

**A Project Report On
“Inventory Management System”
Submitted To**



BANGALORE NORTH UNIVERSITY
Tamaka, Kolar-563103

In partial fulfillment of the requirement for the award of degree

BACHELOR OF COMPUTER APPLICATION
Submitted by

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5TH Sem BCA

UNDER THE GUIDANCE OF

Mrs. LAKSHMI A L
Asst. Professor Dept. Of Computer Applications



NAGARJUNA COLLEGE OF MANAGEMENT STUDIES
DEPARTMENT OF COMPUTER APPLICATION
2022-23

NAGARJUNA COLLEGE OF MANAGEMENT STUDIES

Chikkaballapur-562101

Department of Computer Application



CERTIFICATE

This is to certify that, the project work entitled carried out by **Kusuma YR(R2011736)** has completed Fifth semester project work entitled **“Inventory Management System”** as a partial fulfillment for the award of Bachelor in Computer Applications Degree, during the academic year 2022-23 under my super vision. It is certified that all correction/ suggestions indicated for internal assessment have been incorporated in the report deposited in the department library. The project report has been approved as it satisfies the academic requirements in respect of project work prescribed for the said degree.

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Name of the Examiner

Signature with date

DECLARATION

I, **Kusuma YR(R2011736)** Student of Fifth Semester BCA, NCMS, Chikkaballapur affiliated to Bangalore North University. Hereby declare that the project entitled “**Inventory Management System**” has been carried out by us under the supervision of internal guide, Ms. Lakshmi L, Asst. Professor, Dept. of BCA, NCMS, Chikkaballapur and submitted in partial fulfillment of the requirements for the award of the degree Bachelor of Computer Applications by Bangalore North University during the academic year 2022-23. This report has not been submitted to any other organization or university for the award of any degree or certificate.

Kusuma YR (R2011736)

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Kusuma YR (R2011736)

ABSTRACT

Inventory Management System is a windows application developed for windows operating system which focused in the area of inventory control and generates the various required reports. Inventory management is a software which is helpful for the business operate hardware stores, where storeowner keeps the record of sales and purchase. This project eliminates the paper work, human faults, manual delay and speed up process. It can encode shipping information like tracking numbers and delivery addresses. It can remove purchased items from the inventory tally to keep an accurate count of in-stock items. Scanning a barcode on the item is how Automated Inventory Management Systems function. An Inventory Management System also aids in the tracking of retail product theft, providing useful information regarding store revenues and the need for theft-prevention devices.. For this project HTML, CSS, PHP is used for frontend and MYSQL is used for backend.

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CHAPTER 1

INTRODUCTION

The Inventory Management System has been developed to override the problems prevailing in the practicing manual system. This software is supported to eliminate and, in some cases, reduce the hardships faced by the existing system. Moreover, this system is designed for the particular need of the company to carry out operations in a smooth and effective manner.

Inventory is the stock of physical items such as materials, components, working progress, finished goods etc., held at a specific location at a specific time. Inventory is the merchandise that is purchased and produced and stored for eventual sale. Inventory is a list of what you have. In company accounts, inventory usually refers to the value of stocks, as distinct from fixed assets. An inventory would include items which are held for sale in the ordinary course of business or which are in the process of production for the purpose of sale, or which are to be used in the production of goods or services which will be for sale. Inventory is a list of names, quantities and monetary values of all or any group of items. Any quantifiable item that you can handle, buy, sell, store, consume, produce or track can be considered inventory. This covers everything from office and maintenance supplies, to raw material used for manufacturing, to semi -finished and finished goods, to fuel used to power equipment used in the business. The application is reduced as much as possible to avoid errors while entering the data. It also provides error message while entering invalid data. No formal knowledge is needed for the user to use this system. Thus, by this all it proves it is user-friendly. Inventory Management system, as described above, can lead to error free, secure, reliable, and fast management system. Thus it will help organization in better utilization of resources.

1.1 PROJECT PURPOSE:

The purpose of “Inventory Management System” is to maintaining and recording the information between too much and too little inventory in the company. It is used to recording product information in a warehouse or other location. It helps in keeping track of inventories as it is transported between different locations. The main purpose is reduction of product obsolescence and avoiding out-of-stock situations.

