

## **BOOTATHON - 1**

### **SUPPLY CHAIN MAINAGEMENT SYSTEM**

#### **TEAM MEMBERS:**

Mathan Gopal M. (19EUEE080)

Vivinya Tharshini R. (19EUCS176)

Koswsik R. (19EUEE068)

Niyaz Mohamed N. (19EUEC096)

## **ABSTRACT:**

“SUPPLY CHAIN MANAGEMENT SYSTEM” is inter-organizational systems that enable companies to efficiently handle the flow of goods from suppliers to customers. A supply chain is a network of organizations and facilities that transforms raw materials into product delivered to customers.

Here we are going to implement the supply chain management system in an e-commerce platform named HOMEDEC a windows application having the login credentials for user and for manufacturer. This windows application is haveing the product of the manufacturer and here we narrow down to home decoration products avail with different manufacturer. User can view the products and product information and price details of the product of different manufacturer after login into the application. And buy the products in the platform. After ordering the products ,you receive the bill through mail and track there. Its just like the familiar e-commerce website and within this we implementing the supply chain management system. As I mentioned above it enables companies to efficiently handle the flow of goods from suppliers to customers and to prevent out of stock problems we have application inside this to generate mail sender automaticaly within this. That is whenever the stock reduced beyond the limit the suppliers receives the warning mail. To maintain the stock with product name and product quantity and also with product id etc. ,So supplier can maintain the stock easily with less effort. To prevent out of stock and maintain the good flow with customers. Here we are adding the returned product in the stock also.

## **MODULE DESCRIPTION :**

### **CLIENT MODULE**

Client module consists of 3 pages mainly Login page, Register page and Application page. First Login page will appear, if the client not registered client must register first and if the client already registered, they can access to the application page directly. In Register page, client must enter some personal information such as Name, Email, Password, age, Profile picture etc., The entered fields in the register page must have proper validation otherwise the details won't save in the database. In login page the email and password entered are taken and check into the database whether the email is available or not. If email present in the database, then checks the password in the database and the entered password is correct or not. If the password matched then it opens the Application page. In Application page ,it will displays all the products available from the server(Home dec) .In each product block,it contains some information about that product such as Product name, Product picture, Product price, Manufacturer name ,Product description and quantity available for that product. If we place an order for any product ,it will send the information to the server side(Home dec) and further process will be done. Finally client receives that particular product that he/she purchased and send the money to the delivery service.

### **SERVER MODULE**

The Server Module is the main part of this application, it stores all the data from client and manufacturer. It stores the data collected from different modules in different tables. For client side the user details are stored in the User Table. For Manufacturer side the company details will be store in the Manufacturer Table and the products will be stored in the Product table. If the client places an order in that application, the product and order details will be store in the Order table

The UserTable contains the client information such as UserId, Name, Email, Password, Mobile Number, Address, Date of Birth. The Manufacturer Table contains the information about Manufacturer company namely Company name, Company Email, Password and

Manufacturer ID. The Product table will store the product details from many manufacturers with its manufacturer Id. In product table, product name, price, description, image and other details will be stored. If the client places an order, productid, quantity, status and an order id will be generated automatically and these details will be stored in the Order Table.

The Database for Homedec application only be accessible to the Server Module. It can only send the data to other modules. For Client side, it sends the registration details and it will be store in the UserTable in Database and then the Homedec server sends the Product details to view the products in the Homedec Application page. For checking the login process, server had played a major role. For manufacturer side, it stores all the details about the company and it will display in the client-side application. For delivery side, if client places an order, the order details will be sent to delivery centre contains information about the manufacturer name, manufacturer address and the address of the client.

### **MANUFACTURER MODULE**

The Manufacturer module contains information about the manufacturers. Every manufacturer must register their company information such as company name, company id, company email and the products which they want to sell in Homedec application.

Manufacturer module will also contain Login page, Register page and Update page. First Login page will appear, if the client not registered client must register first and if the client already registered, they can access to the Homedec application page directly. If the manufacturer forgot his password, then the person can enter his email in the forgot password option by clicking on it. Then an email will be sent to the company's email ID and they can change and update the new password into the Homedec Server. If these are properly executed without any errors then these details will update into the Homedec server and then the client can access the data from the Homedec server. Manufacturer module always been connected with the server. Our main objective of this project is to prevent the out-of-stock problems between the supplier and the client. So that if any one of the products is less than its minimum value, it will indicate a message or a mail to that particular manufacturer and then manufacturer must increase the goods and update the value in the Homedec Server. If the manufacturer receives an order from the Homedec server it contains the basic details about the client such as name, mobile number, address, product name, product Id and then

manufacturer process about that order and sends a message to the client through server “Your product has been processed by the manufacturer”. Then the finished product will be sent to the delivery centre.

