GROCERY STORE(NAMMA GROCERY)

USING SOCKET PROGRAMMING

MODULES USED:

1. SOCKET: The socket module provides various objects, constants, functions and related exceptions for building full-fledged network applications including client and server programs.

2. THREADING: Threading module is used for creating, controlling and managing threads in python.

3. GUI: GUI is a simple API that enables developers to create user interface using native elements for python application.

DESCRIPTION:

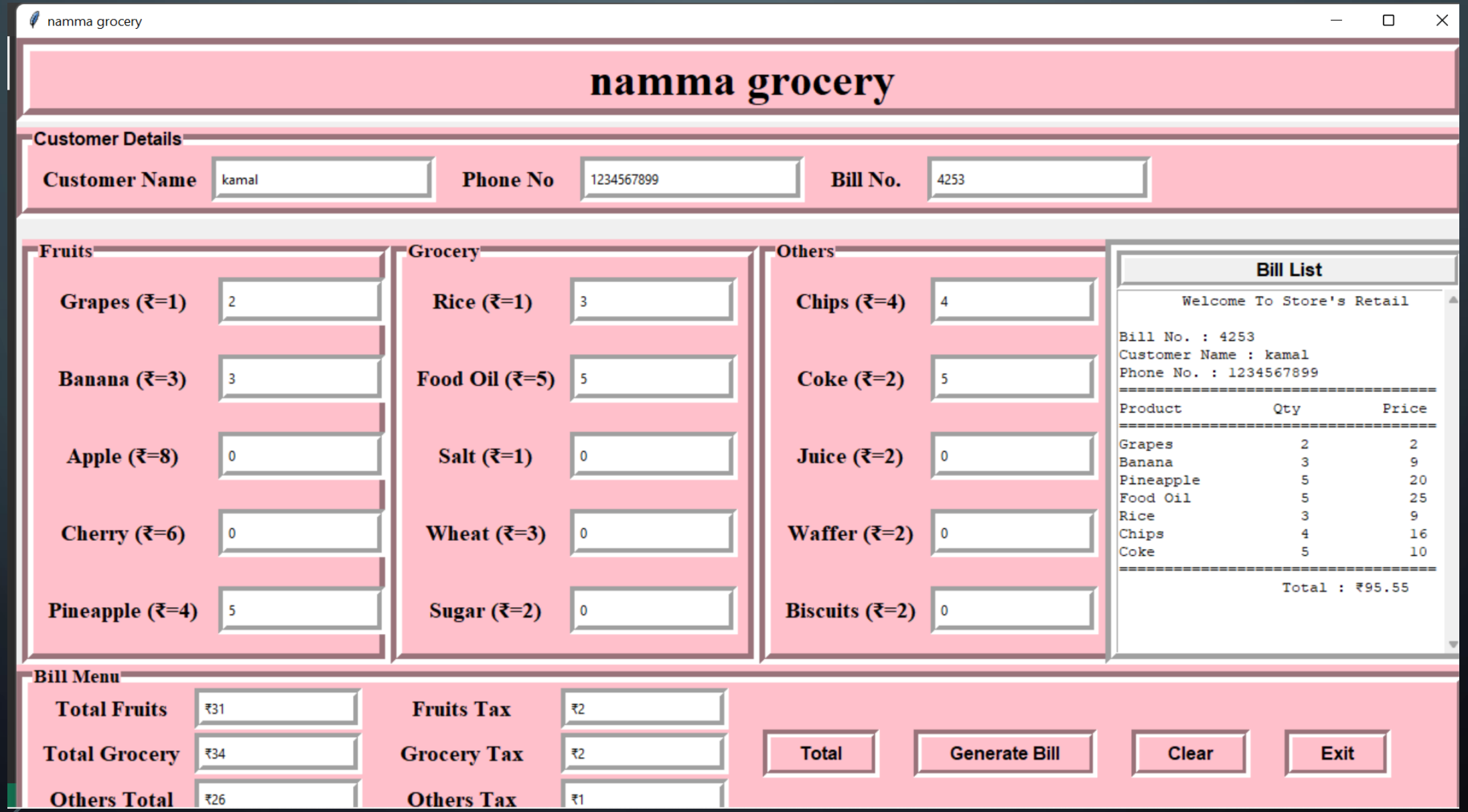
We are going show how the interaction is done in online server and client in grocery shop with the help of socket programming. There is a method called bind() which helps the server to bind to a specific IP address and port so it call listen to the incoming request and IP address and port with the help of the listen() method. The client after establishing the connection with the server. If he likes to order something in story the select the quantity and the final bill will be showed with the individual order bill. The total cost is calculated in the server with selected items.