1.2 project scope:

An Inventory System’s scope can include valuing inventory, measuring inventory change, and forecasting future inventory levels, among other things. At the end of each period, the value of a company’s inventory is used to figure out how much money the company makes and lose

1.3 OBJECTIVES OF PROJECT:

- The main objective of this project on Inventory management system is to manage the details of inventory, vendor, product, cost, order.
- It manages all the information about inventory, delivery, order , inventory.
- The project is totally built at administrative end and thus only the administrative is guaranteed the access.
- The purpose of the project is to build an application program to reduce the manual work for the managing the inventory, vendor, delivery, product.
- It tracks all the details about the product, cost, order.

CHAPTER 2

SYSTEM REQUIREMENTS AND SPECIFICATIONS

Software requirements specification (SRS) is a description of a software system to be developed, laying out functional and non-functional requirements, and may include a set of use cases that describe interactions the users will have with the software. A basic purpose of the SRS is to bridge this communication gap between client and the developer so they have a shared vision of the software being built. An SRS establishes the basis for agreement between the client and the supplier on what the software product will do. SRS provides a reference for validation of the final product. A high-quality SRS is a prerequisite to high-quality software and reduces the development cost. The introduction of the Software Requirements Specification (SRS) provides an overview of the entire SRS with purpose, scope, definitions, acronyms, abbreviations, references, and overview of the SRS. The aim of this document is to gather and analyze and give an in-depth insight of the complete “Inventory Management System” by defining the problem statement in detail. The detailed requirements of “Inventory Management System” are provided in this document.

2.1 HARDWARE REQUIREMENTS:

CLIENT SIDE:

RAM	1 GB
Processor Speed	1.0 GHz
Hard Disk	20 GB

SERVER SIDE:

RAM	1 GB
Processor Speed	2.0 GHz
Hard Disk	2.0 GHz

2.2 SOFTWARE REQUIREMENTS:

CLIENT SIDE:

Web Browser	Google chrome or any equivalent Browser
Operating System	Windows or any equivalent OS

SERVER SIDE:

Web Server	Apache
Server-Side Language	Php 5.6 or above version
Database Server	MySQL
Web Browser	Google chrome or any compatible browser
Operating System	Windows or any equivalent OS

2.3 TECHNOLOGIES USED:

FRONTEND:

HTML

CSS

BACKEND:

Php

MySQL

2.4 TECHNOLOGY OVERVIEW

HTML

To publish information for global distribution, one needs a universally understood language, a kind of publishing mother tongue that all computers may potentially understand. The publishing language used by the World Wide Web is HTML (Hyper Text Markup Language).

CSS

Cascading Style Sheets (CSS) is a stylesheet language used for describing the presentation of a document written in a markup language such as HTML. CSS is a corner stone technology of the World Wide Web.

PHP

- PHP stands for Hypertext Preprocessor.
- PHP is a server-side scripting language, like ASP.
- PHP scripts are executed on the server.
- PHP supports many databases (MySQL, Informix, Oracle, Sybase, Solid, Generic ODBC, etc.).
- PHP is open-source software.
- PHP is free to download and use.

WHAT IS PHP FILE?

- PHP file contains HTML, CSS, JavaScript and PHP code.
- PHP code are executed on the server, and the result is returned to the browser as plain HTML.
- PHP files have extension ".php "

What PHP can do?

- PHP can generate dynamic page content.
- PHP can create, open, read, write, delete, and close files on the server.
- PHP can collect form data
- PHP can send and receive cookies
- PHP can add, delete, modify data in your database

- PHP can be used to control user-access
- PHP can encrypt data

With PHP you are not limited to output HTML. You can output images, PDF files, and even flash movies. You can also output any text, such as XHTML and XML.

APACHE

The Apache HTTP Server Project is an effort to develop and maintain an open-source HTTP server for modern operating systems including UNIX and Windows. The goal of this project is to provide a secure, efficient and extensible server that provides HTTP services in sync with the current HTTP standards.

The Apache HTTP Server ("http") was launched in 1995 and it has been the most popular web server on the Internet since April 1996. It has celebrated its 20th birthday as a project in February 2015.

MySQL

- My SQL is a database server.
- MY SQL is ideal for both small and large applications.
- MY SQL supports standard SQL.
- MY SQL compiles on several platforms.
- MY SQL is free to download and use
- How to access My SQL: <http://localhost/phpmyadmin>

CHAPTER 3

SYSTEM STUDY

3.1 Feasibility Study

Feasibility study is used to investigate the proposed system in multiple dimensions. It is used to indicate whether the system is feasible or not.