### **DELIVERY MODULE**

In delivery module, the manufacturer sends the product to the delivery center. After receiving the product from manufacturer, delivery center updates the information as product received to server. Then the delivery boy picks the product from the delivery center and delivers to the client. After receiving the product, client pays for the product. Then the delivery boy updates the information to the server as product delivered. Amount received from the client will be sent to the manufacturer finally.

### **WORK SPLIT DETAILS**

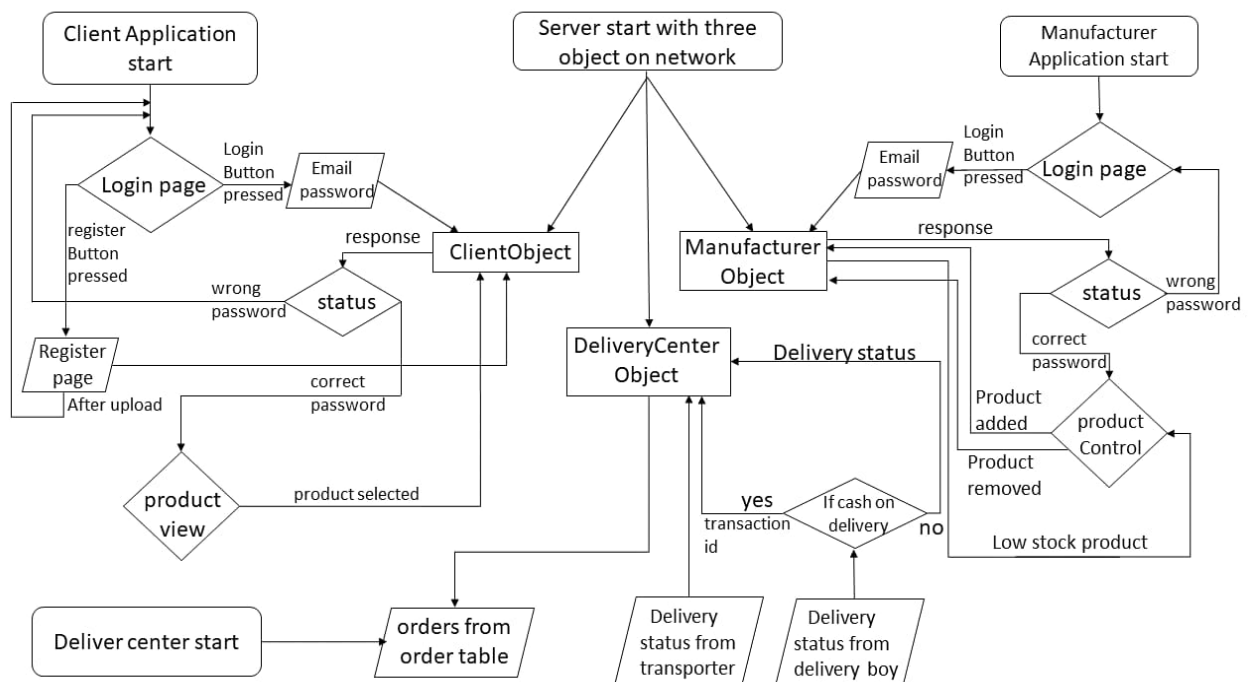