Protocol used :TCP TCP is used to guarantee the integrity of data. If TCP is not used, some of the votes might get “lost”. Corrupt politicians can then use UDP as an excuse if they lose.

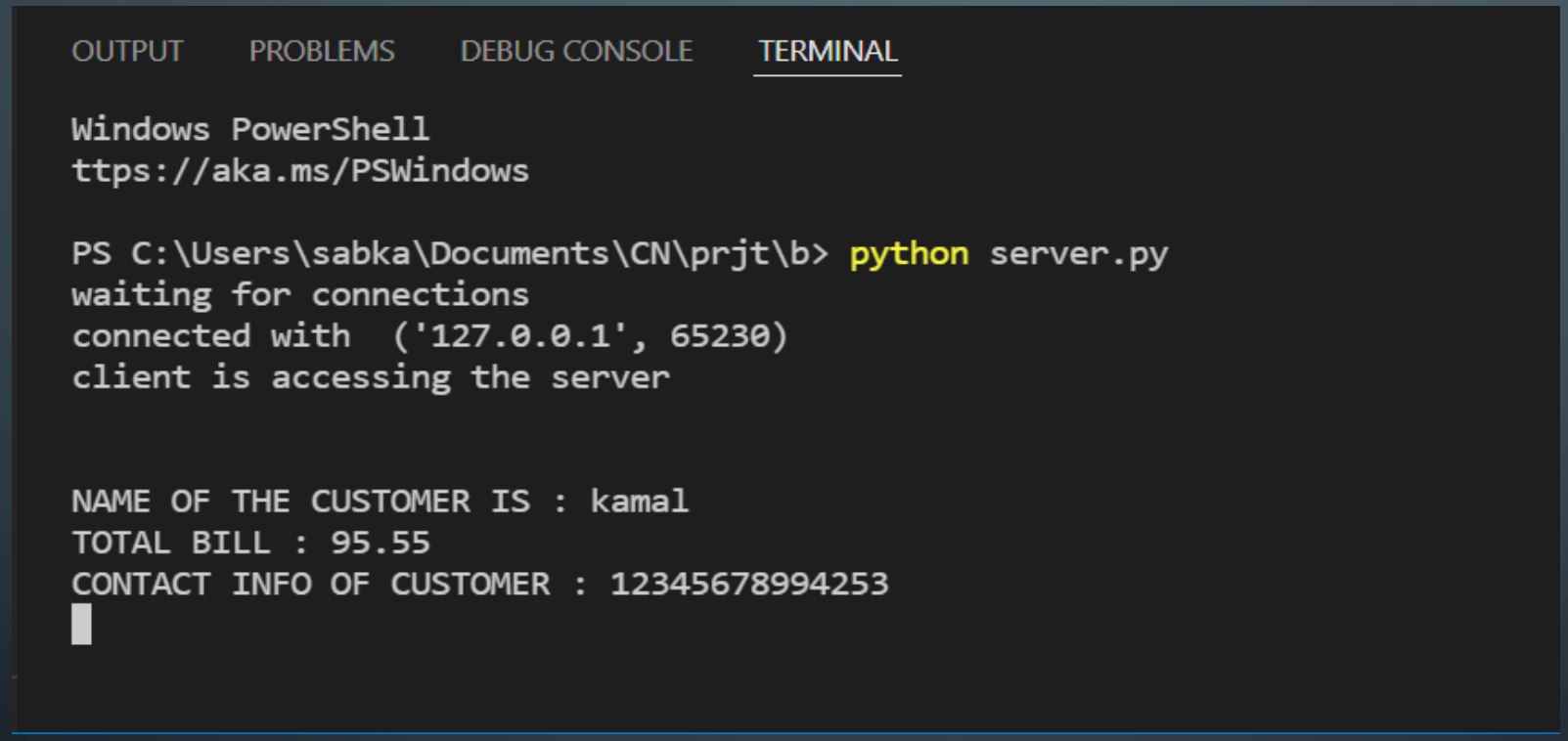
ABSTRACT:

A grocery store permits a customer to submit online orders for items and services from a store that serves both walk-in customers and online customers. It is an simple idea that a server is built at the store application an multiple clients were given access to it, to order their indeed items. By using Tkinter we build an simple store display. When a user accesses the server, they have to fill their respective complete details like name, contact no and a random bill number is generated for each user . Later these details will get updated for the server .And a users can see the products an their respective prices, where they will select their indeed quantity products and finally a total number of items are displayed for the user reminder . And a bill with their price and quantity are provided for the user . Lastly the thank u gets displayed in the client side.