3.1.1 ECONOMIC FEASIBILITY

Economic feasibility attempts to weigh the cost of developing and implementing a new system, against the benefits that would accrue from having the new system in place. This feasibility study gives the top management the economic justification for the new system.

A simple economic analysis which gives the actual comparison of costs and benefits are much more meaningful in this case. In addition, this proves to be a useful point of reference to compare actual costs as the project progresses. There could be various types of intangible benefits of account of automation. These could include Increased customer satisfaction, improved accuracy of operation, better documentation and record keeping, faster retrieval of information.

3.1.2 SCHEDULED FEASIBILITY

Schedule Feasibility means that the project can be completed on time. The project does not have a deadline but according to the proposed system the development process is on schedule. Therefore it is feasible.

3.1.3 OPERATIONAL FEASIBILITY:

Proposed project is beneficial only if it can be turned into information systems that will meet the organization operating requirements. Simply stated, this test of feasibility asks if the system will work when it is developed and installed. What are major barriers to implementation? Here are questions that will help test the operational feasibility of a project.

3.1.4 TECHNICAL FEASIBILITY

Proposed project is beneficial only if it can be turned into information systems that will meet the organization operating requirements. Simply stated, this test of feasibility asks if the system will work when it is developed and installed. What are major barriers to implementation? Here are questions that will help test the operational feasibility of a project.

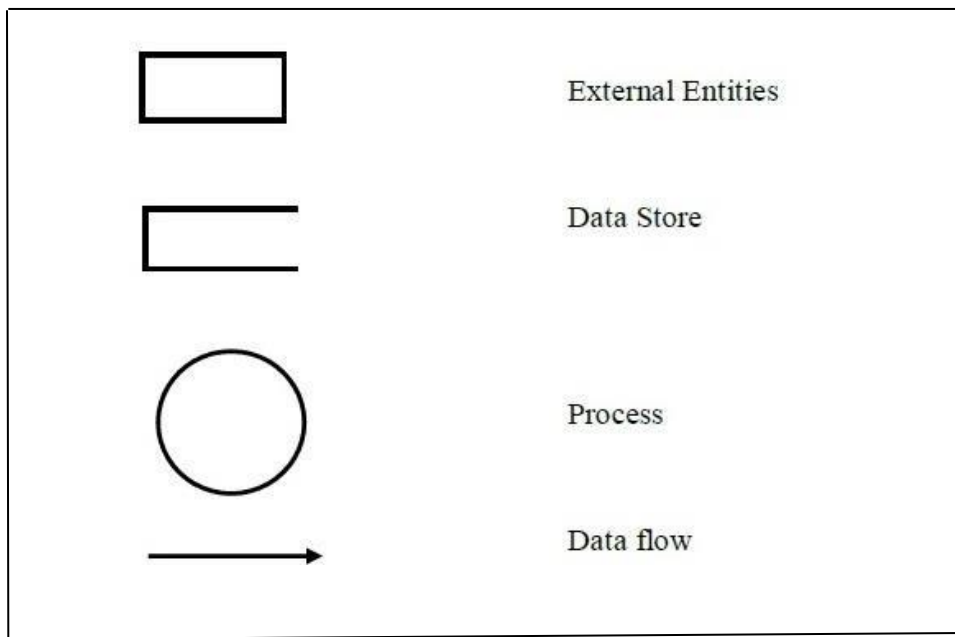
CHAPTER 4

DESIGN DOCUMENT

The entire system is projected with a physical diagram which specifies the actual storage parameters that are physically necessary for any database to be stored on to the disk. The overall systems existential idea is derived from this diagram. The relation upon the system is structure through a conceptual ER Diagram, which not only specifies the existential entities but also the standard relations through which the system exists and the cardinalities that are necessary for the system state to continue. The content level DFD is provided to have an idea of the functional inputs and outputs that are achieved through the system. The system depicts the input and output standards at the high level of the systems existence. ADFD does not show a sequence of steps. ADFD only shows what the different process in a system is and what data flows between them.