Client module : Vivinya Tharshini.R

Server module : Kowsik.R

Manufacturer module : Mathan Gopal.M

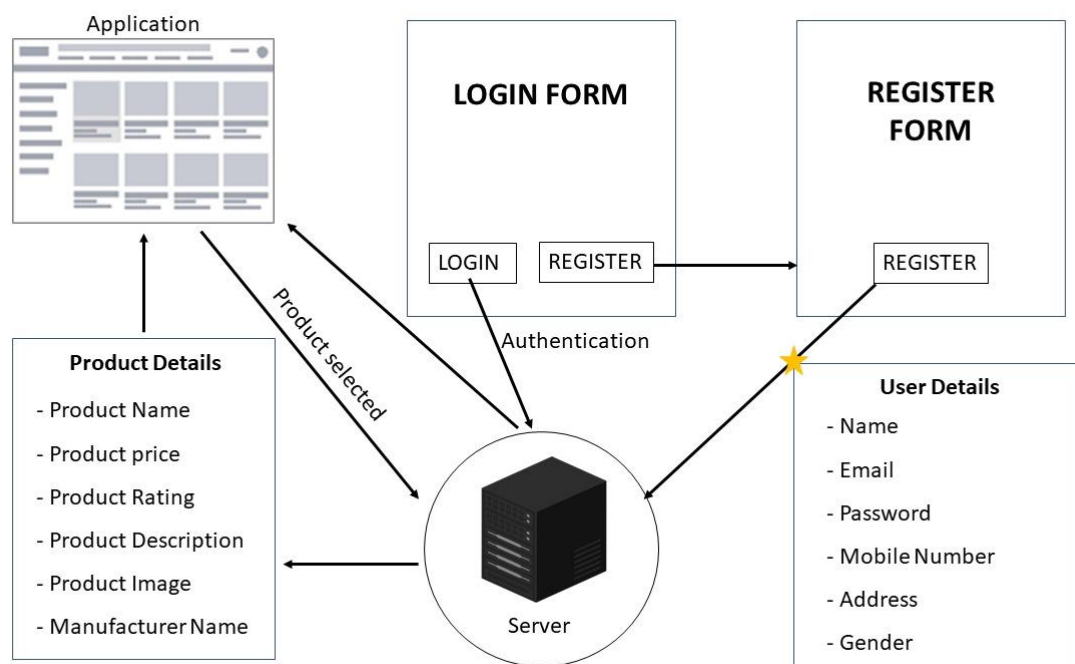
Delivery module : Niyaz Mohamed.N

## FLOWCHART

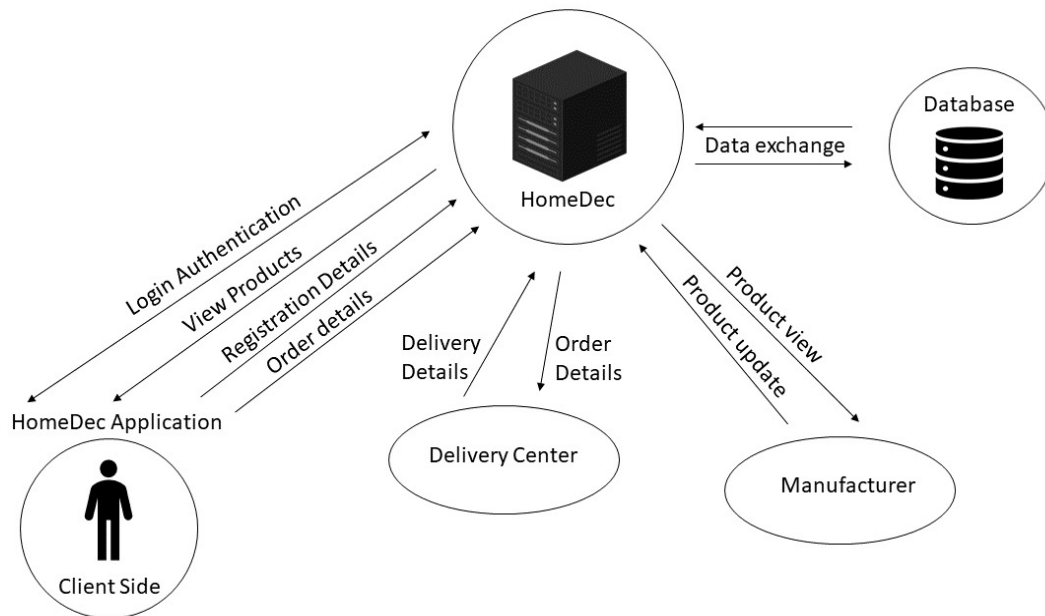


