

ONLINE INVENTORY MANAGEMENT SYSTEM

**A PROJECT REPORT
for
Mini Project (KCA353)
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Submitted by

**DEWANSHU KAUSHIK
2200290140053**

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**Under the Supervision of
Prof Rabi N Panda
ASSOCIATE PROFESSOR**



Submitted to

**DEPARTMENT OF COMPUTER APPLICATIONS
KIET Group of Institutions, Ghaziabad
Uttar Pradesh-201206**

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CERTIFICATE

Certified that **Dewanshu Kaushik, 2200290140053** has carried out the project work having “**Online Inventory Management System**” (Mini Project-KCA353) for **Master of Computer Application** from Dr. A.P.J. Abdul Kalam Technical University (AKTU) (formerly UPTU), Lucknow under my supervision. The project report embodies original work, and studies are carried out by the student himself/herself and the contents of the project report do not form the basis for the award of any other degree to the candidate or to anybody else from this or any other University/Institution.

Date: **Dewanshu Kaushik (2200290140053)**

This is to certify that the above statement made by the candidate is correct to the best of my knowledge.

Date:

Prof. Rabi N. Panda
Associate Professor
Department of Computer Applications
KIET Group of Institutions, Ghaziabad

Dr. Arun Tripathi
Head
Department of Computer Applications
KIET Group of Institutions, Ghaziabad

Shubhangini Agrawal

ABSTRACT

The Online Inventory Management System (OIMS) is a web-based solution designed to streamline and automate the process of managing inventory for businesses. This system provides a user-friendly interface accessible through web browsers, allowing organizations to efficiently monitor, track, and control their inventory in real-time.

The Online Inventory Management System (OIMS) is a web-based solution designed to streamline inventory management for businesses. It provides a user-friendly interface accessible through web browsers, allowing organizations to efficiently monitor, track, and control their inventory in real-time.

OIMS incorporates secure user authentication and authorization mechanisms, ensuring that only authorized personnel can access and modify inventory data. Role-based access controls allow for customization of user permissions based on responsibilities.

The system enables real-time tracking of inventory levels, facilitating timely replenishment through automated alerts. Product management features allow users to input detailed information, such as descriptions, images, and pricing.

OIMS facilitates efficient communication and collaboration with suppliers, managing supplier information and initiating purchase orders. It accommodates businesses with multiple locations, providing centralized control and synchronization of data.

Implementing OIMS empowers businesses to navigate modern inventory challenges, promoting agility, accuracy, and strategic decision-making.

ACKNOWLEDGEMENT

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CHAPTER 1

INTRODUCTION

1.1 OVERVIEW

An online inventory management system (OIMS) is a software application that helps businesses track and manage their inventory. OIMSs can be used to track inventory levels at all stages of the supply chain, from purchasing to production to sales. They can also be used to automate many of the tasks involved in inventory management, such as:

- **Tracking inventory levels:** OIMSs can track inventory levels in real time, so businesses always know what they have in stock. This can help to prevent stockouts and overstocks.
- **Reordering inventory:** OIMSs can automatically generate purchase orders when inventory levels fall below a certain threshold. This can help to ensure that businesses always have the stock they need.
- **Tracking stock movements:** OIMSs can track the movement of stock throughout the supply chain. This can help businesses to identify bottlenecks and improve efficiency.
- **Generating reports:** OIMSs can generate reports on inventory levels, stock movements, and other data

1.2 BENEFITS OF USING AN ONLINE INVENTORY MANAGEMENT SYSTEM

The following are the benefits of using an online inventory management system is as follows

- **Reduced costs:** OIMSs can help businesses to reduce costs by preventing stockouts, overstocks, and theft. They can also help businesses to improve efficiency and reduce labour costs.

- **Improved customer satisfaction:** OIMSS can help businesses to improve customer satisfaction by ensuring that they always have the products that customers want in stock.
- **Increased sales:** OIMSS can help businesses to increase sales by helping them to identify and capitalize on sales opportunities.

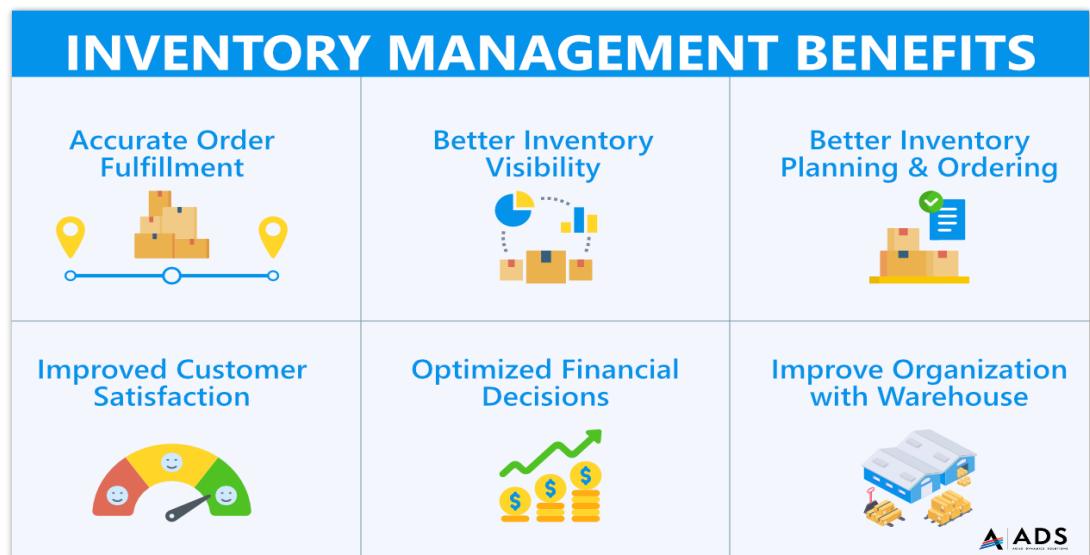


Fig. 1.1: Benefits of Online Inventory Management System

1.3 FEATURES OF ONLINE INVENTORY MANAGEMENT SYSTEM

The following describe the features of an online inventory management system

- **Inventory tracking:** OIMSS can track inventory levels by item, location, and supplier.
- **Reordering:** OIMSS can automatically generate purchase orders when inventory levels fall below a certain threshold.
- **Stock movement tracking:** OIMSS can track the movement of stock throughout the supply chain.
- **Reporting:** OIMSS can generate reports on inventory levels, stock movements, and other data.

1.4 HOW TO CHOOSE AN ONLINE INVENTORY MANAGEMENT SYSTEM

- **The size and complexity of the business:** Larger and more complex businesses will need a more powerful OIMS than smaller and simpler businesses.
- **The industry:** Some OIMSSs are specifically designed for certain industries, such as retail, manufacturing, and healthcare.
- **The budget:** OIMSSs vary in price, so businesses need to set a budget before they start shopping.

1.5 SOME ONLINE INVENTORY PLATFORMS ARE:

- FISHBOWL
- Cin7
- Megaventory
- Zoho Inventory
- Inflo

CHAPTER 2

SYSTEM ANALYSIS

2.1 REQUIREMENT ANALYSIS

2.1.1 PROBLEM DEFINITION

Demand is frequently unpredictable in inventory systems, and lead times can often vary. Managers frequently keep a safety supply to minimize shortages. In such cases, it's difficult to say what order amounts and reorder points will result in the lowest total inventory cost.

The inventory issue refers to the general issue of deciding how much inventory to keep on hand in expectation of possible demand. Loss occurs when a business is unable to meet demand or when commodities are stocked for which there is no demand.

2.1.2 PERFORMANCE REQUIREMENTS

The following performance characteristics should be taken care of while developing the system:

- **Security:** The system shall use appropriate security measures to protect data from unauthorized access.
- **Performance:** The system shall be able to handle a large number of users and transactions without experiencing significant performance degradation.
- **Scalability:** The system shall be scalable to accommodate future growth in the number of users and transactions

2.1.3 SYSTEM REQUIREMENTS

Functional Requirements

- **Product Management**
 - Users should be able to add, edit, and delete products.
 - Users should be able to view product information, including product name, description, quantity, and price.
 - Users should be able to search for products by name or product code.
- **Inventory Management**
 - The system should track inventory levels for all products.
 - Users should be able to view inventory levels for individual products or for all products in a specific category.
 - The system should generate reports on inventory levels, including low inventory reports and stockout reports.
- **Purchase Order Management**
 - Users should be able to create and manage purchase orders.
 - The system should generate purchase orders in PDF format.
 - The system should track the status of purchase orders and generate reports on purchase order history.
- **Sales Order Management**
 - Users should be able to create and manage sales orders.
 - The system should generate sales orders in PDF format.