4.1 DATA FLOW DIAGRAMS:

The following are some DFD symbols used in the project:



Rules for DFD

- Fix the scope of system by means of context diagrams.
- Identify all inputs and outputs.
- Identify and label each process internal to the system with rounded circles.
- A process is required for all the data transformation and transfers. Therefore, never connect a data store to a data source or the destinations or another data store with just a data flow arrow.
- Do not indicate hardware and ignore control information.
- Make sure the names of the processes accurately convey everything the process is done.
- There must not be unnamed process.
- Indicate external sources and destinations of the data, with squares.
- Number each occurrence of repeated external entities.
- Identify all data flows for each process step, except simple Record retrievals.
- Label data flow on each arrow.
- Use details flow on each arrow.
- Use the details flow arrow to indicate data movements.
- There cannot be unnamed dataflow.
- A data flow cannot connect two external entities.

LEVELS OF DFD:

The complexity of the business system means that it is a responsible to represent the operations of any system of single data flow diagram. At the top level, an Overview of the different systems in an organization is shown by the way of context analysis diagram. When exploded into DFD they are represented by:

- LEVEL-0: SYSTEM INPUT/OUTPUT
- LEVEL-1: SUBSYSTEM LEVEL DATA FLOW FUNCTION
- LEVEL-2: FILE LEVEL DETAIL DATA FLOW

The input and output data shown should be consistent from one level to the next.

LEVEL-0: SYSTEM INPUT/OUTPUT LEVEL

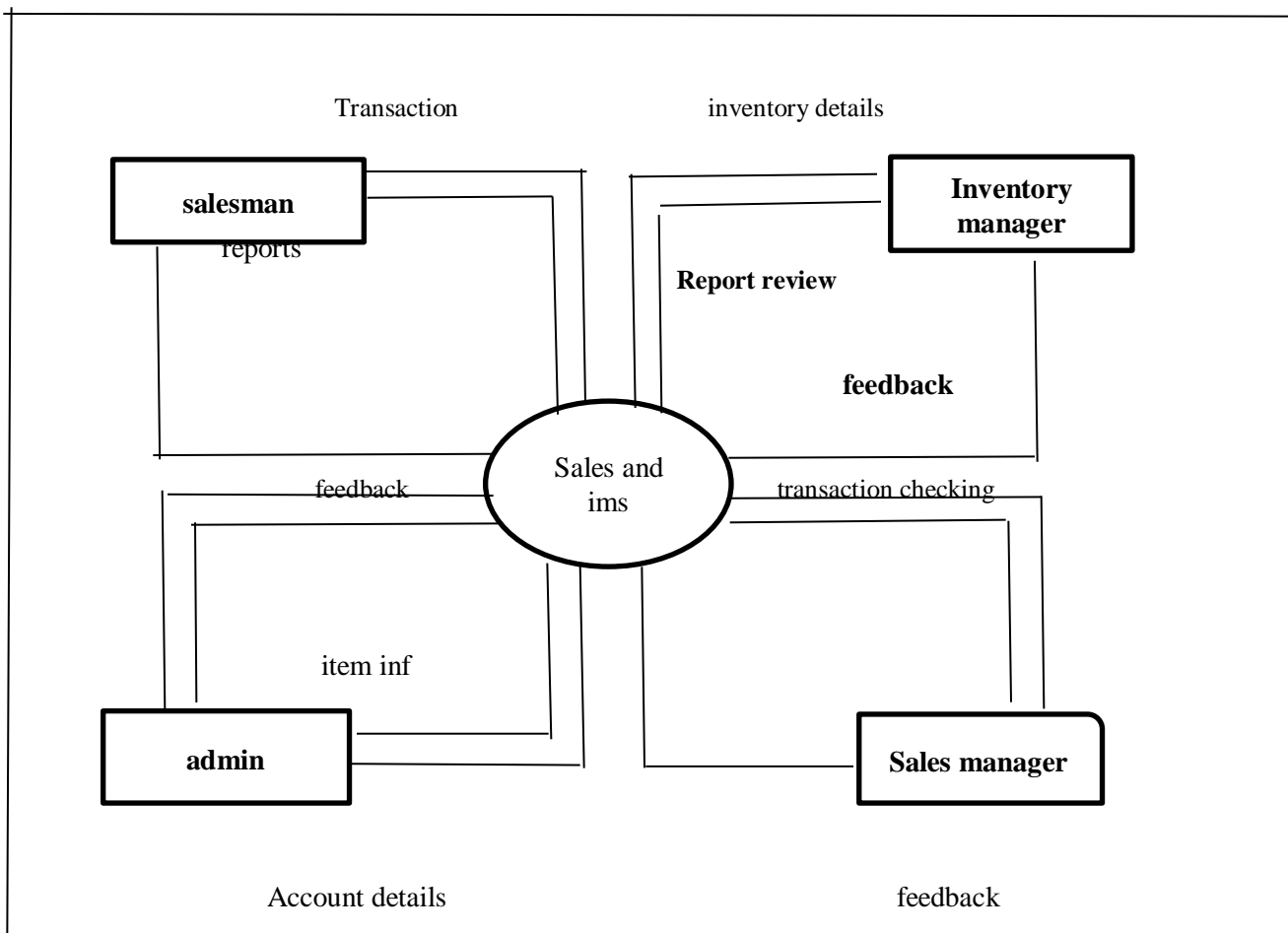
A level-0 DFD describes the system-wide boundaries, dealing inputs to and outputs from the system and major processes. This diagram is similar to the combined user-level context diagram.