## UML USE CASE DIAGRAM :

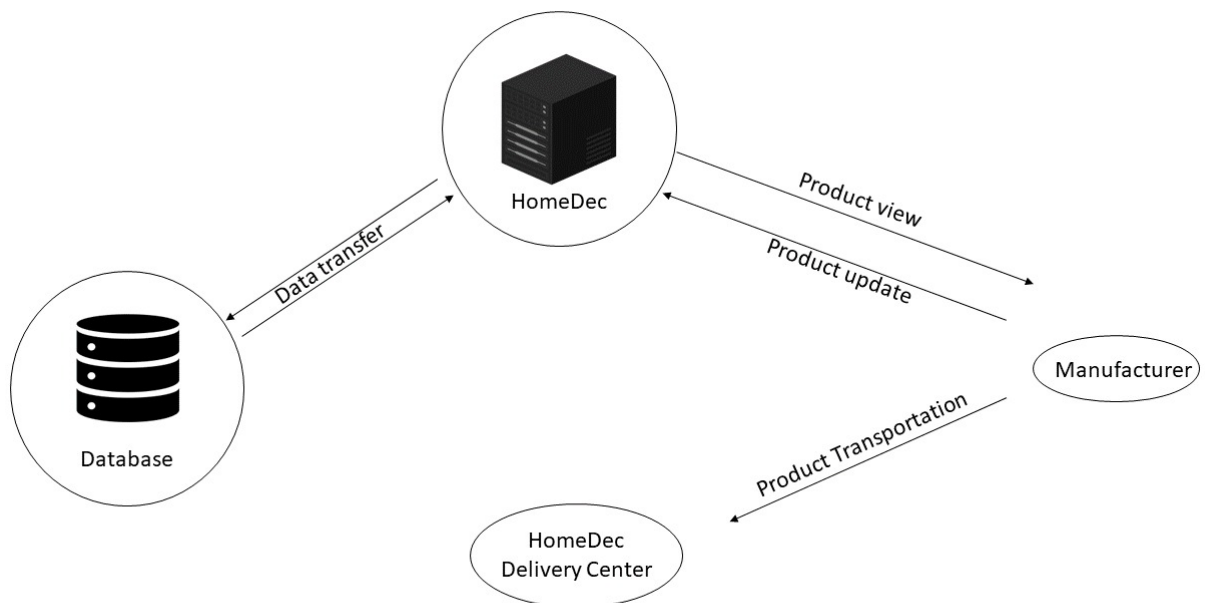
### CLIENT SIDE



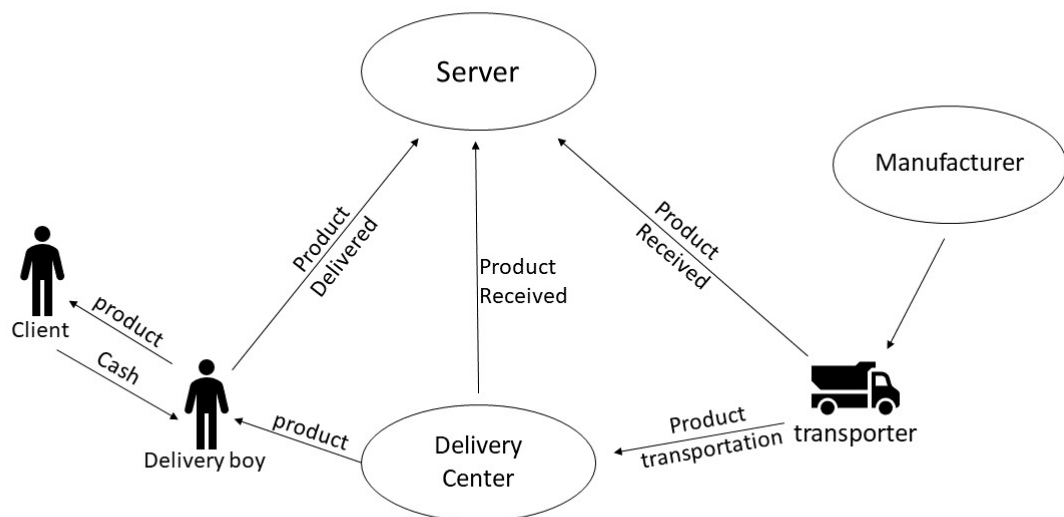
## SERVER SIDE



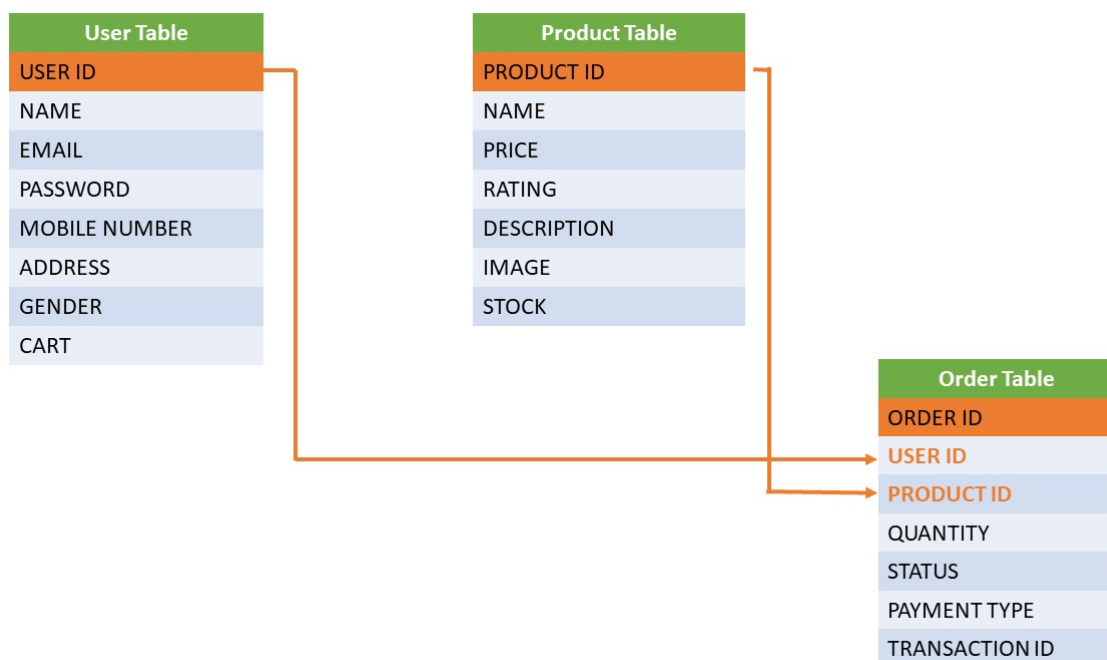
## MANUFACTURER SIDE



## DELIVERY SIDE :

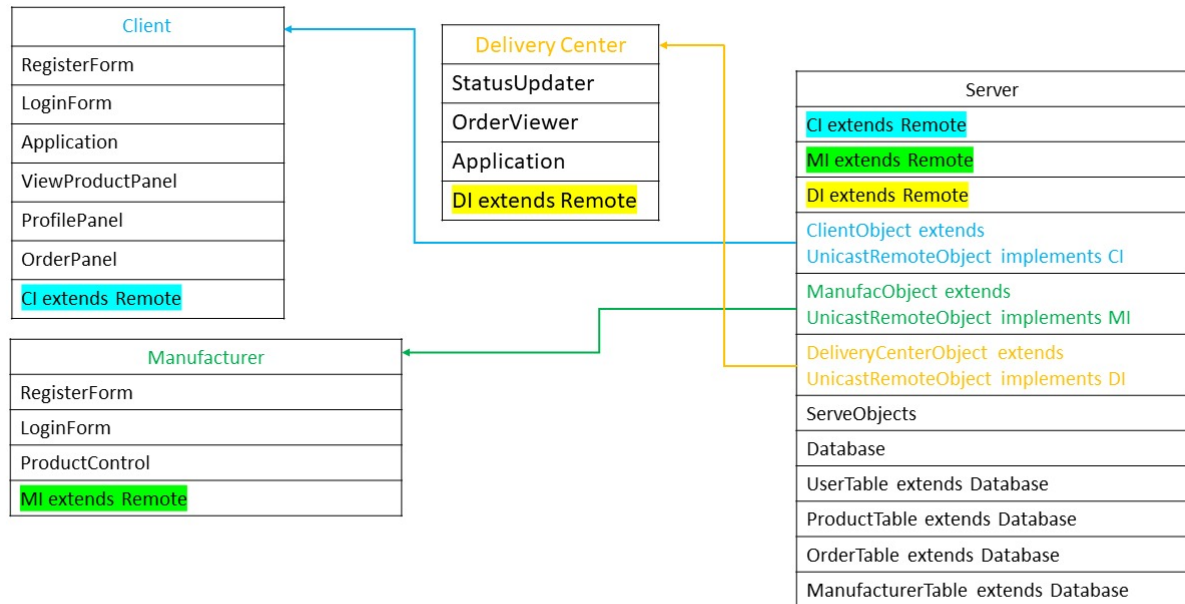


## DATABASE DESIGN:





## CLASS DIAGRAM:



END