- The system should track the status of sales orders and generate reports on sales order history.
- **Customer and Vendor Management**
 - Users should be able to add, edit, and delete customers and vendors.
 - Users should be able to view customer and vendor information, including contact information and billing and shipping addresses.
 - The system should generate reports on customer and vendor activity.

Hardware Requirements

- Processor: Core i3 7Gen
- RAM: 8GB
- Hard Disk: 128GB

Software Requirements

- Visual Studio Code

2.2 FEASIBILITY STUDY

2.2.1 Economic Feasibility

The proposed “INVENTORY MANAGEMENT” is economically feasible because

- The system requires very less time factors.
- The system will provide fast and efficient automated environment instead of slow and error prone manual system, thus reducing both time and man power spent in running the system.

- The system will have GUI interface and very less user-training is required to learn it.
- The system will provide service to view various information for proper managerial decision making.

2.2.2 Behavioural Feasibility

People are inherently resistant to change, and computers have been known to facilitate change. An estimate should be made of how strong a reaction the user staff is likely to have toward the development of a computerized system. Therefore it is understandable that the introduction of a candidate system requires special efforts to educate and train the staff. The software that is being developed is user friendly and easy to learn. In this way, the developed software is truly efficient and can work on any circumstances ,tradition ,locales.

2.2.3 Technical Feasibility

Technical feasibility centers around the existing computer system (Hardware and Software etc) and to what extend it support the proposed addition. For example, if the current computer is operating at 80 percent capacity - an arbitrary ceiling - then running another application could overload the system or require additional Hardware. This involves financial considerations to accommodate technical enhancements. If the budgets is a serious constraint ,then the project is judged not feasible. In this project, all the necessary cautions have been taken care to make it technically feasible. Using a key the display of text/object is very fast. Also, the tools, operating system and programming language used in this localization process is compatible with the existing one.

CHAPTER 3

SYSTEM DESIGN

Designing is the most important phase of software development. It requires a careful planning and thinking on the part of the system designer. Designing software means to plan how the various parts of the software are going to achieve the desired goal. It should be done with utmost care because if the phase contains any error then that will effect the performance of the system, as a result it may take more processing time, more response time, extra coding workload etc.

Software design sits at the technical kernel of the software engineering process and is applied regardless of the software process model that is used. After the software requirements have been analysed and specified, software design is the first of the three technical activities Designing, Coding and Testing that are required to build and verify the software. Each activity transforms information in such a manner that ultimately results in validated computer software.

3.1 DESIGN GOALS

The following goals were kept in mind while designing the system:

- Make system user-friendly. This was necessary so that system could be used efficiently and system could act as catalyst in achieving objectives.
- Make system compatible *i.e.* It should fit in the total integrated system. Future maintenance and enhancement must be less.
- Make the system compatible so that it could integrate other modules of system into itself.
- Make the system reliable, understandable and cost-effective.