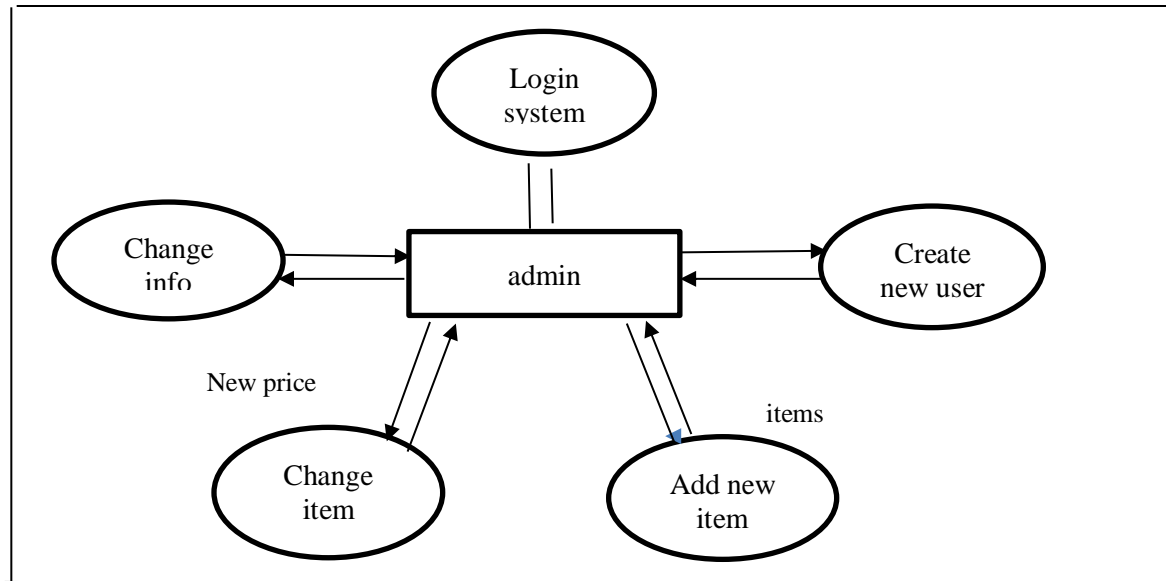
LEVEL-1: SUBSYSTEM LEVEL DATA FLOW

A level-1 DFD describes the next level of details within the system, detailing the data flows between subsystems, which make up the whole.