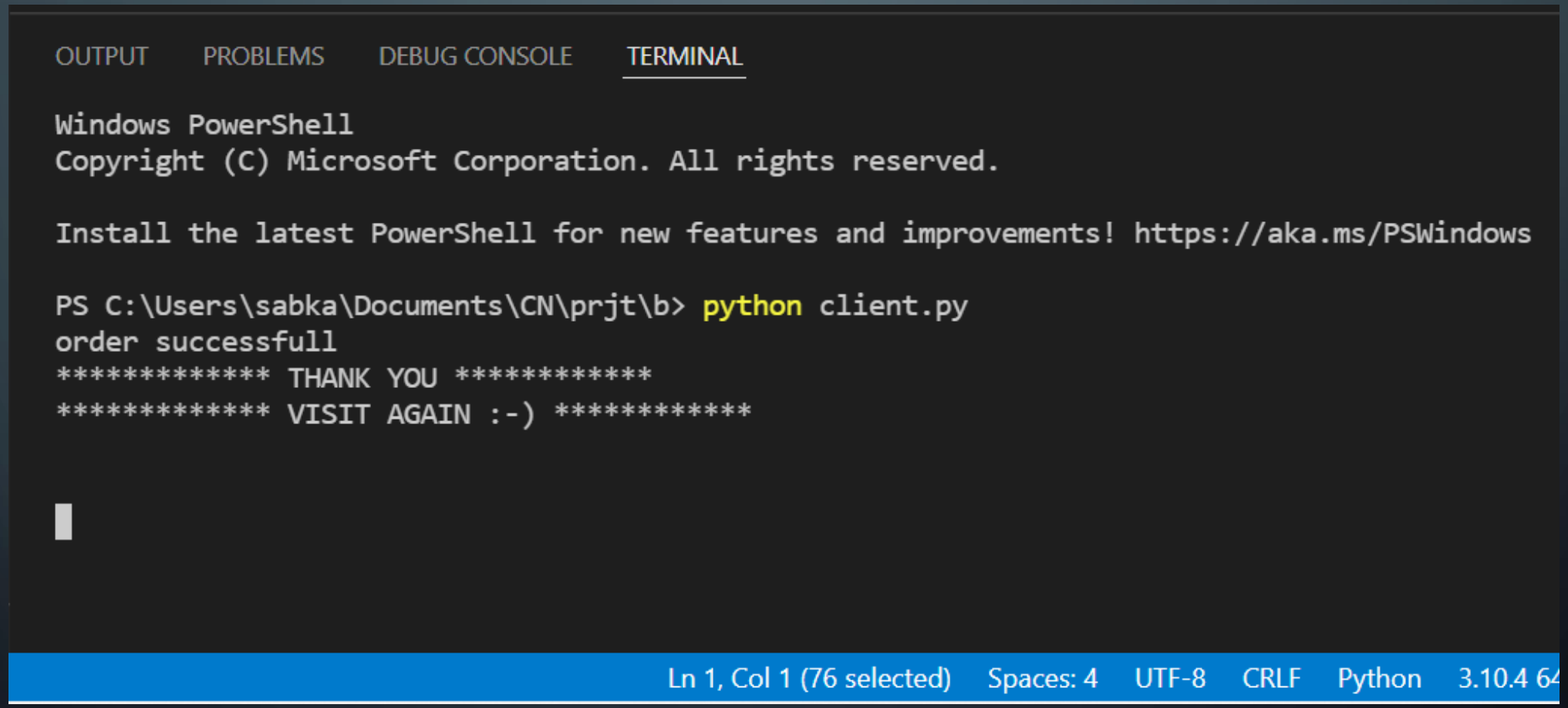
USER INTERFACE:



SERVER SIDE TERMINAL WINDOW:



CLIENT SIDE TERMINAL WINDOW:



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