3.2 USE CASE DIAGRAM

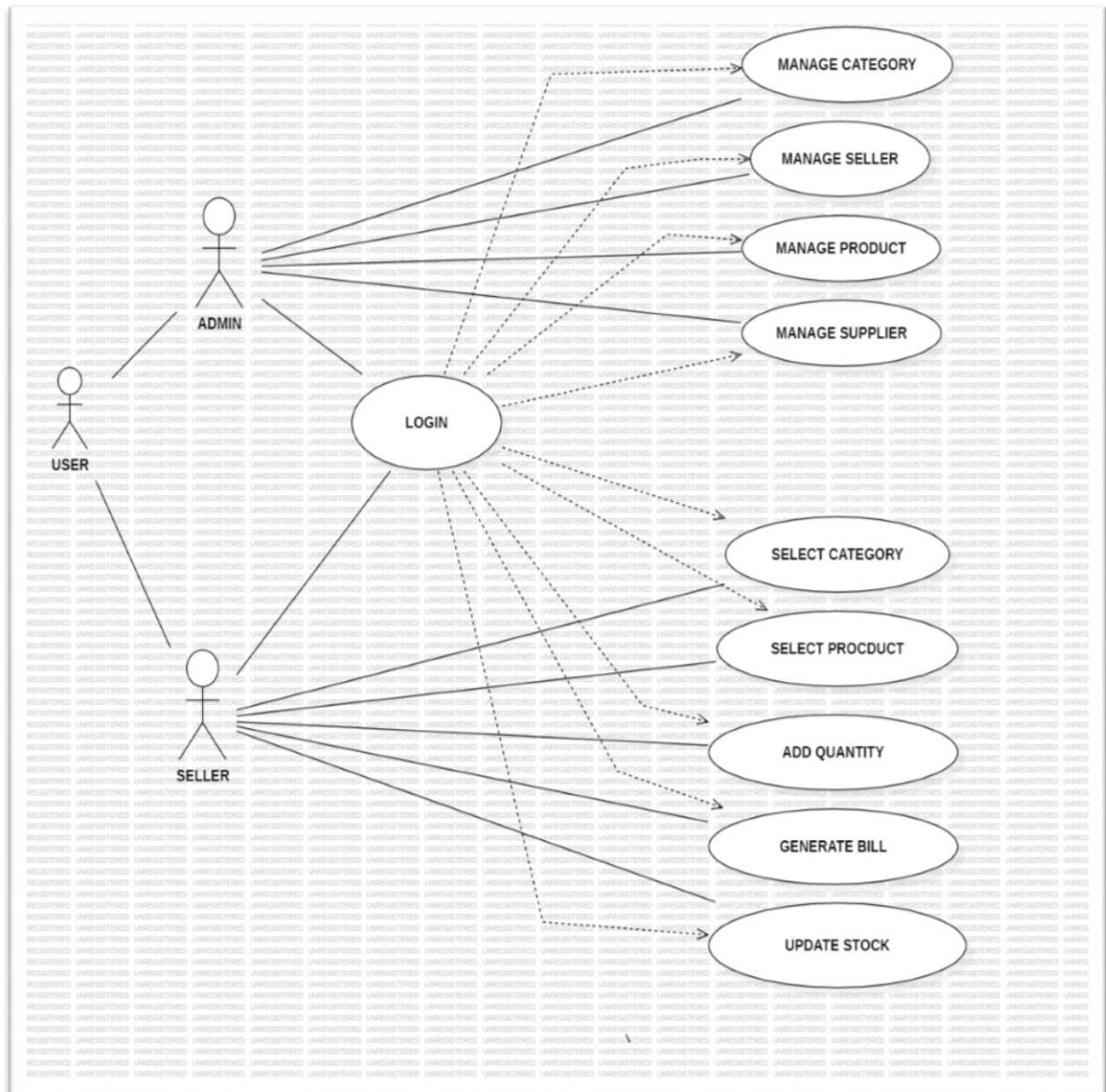


Fig 3.1 Use Case Diagram

3.3 FUNCTIONAL FLOW OF THE SYSTEM

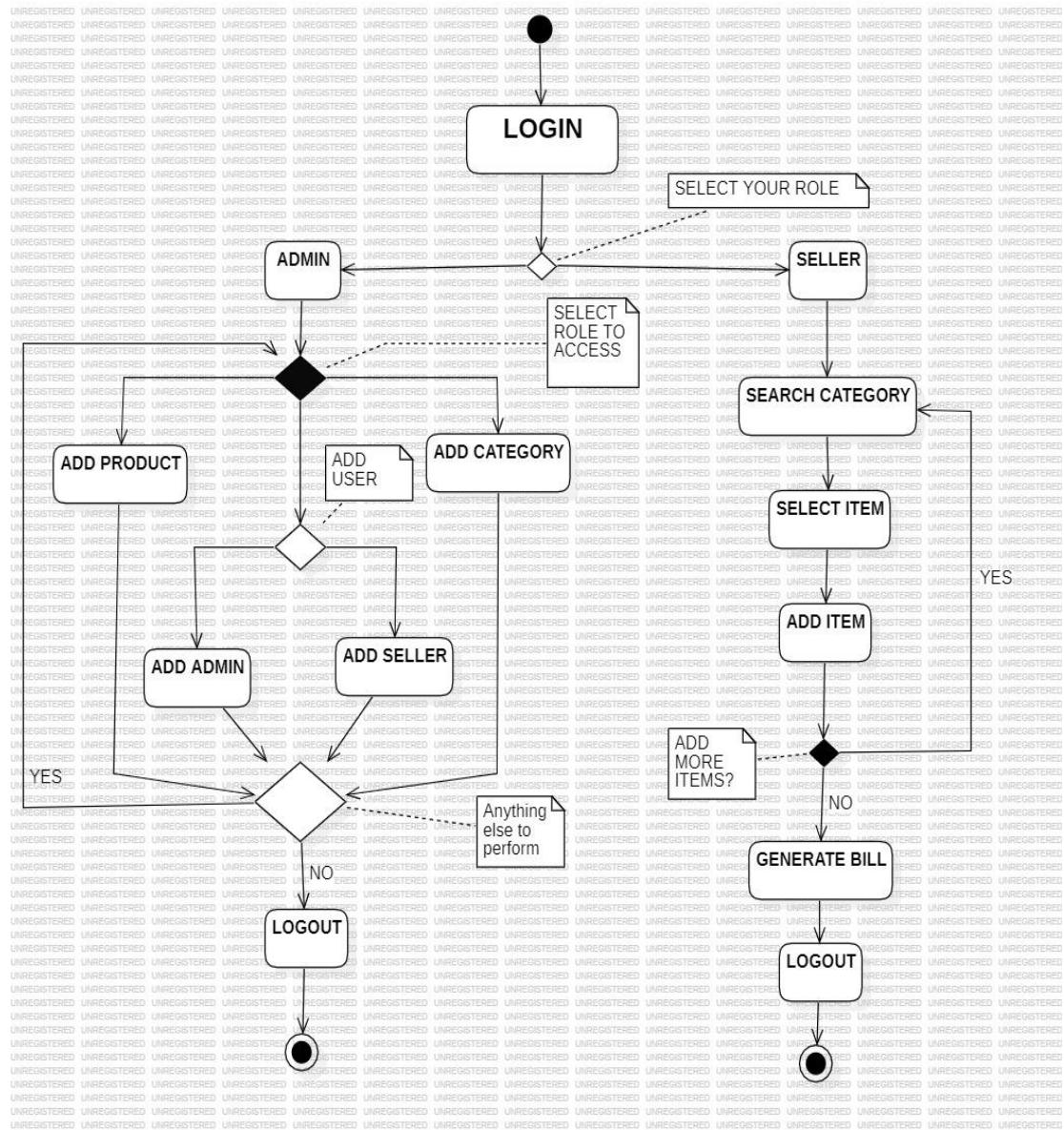


Fig 3.2 : Activity diagram of Inventory Management System

3.4 ENTITY RELATIONSHIP DIAGRAM

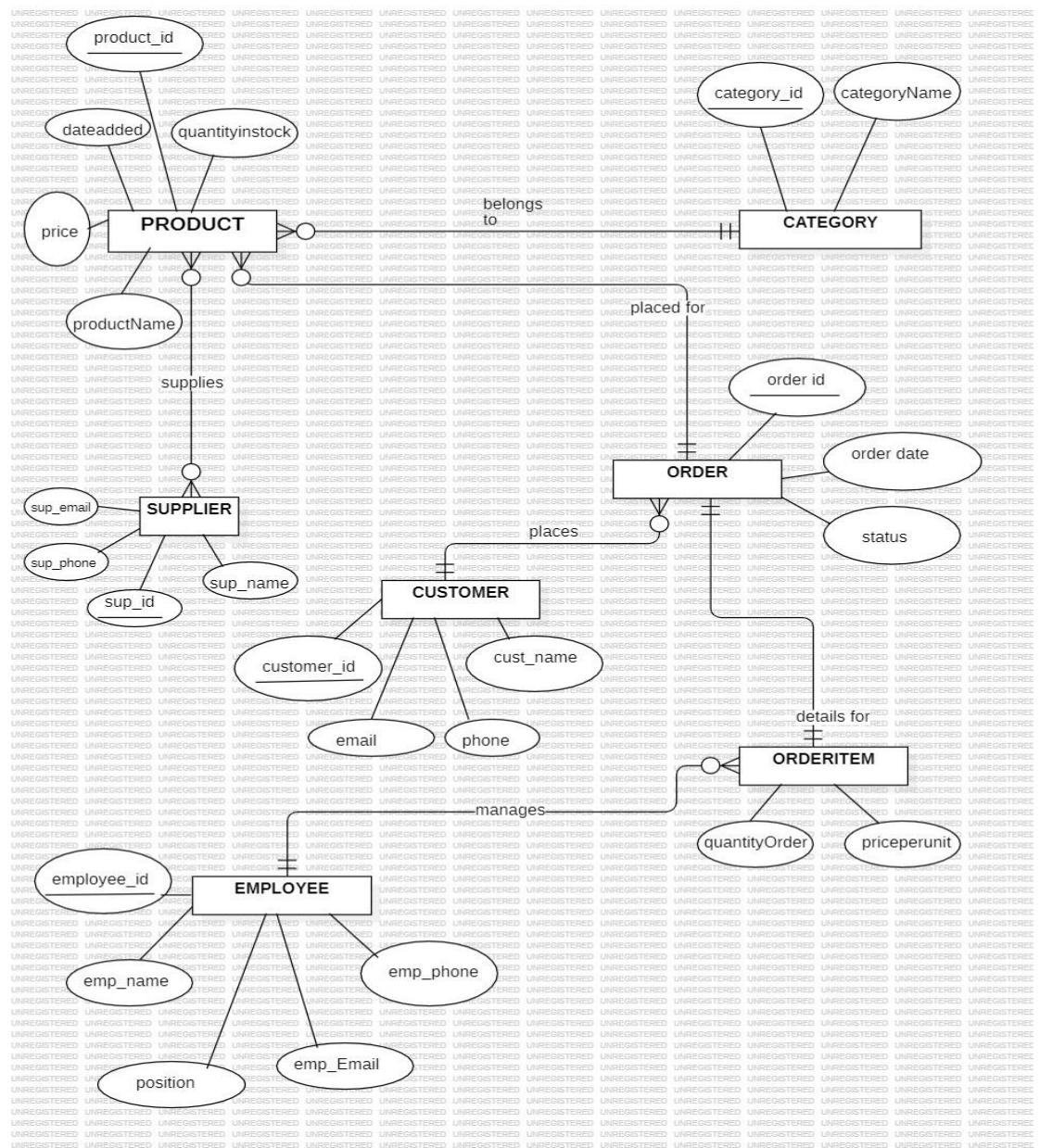


Fig 3.3: E-R Diagram

3.5 DATA FLOW DIAGRAM

Data Flow diagram of individual processes:

1. Admin Process

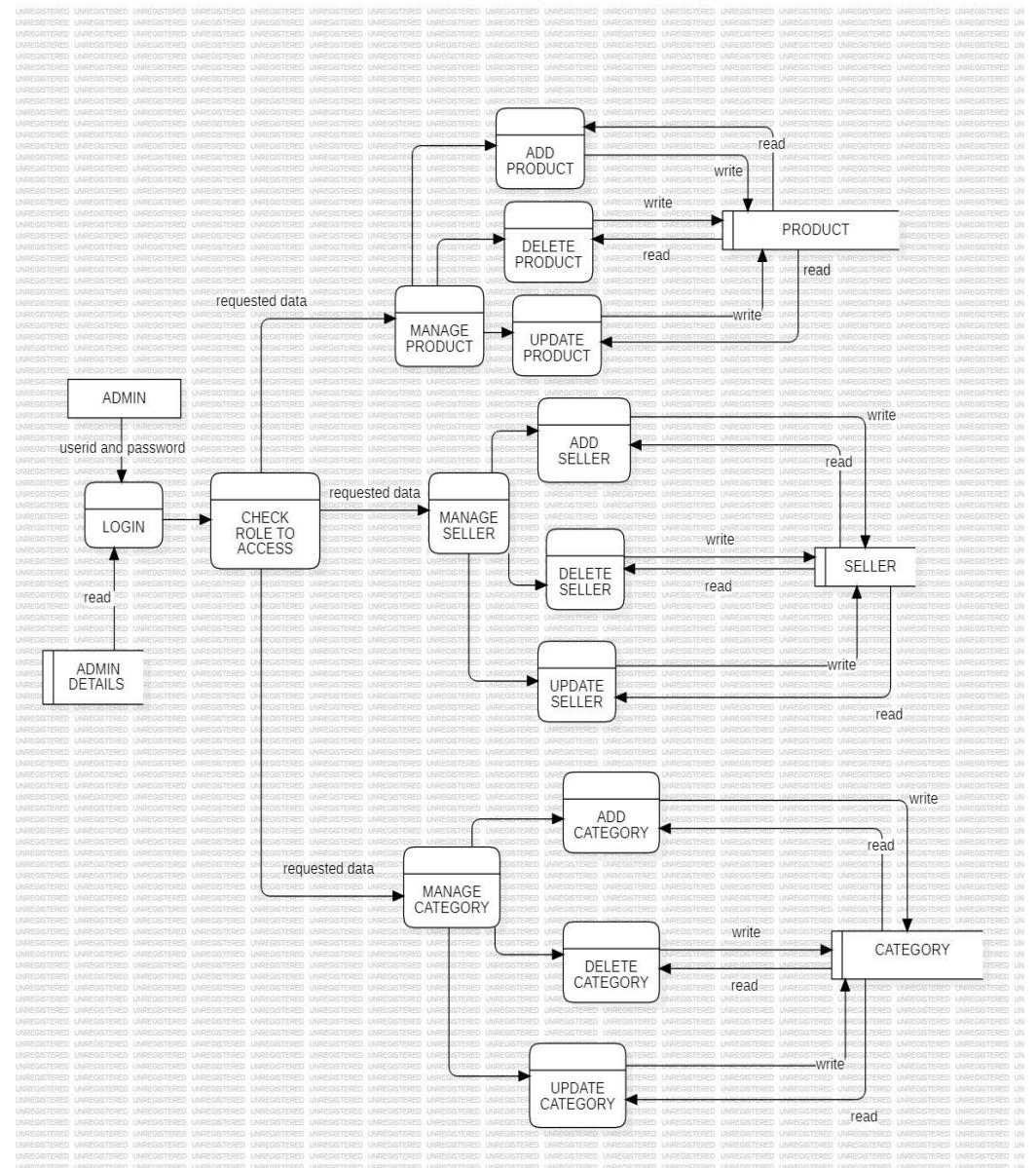


Fig 3.4 : DFD for Admin Panel

2. Seller Process

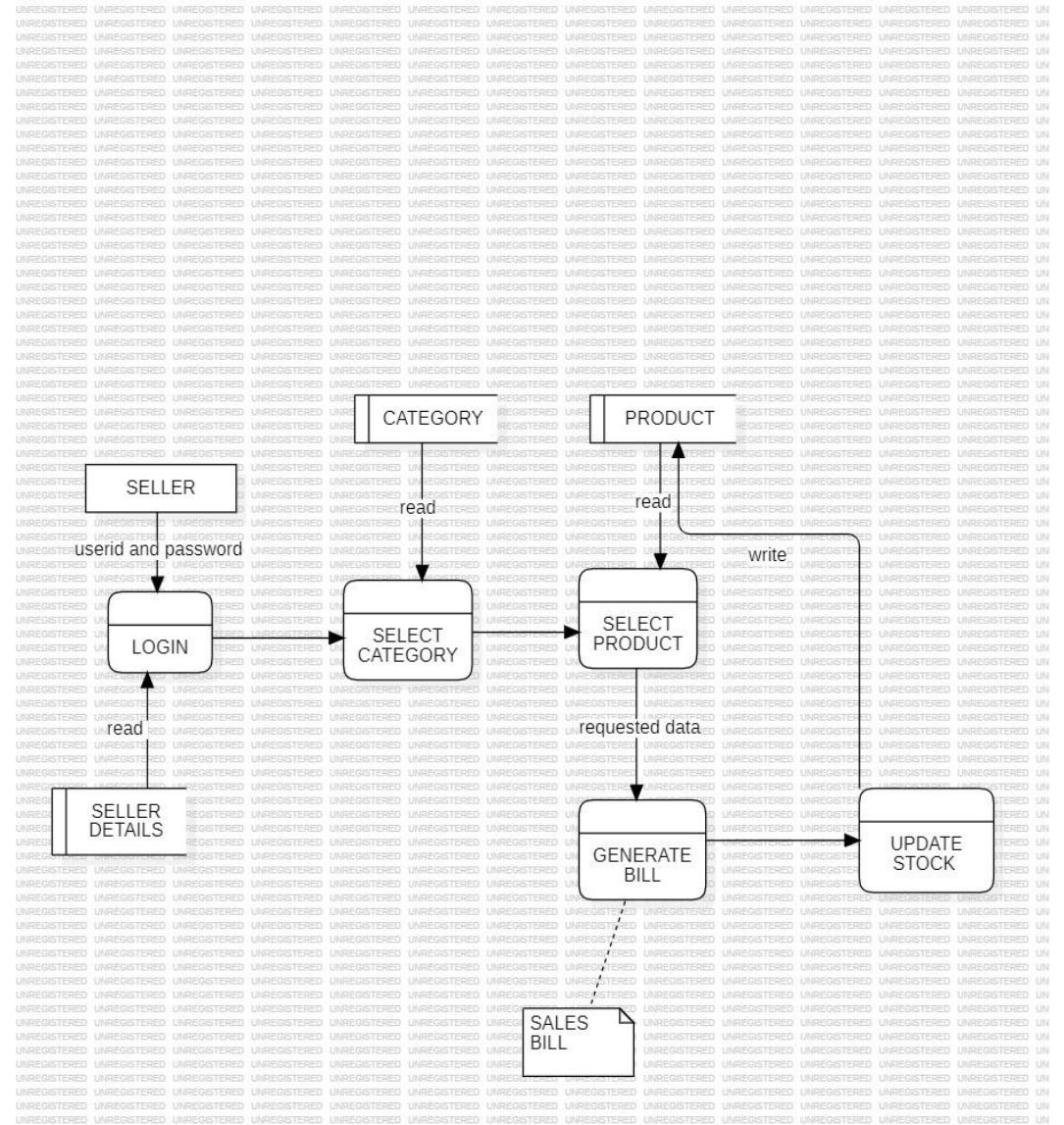


Fig 3.5: DFD for Seller Panel

CHAPTER 4

TECHNOLOGY USED

4.1 HARWARE REQUIREMENTS

S. N.	Description
1	PC with 5 GB or more Hard disk.
2	PC with 2 GB RAM.
3	PC with core i3 or above processor.

Table 4.1 : Hardware Requirements

1. PC with 5 GB or more Hard disk:

This specifies the storage requirement for the PC. It should have a hard disk with a capacity of 5 gigabytes (GB) or more. This is where you store your operating system, software applications, and data.

3. PC with 2 GB RAM:

This sets the minimum random-access memory (RAM) requirement for the PC. It should have at least 2 gigabytes of RAM. RAM is essential for running applications and the operating system efficiently.

4. PC with core i3 or above processor:

This specifies the processor requirement for the PC. It should have an Intel Core i3 processor or a more powerful one. The processor is a crucial component that determines the computer's overall speed and performance.

4.2 SOFTWARE REQUIREMENTS

S. N.	Description	Type
1	Operating System	Windows 10 or 11
2	Front End	HTML, CSS
3	Back End	Python
4	Database	Django with SQLite
5	IDE	VS Code
6	Browser	Chrome, Firefox, Edge

Table 4.2 Software Requirements

1. Operating System

Windows 10 or 11

These are the supported operating systems for the development environment. You can use either Windows 10 or 11, or a newer version.

2. Front End

HTML, CSS

These are the technologies for the front end of a web application. HTML (Hypertext Markup Language) is used for structuring content, and CSS (Cascading Style Sheets) is used for styling and layout.

3. Back End

Python

It is becoming increasingly common for to use Python for the backend of a website. With its clean syntax, robust built-in support, and vast ecosystem of libraries and frameworks, Python offers numerous advantages for creating efficient and scalable web applications.

4. Database

Django with SQLite Configuration

It's a normal Python module with module-level variables representing Django settings. By default, the configuration uses SQLite. SQLite is included in Python, so you won't need to install anything else to support your database

5. IDE

Visual Studio Code

Visual Studio Code (VS Code) is the preferred integrated development environment for coding. It provides features like code highlighting, debugging, and version control integration.

6. Browser

Mozilla Firefox, Google Chrome, Microsoft Edge

Any of the browsers can be used to access the software.

CHAPTER 5

TESTING AND DEBUGGING

Software testing is a critical element of the ultimate review of specification design and coding. Testing of software leads to the uncovering of errors in the software functional and performance requirements are met. Testing also provides a good indication of software reliability and software quality as a whole. The result of different phases of testing are evaluated and then compared with the expected results. If the errors are uncovered, they are debugged and corrected. A strategy approach to software testing has the generic characteristics:

- Testing begins at the module level and works “outwards” towards the integration of the entire computer-based system.
- Different testing techniques are appropriate at different points of time.
- Testing and debugging are different activities, but debugging must be accommodated in the testing strategy

5.1 UNIT TESTING

The module interface is tested to ensure that information properly flows into and out of the program unit under test. The unit testing is normally considered as an adjunct step to coding step. Because modules are not a standalone program, drivers and/or stubs software must be developed for each unit. A driver is nothing more than a “main program” that accepts test cases data and passes it to the module. A stub serves to replace the modules that are subordinate to the modules to be tested. A stub may do minimal data manipulation, prints verification of entry and returns.