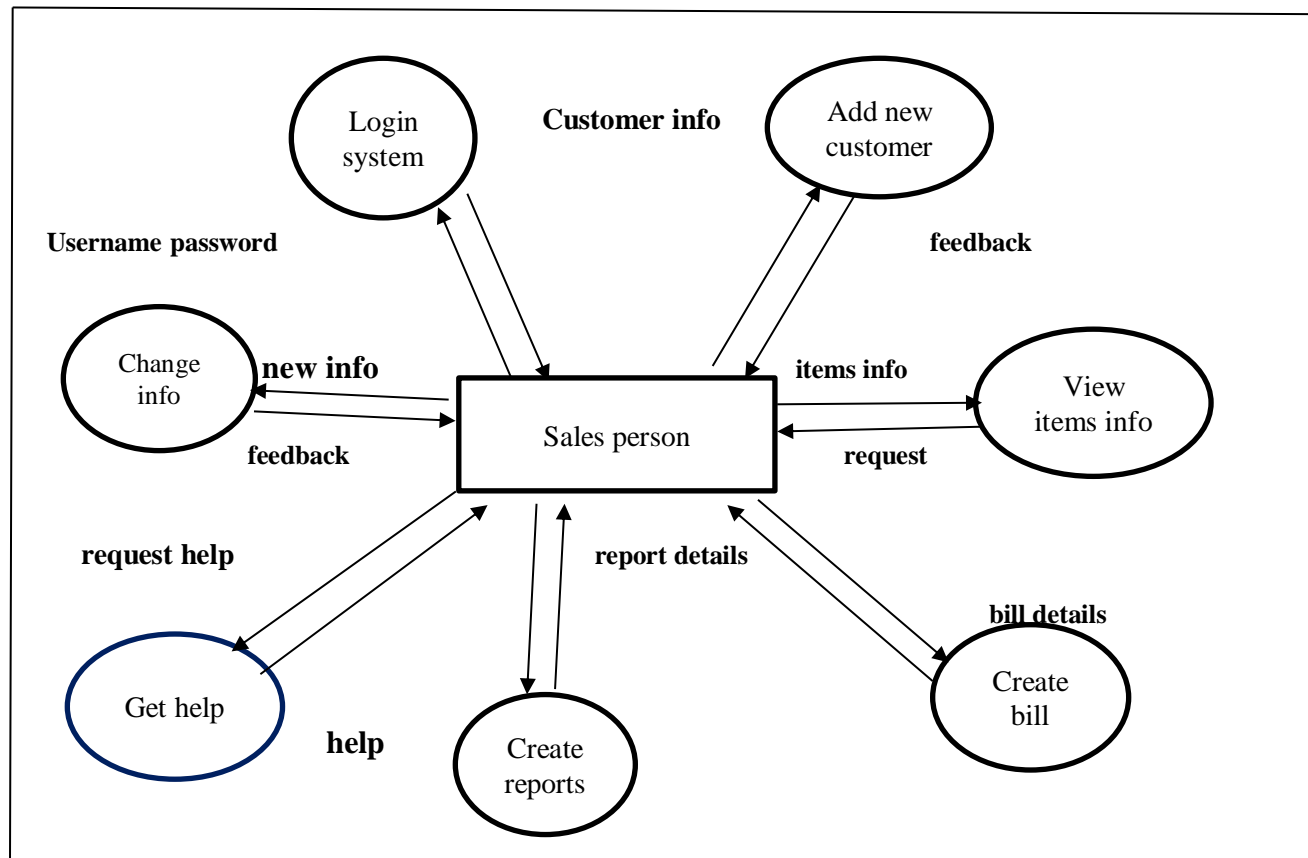
LEVEL-2: FILE LEVEL DETAIL DATA FLOW

All the projects are feasible given unlimited resources and infinite time. It is both necessary and prudent to evaluate the feasibility of the project at the earliest possible time. Feasibility and the risk analysis are pertained in many ways. If project risk is great.





DFD LEVEL 1.0:



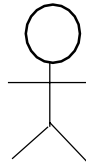
DFD LEVEL 2.0:

FIGURE 4.1:

4.1 UNIFIED MODELING LANGUAGE DIAGRAMS (UML):

The unified modeling language allows the software engineer to express an analysis model using the modeling notation that is governed by a set of syntactic semantic and pragmatic rules. A UML system is represented using five different views that describe the system from distinctly different perspective. Each view is defined by a set of diagrams, which is as follows.

Actor: A coherent set of roles that users of use cases play when interacting with usecase.



