton3 : JButton

-iButton1 : .IButton -iButton2 : JButton -iButton3 : JButton -jButton4 : JButton -jComboBox1 : JComboBox<String> --jLabel1 : JLabel -jLabel2 : JLabel -¡Label3 : JLabel -iLabel4 : JLabel iLabel5 : JLabel -iLabel6 : JLabel --jLabel7 : JLabel -jMenu1 : JMenu jMenu2 : JMenu iMenu3 : JMenu -jMenuBar1 : JMenuBar -¡Panel1 : JPanel -iScrollPane1 : JScrollPane -iSeparator1 : JSeparator -jTable1 : JTable -jTextField1 : JTextField -jTextField2 : JTextField -jTextField3 : JTextField -jTextField4 : JTextField +Products() +addData() +deleteData() editData() +fetchCat() +fetchData() -initComponents() -jButton1ActionPerformed(ActionEvent evt) Button2ActionPerformed(ActionEvent evt) -jButton3ActionPerformed(ActionEvent evt) -jButton4ActionPerformed(ActionEvent evt) -jComboBox1ActionPerformed(ActionEvent evt) jMenu1MouseClicked(MouseEvent evt) -jMenu2MouseClicked(MouseEvent evt) -iMenu3MouseClicked(MouseEvent evt) -iTable1MouseClicked(MouseEvent evt) -jTextField1ActionPerformed(ActionEvent evt) -jTextField2ActionPerformed(ActionEvent evt) -jTextField3ActionPerformed(ActionEvent evt) -jTextField4ActionPerformed(ActionEvent evt) main(String[]) +selectData()

Billing +Total : double +availQty : int +bill_prod_id : int +bill_prod_qty : int +bill_row_num: int +cartQty : int +i : int +itemPrice : double -addBtn : JButton -bill_area : JTextArea -bill_details : JTable -catCb : JComboBox<String> -clearBtn : JButton -filterBtn : JButton -jLabel1 : JLabel -jLabel3 : JLabel -jLabel4 : JLabel -jLabel5 : JLabel -iLabel6 : JLabel -iPanel1 : JPanel -iPanel2 : JPanel -jScrollPane1 : JScrollPane -jScrollPane2 : JScrollPane -jScrollPane4 : JScrollPane newAvailQty: int +newQty : int +prodld : int +totalItemPrice : double -printBtn : JButton prodTable : JTable -prod_name : JTextField -prod_qty : JTextField refreshBtn : JButton removeBtn : JButton -addBtnActionPerformed(ActionEvent evt) -bill_detailsMouseClicked(MouseEvent evt)

clearBtnActionPerformed(ActionEvent evt) -filterBtnActionPerformed(ActionEvent evt) -initComponents() -printBtnActionPerformed(ActionEvent evt) -refreshBtnActionPerformed(ActionEvent evt) -removeBtnActionPerformed(ActionEvent evt) -prodTableMouseClicked(MouseEvent evt) +all_products() +bill_area_build() +get_categories() +main(String[]) +update_database() +update_database2()