Approaches used for Unit Testing were:

Functional Test: Each part of the code was tested individually and the panels were tested individually on all platforms to see if they are working properly.

Performance Test: These determined the amount of execution time spent on various parts of units and the resulting throughput, response time given by the module.

Stress Test: A lot of test files were made to work at the same time in order to check how much workloads can the unit bear.

Structure Test: These tests were made to check the internal logic of the program and traversing particular execution paths.

5.2 INTEGRATION TESTING

If they all work individually, they should work when we put them together. The problem of course is “putting them together”. This can be done in two ways:

Top-down integration: Modules are integrated by moving downwards through the control hierarchy, beginning with main control module are incorporated into the structure in either a depth first or breadth first manner.

Bottom-up integration: It begins with construction and testing with atomic modules i.e. modules at the lowest level of the program structure. Because modules are integrated from the bottom up, processing required for the modules subordinate to a given level is always available and the need of stubs is eliminated.

Testing includes Verification and Validation

Verification:-is a process of confirming that software meets its specification.

Validation:- is the process of confirming that software meets the customer's requirements.

5.3 SYSTEM TESTING

System testing is a type of software testing that evaluates the overall functionality and performance of a complete and fully integrated software

solution. It tests if the system meets the specified requirements and if it is suitable for delivery to the end-users. This type of testing is performed after the integration testing and before the acceptance testing.

System Testing is a type of software testing that is performed on a complete integrated system to evaluate the compliance of the system with the corresponding requirements. In system testing, integration testing passed components are taken as input. The goal of integration testing is to detect any irregularity between the units that are integrated together. System testing detects defects within both the integrated units and the whole system. The result of system testing is the observed behaviour of a component or a system when it is tested.

System Testing Process:

System Testing is performed in the following steps:

- Test Environment Setup: Create testing environment for the better quality testing.
- Create Test Case: Generate test case for the testing process.
- Create Test Data: Generate the data that is to be tested.
- Execute Test Case: After the generation of the test case and the test data, test cases are executed.
- Defect Reporting: Defects in the system are detected.
- Regression Testing: It is carried out to test the side effects of the testing process.
- Log Defects: Defects are fixed in this step.
- Retest: If the test is not successful then again test is performed.

5.4 ACCEPTANCE TESTING

It is formal testing according to user needs, requirements, and business processes conducted to determine whether a system satisfies the acceptance criteria or not and to enable the users, customers, or other authorized entities to determine whether to accept the system or not.

Acceptance Testing is the last phase of software testing performed after System Testing and before making the system available for actual use.

5.5 DEBUGGING

Debugging occurs as a consequence of successful testing i.e. when a test case uncovers an error, debugging is the process that results in identifying the location of error and the removal of error. The poorly understood mental process that connects a symptom to cause is debugging. This process will always have one of the two outcomes.

- The cause will be found, corrected and then removed or
- The cause will not be found. In the latter case the person performing debugging may suspect a cause, design a test case to help validate his suspicion, and then work towards the correction of errors in the interactive fashion.

Following three approaches of debugging were used:

- Debugging by Induction
- Debugging by Deduction
- Backtracking

In this project we mainly used PRINT STATEMENTS debugging technique.

CHAPTER 6

IMPLEMENTATION

Once the system was tested, the implementation phase started. A crucial phase in the system development life cycle is successful implementation of new system design. Implementations simply mean converting new system design into operation. This is the moment of truth the first question that strikes in every one's mind that whether the system will be able to give all the desired results as expected from system. The implementation phase is concerned with user training and file conversion.

The term implementation has different meanings, ranging from the conversion of a basic application to a complete replacement of computer system. Implementation is used here to mean the process of converting a new or revised system design into an operational one. Conversion is one aspect of implementation. The other aspects are the post implementation review and software maintenance. There are three types of implementations

- Implementation of a computer system to replace a manual system
- Implementation of a new computer system to replace an existing one
- Implementation of a modified application to replace an existing one.

6.1 MODULES

In computer software, a module is an extension to a main program dedicated to a specific function. In programming, a module is a section of code that is added in as a whole or is designed for easy reusability

The proposed system of “Online Inventory Management System” has the following modules

1. Login
2. Admin
3. Seller

6.2 FLOWCHARTS OF MODULES

6.2.1 FLOWCHART OF LOGIN MODULE

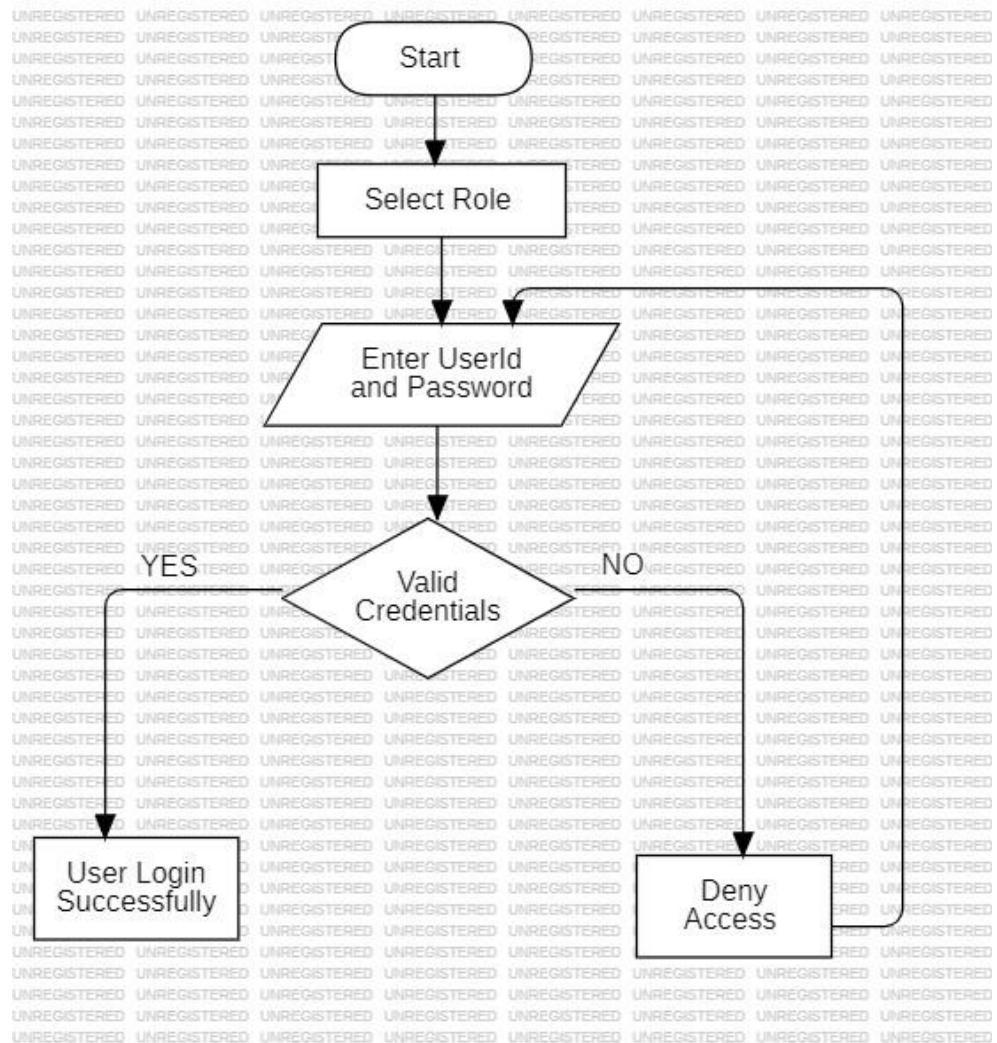


Fig 6.1 Flowchart of Login Module

6.2.2 FLOWCHART OF ADMIN MODULE

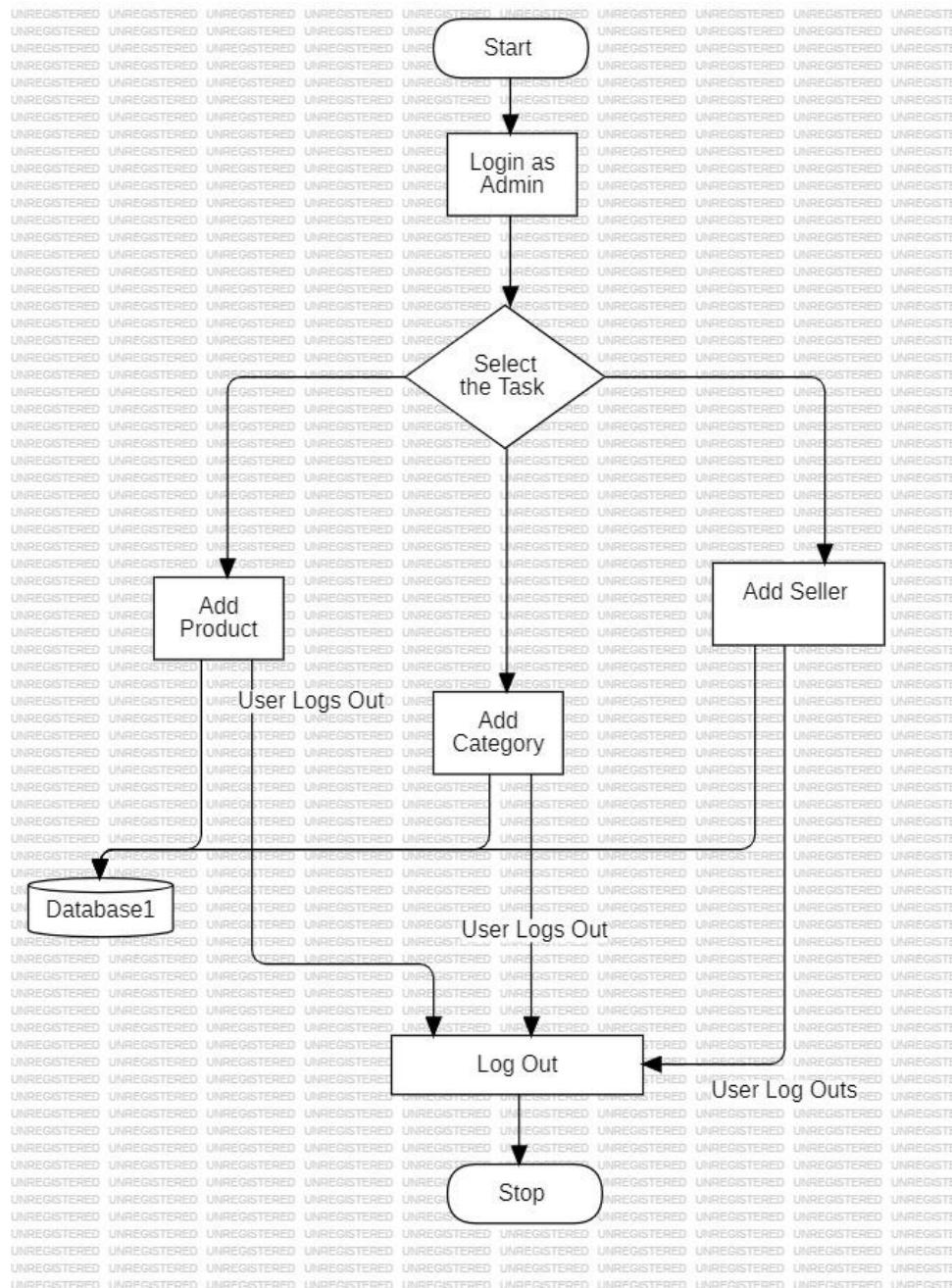


Fig 6.2 Flowchart of Admin Module

6.2.3 FLOWCHART OF SELLER MODULE

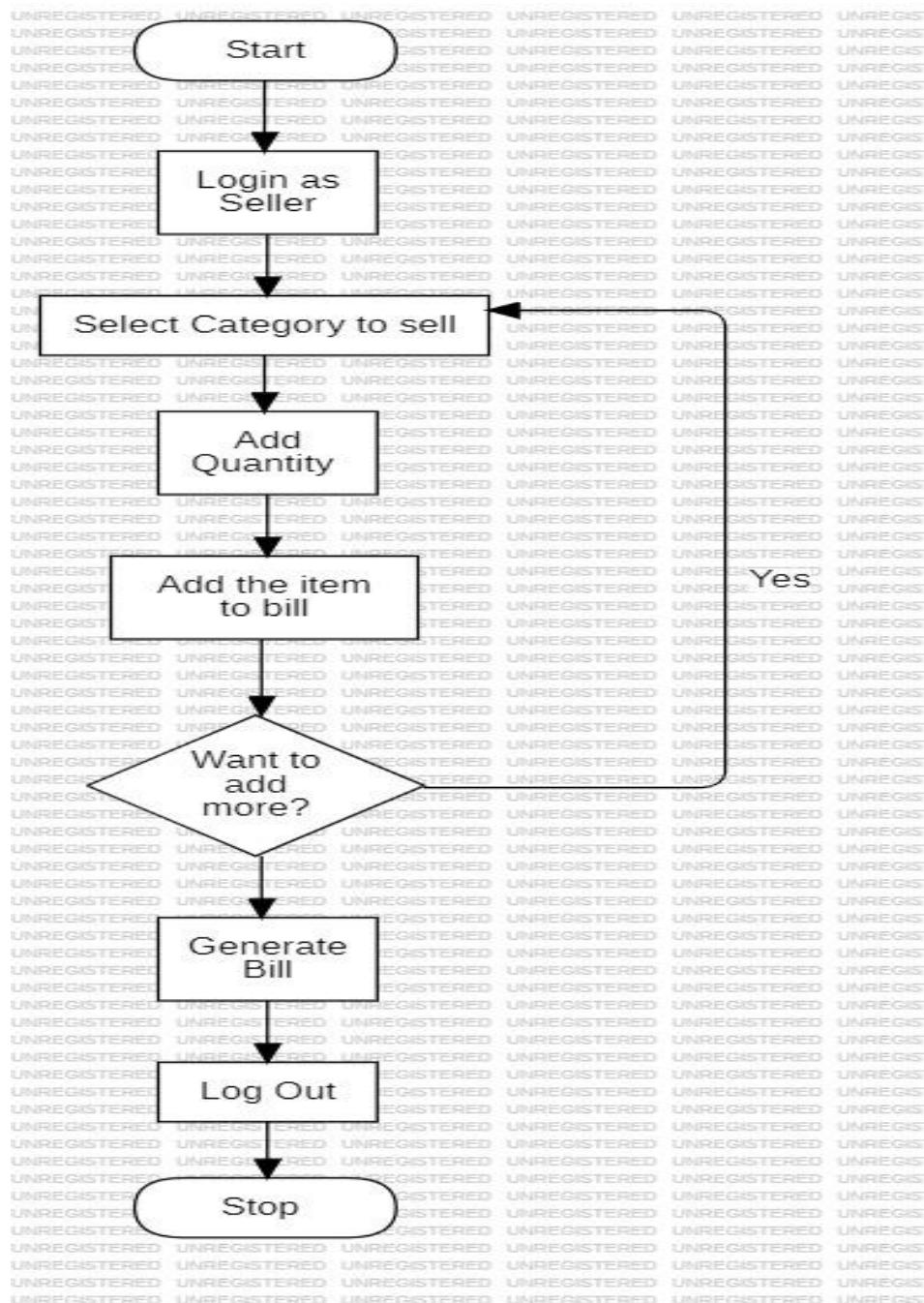
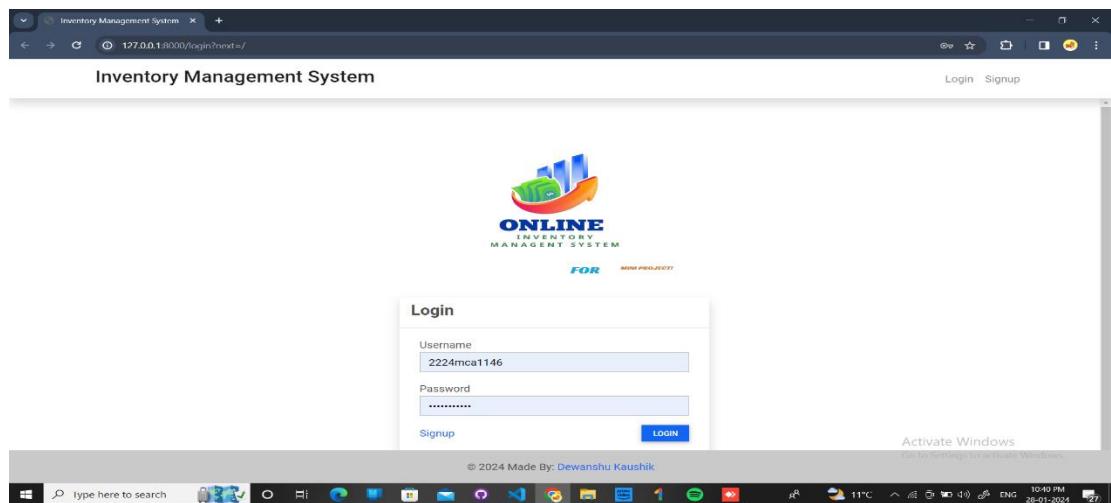


Fig 6.3 Flowchart of Seller Module

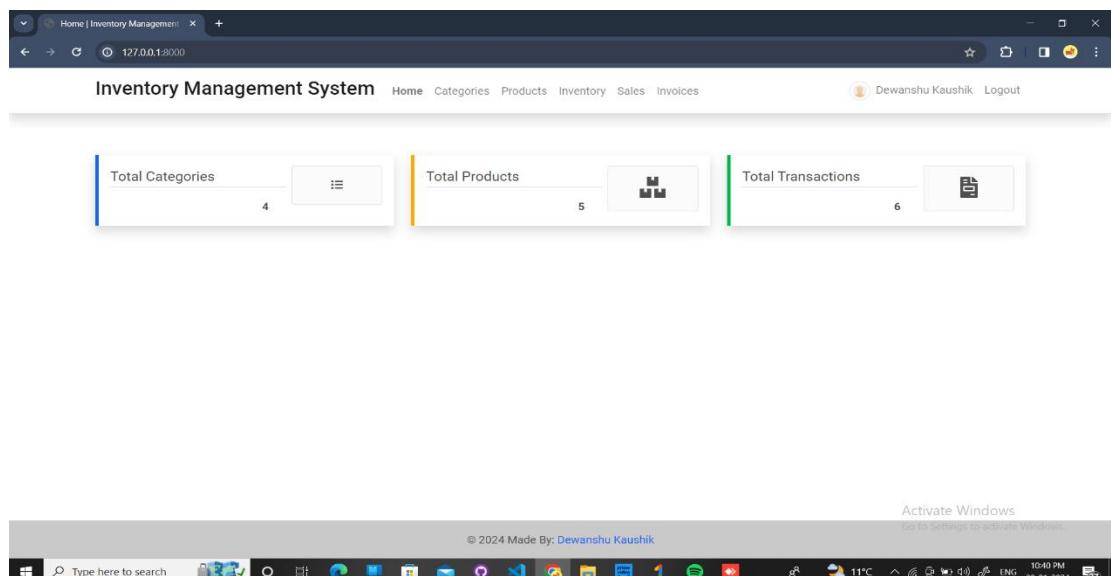
CHAPTER 7

PROJECT SCREENSHOTS

7.1 USER LOGIN PAGE



7.2 HOME PAGE



7.3 VIEW CATEGORIES

The screenshot shows a web browser window for the 'Inventory Management System' at the URL 127.0.0.1:8000/category. The page title is 'Product Categories'. It features a table with columns: #, Date/Time, Name, Description, Status, and Action. The table contains four entries:

#	Date/Time	Name	Description	Status	Action
1	2023-11-24 12:14 PM	notebook	A notebook is a book or stack of paper pages that are often ruled and used for note-taking, journaling, drawing, or scrapbooking.	Active	<input checked="" type="checkbox"/> <input type="checkbox"/>
2	2023-11-24 12:24 PM	laptop	A laptop computer or notebook computer, also known as a laptop or notebook for short, is a small, portable personal computer.	Active	<input checked="" type="checkbox"/> <input type="checkbox"/>
3	2023-12-04 12:53 AM	watch	A watch is a portable timepiece intended to be carried or worn by a person.	Inactive	<input type="checkbox"/> <input checked="" type="checkbox"/>
4	2024-01-25 03:18 AM	phone	oneplus phone's	Active	<input checked="" type="checkbox"/> <input type="checkbox"/>

Below the table, a message says 'Showing 1 to 4 of 4 entries'. At the top right, there is a '+ ADD NEW' button. The browser's address bar shows the URL. The operating system taskbar at the bottom includes the Windows logo, a search bar, pinned icons for File Explorer, Task View, Edge, and others, and system status indicators like battery level, temperature, and date/time.

7.4 ADD CATEGORIES

The screenshot shows the same web browser window for the 'Inventory Management System' at the URL 127.0.0.1:8000/category. A modal dialog box titled '+ Add Category' is open in the foreground. It contains fields for 'Category Name' (with a placeholder 'Category Name'), 'Description' (with a large text area), and 'Status' (set to 'Active'). At the bottom of the dialog are 'SAVE' and 'CANCEL' buttons. The background shows the same 'Product Categories' table as the previous screenshot. The browser's address bar and the Windows taskbar at the bottom are visible.

7.5 VIEW PRODUCTS

The screenshot shows a web browser window for the 'Inventory Management System' at the URL 127.0.0.1:8000/product. The page title is 'Product Categories'. It features a table with columns: #, Date/Time, Name, Description, Price, Status, and Action. The table contains 5 entries. A search bar and a 'ADD NEW' button are at the top right. The status column shows 'Active' for all items. The action column includes edit and delete icons. Below the table, it says 'Showing 1 to 5 of 5 entries'. At the bottom right, there are 'Previous' and 'Next' buttons. The browser's address bar shows the full URL. The operating system taskbar at the bottom includes the Start button, a search bar, pinned icons for File Explorer, File History, Task View, Edge, File Explorer, Mail, Photos, OneDrive, Google Chrome, Microsoft Edge, File Explorer, Mail, Photos, OneDrive, and File Explorer, and system status icons for battery level (11%), temperature (11°C), signal strength, and date/time (10:41 PM, 28-01-2024).

7.6 ADD PRODUCT

The screenshot shows a web browser window for the 'Inventory Management System' at the URL 127.0.0.1:8000/product. The page title is 'Product Categories'. A modal dialog box titled '+ Add Product' is open in the center. It contains fields for Product Code (empty), Product Name (empty), Description (empty), Price (empty), and Status (set to 'Active'). Below the form are 'SAVE' and 'CANCEL' buttons. The background shows the same product categories table as the previous screenshot. The browser's address bar shows the full URL. The operating system taskbar at the bottom includes the Start button, a search bar, pinned icons for File Explorer, File History, Task View, Edge, File Explorer, Mail, Photos, OneDrive, and File Explorer, and system status icons for battery level (11%), temperature (11°C), signal strength, and date/time (10:41 PM, 28-01-2024).

7.7 VIEW INVENTORY

The screenshot shows a web browser window titled "Inventory | Inventory Management" with the URL "127.0.0.1:8000/inventory". The page header includes "Inventory Management System" and navigation links for Home, Categories, Products, Inventory, Sales, and Invoices. A user profile "Dewanshu Kaushik" and "Logout" are also visible. The main content is a table titled "Inventory" with columns: #, Product, Available Stock, and Action. The data rows are:

#	Product	Available Stock	Action
1	abc - Registers	95	
2	213 - hp	-6	
3	321 - link pen	0	
4	3211 - hp	8	
5	1146 - oneplus 11r	3	

The Windows taskbar at the bottom shows various pinned icons and the system tray with the date and time.

7.8 VIEW PRODUCT DETAILS

The screenshot shows a web browser window titled "Inventory History | Inventory Management" with the URL "127.0.0.1:8000/inventory/13". The page header includes "Inventory Management System" and navigation links. A user profile "Dewanshu Kaushik" and "Logout" are visible. The main content is divided into sections: "Product Details" and "History".

Product Details

- Code**: 1146
- Name**: oneplus 11r
- Description**: ram 8 gb storage 128gb 8 core
- Price**: 40,000.0

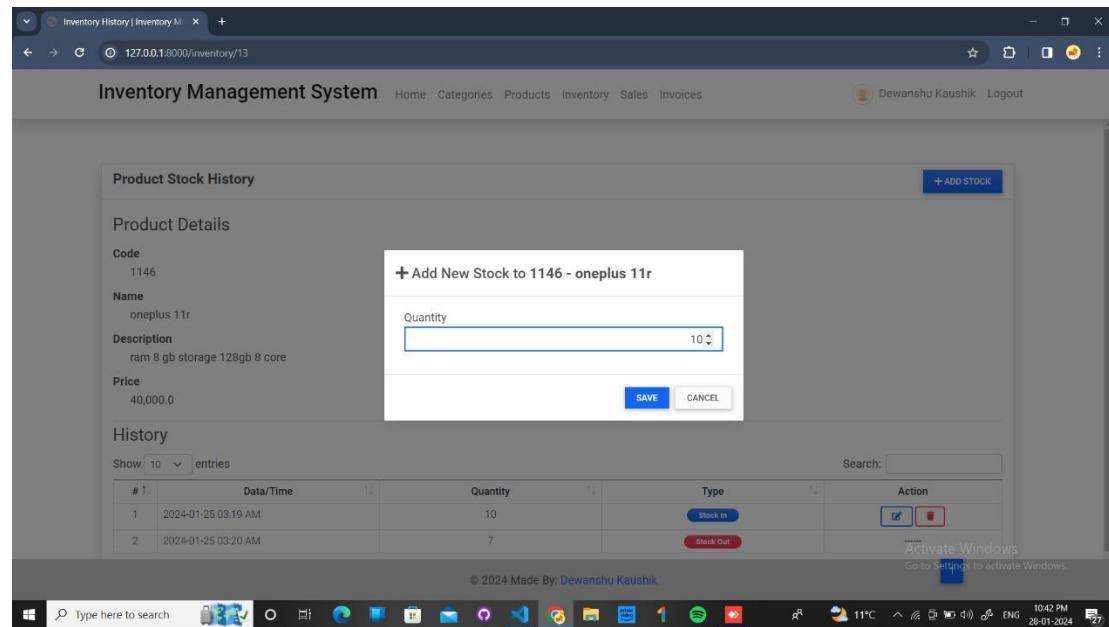
History

Show 10 entries Search:

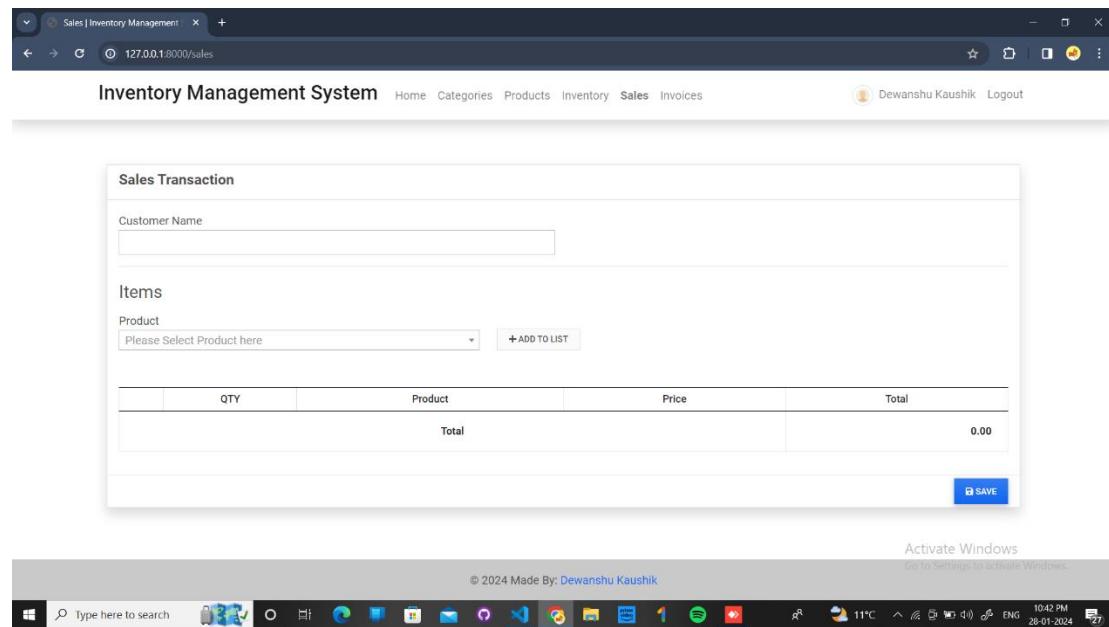
#	Date/Time	Quantity	Type	Action
1	2024-01-25 03:19 AM	10	Stock In	
2	2024-01-25 03:20 AM	7	Stock Out	

The Windows taskbar at the bottom shows various pinned icons and the system tray with the date and time.

7.9 ADD STOCK



7.10 SELLER PAGE



7.11 VIEW INVOICES

The screenshot shows a web browser window for the 'Inventory Management System' at the URL 127.0.0.1:8000/invoices. The page title is 'Invoices'. The main content is a table titled 'Invoices' with columns: #, Date/Time, Transaction Code, Customer, Total Item, Total Amount, and Action. There are 6 entries listed:

#	Date/Time	Transaction Code	Customer	Total Item	Total Amount	Action
1	2023-11-24 12:19 PM	202311240001	mca	4	800.00	<input type="button" value="Delete"/>
2	2023-11-30 12:02 AM	202311290001	prince	4	40,000.00	<input type="button" value="Delete"/>
3	2023-12-05 01:50 PM	202312050001	dewanshu	1	200.00	<input type="button" value="Delete"/>
4	2023-12-05 02:40 PM	202312050002	prince	6	600,000.00	<input type="button" value="Delete"/>
5	2023-12-05 03:14 PM	202312050003	xyz	2	20,000.00	<input type="button" value="Delete"/>
6	2024-01-25 03:20 AM	202401250001	dewanshu	7	280,000.00	<input type="button" value="Delete"/>

Below the table, it says 'Showing 1 to 6 of 6 entries' and has 'Previous' and 'Next' buttons. The status bar at the bottom right shows 'Activate Windows', 'Go to Settings to activate Windows.', '© 2024 Made By: Dewanshu Kaushik', '11°C', '10:42 PM', '28-01-2024', and a battery icon.

7.12 DELETE INVOICE

The screenshot shows the same web browser window for the 'Inventory Management System' at the URL 127.0.0.1:8000/invoices. A confirmation dialog box is overlaid on the page, asking 'Are you sure to delete this invoice permanently?'. It has 'CONTINUE' and 'CLOSE' buttons. The background table and status bar are visible.

7.13 PROFILE VIEW

The screenshot shows a web browser window for the 'Inventory Management System'. The URL in the address bar is 127.0.0.1:8000/profile. The page title is 'Profile | Inventory Management'. The main content area is titled 'My Profile' and displays the following information:

Field	Value
Fullname	Dewanshu Kaushik
Email	dewanshu.2224mca1146@kiet.edu
Username	2224mca1146

At the bottom of the profile view, there are two buttons: 'UPDATE PASSWORD' and 'UPDATE PROFILE'.

The system status bar at the bottom right indicates: 'Activate Windows', 'Go to Settings to activate Windows.', '© 2024 Made By: Dewanshu Kaushik', '11°C', '10:43 PM', '28-01-2024', and battery level '27%'. The taskbar also shows various application icons.

7.14 UPDATE PROFILE

The screenshot shows a web browser window for the 'Inventory Management System'. The URL in the address bar is 127.0.0.1:8000/update-profile. The page title is 'Update Profile | Inventory Management'. The main content area is titled 'Update Account Details' and contains the following form fields:

Field	Value
First Name	Dewanshu
Last Name	Kaushik
Username	2224mca1146
Email	dewanshu.2224mca1146@kiet.edu
Enter Password	*****

At the bottom of the update profile page, there is a single 'LOGIN' button.

The system status bar at the bottom right indicates: 'Activate Windows', 'Go to Settings to activate Windows.', '© 2024 Made By: Dewanshu Kaushik', '11°C', '10:56 PM', '28-01-2024', and battery level '26%'. The taskbar also shows various application icons.

CHAPTER 8

CONCLUSION

8.1 LIMITATION OF THE PROJECT

Due to less knowledge in particular fields and limited time we were not able to fulfil all our expectations that we expected we could do while the project got started. We hope these limitations are considerable. Some of the project limitations are:

- This application is not suitable for those organization where there is large quantity of product and different level of warehouses
- This software application is able to generate only simple reports.
- Single admin panel is only made.
- It is not suitable for large organization

8.2 CONCLUSION

To conclude, Inventory Management System is a simple desktop-based application basically suitable for small organization. It has every basic item which are used for the small organization. Our team is successful in making the application where we can update, insert and delete the item as per the requirement. This application also provides a simple report on daily basis to know the daily sales and purchase details. This application matches for small organization where there are small limited features. Through it has some limitations, I strongly believe that the implementation of this system will surely benefit the organization.

8.3 LESSON LEARNT

Doing something for long time periods always gives good lesson. Some of the things that I learnt are listed as below:

- Learnt about the IMS process.
- Learnt about Python technology, its components and ways to implement them
- Learnt to work in pressure and to be patient.
- Learnt to manage the database under SQLite through Django

8.4 FUTURE ENHANCEMENTS

Since this project was started with very little knowledge about the Inventory Management System, we came to know about the enhancement capability during the process of building it. Some of the scope we can increase for the betterment and effectiveness are listed below:

- Interactive user interface design.
- Manage Stock Godown wise.
- Online payment system can be added.
- Making the system flexible in any type.
- Sales and purchase return system will be added in order to make return of products.
- Lost and breakage

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