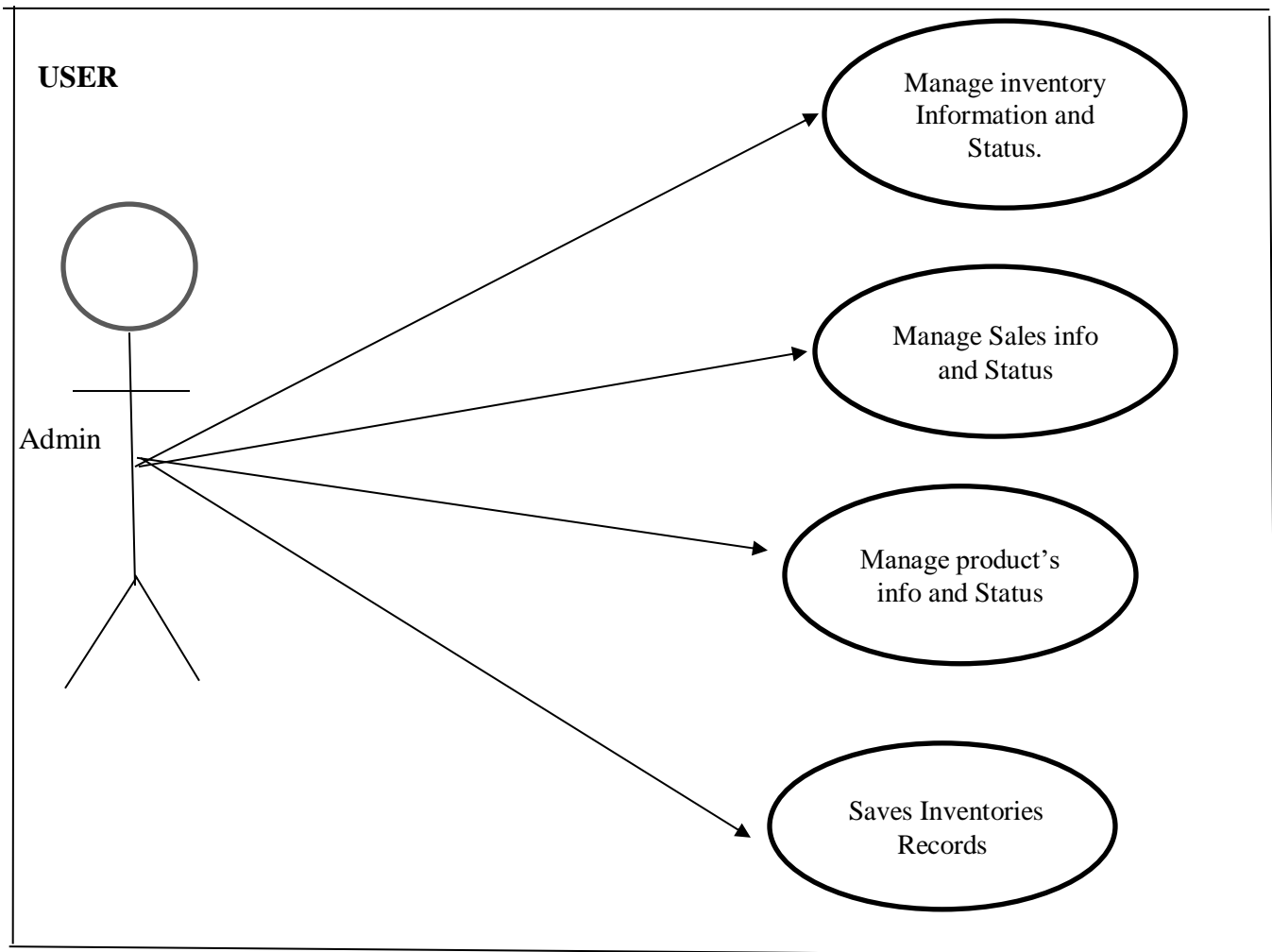
Use case: A description of sequence of actions, including variants, that a system performs that yields an observable result of value of an actor.



4.2 USE CASE DIAGRAMS

A Use case is a description of set of sequence of actions. Graphically it is rendered as an ellipse with solid line including only its name. Use case diagram is a behavioral diagram that shows a set of use cases and actors and their relationship. It is an association between the use cases and actors. An actor represents a real-world object. Primary Actor – Sender, Secondary-Actor Receiver. Use case diagrams model behavior within a system and helps the developers understand of what the user require. The stick man represents what's Called an actor. Use case diagram can be useful for getting an overall view of the system and clarifying who can do and more importantly what they can't do. Use case diagram consists of use cases and actors and shows the interaction between the use case and actors.





- The purpose is to show the interactions between the use case and actor.
- To represent the system requirements from user's perspective.
- An actor could be the end-user of the system or an external system.

USE CASE DIAGRAM**Figure 4.3**

4.3ER DIAGRAM

The Entity-Relationship (ER) model was originally proposed by Peter in 1976 [Chen76] as a way to unify the network and relational database views. Simply stated the ER model is a conceptual data model that views the real world as entities and relationships. A basic component of the model is the Entity-Relationship diagram which is used to visually represent data objects. Since Chen wrote his paper the model has been extended and today it is commonly used for database design for the database designer, the utility of the ER model is:

- It maps well to the relational model. The constructs used in the ER Model can easily be transferred into relational tables.
- It is simple and easy to understand with minimum training. Therefore, the model can be used by the database designer to communicate the design to the end user.
- In addition, the model can be used as a design plan by the database developer to implement a data model in specific database management software. The symbols used in ER Diagram are:

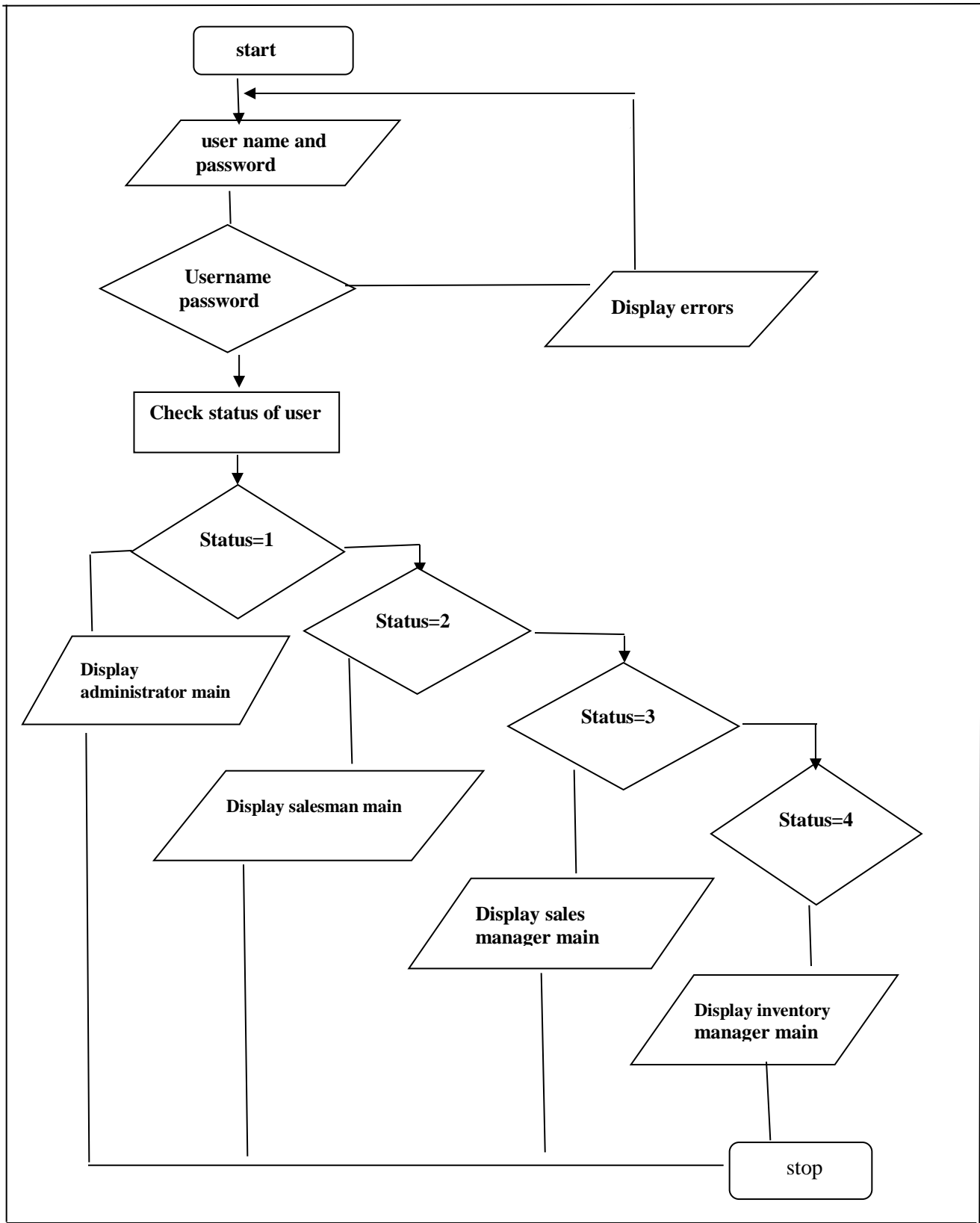
SYMBOL	PURPOSE
	Represents Entity Sets
	Represent Attributes
	Represents Relationship Sets
	Represents flow

4.4 ER NOTATIONS:

There is no standard for representing data objects in ER diagrams. Each modeling methodology uses its own notation. The original notation used by Chen is widely used in academics texts and journals but rarely seen in either CASE tools or publications by non-academics. Today, there are a number of notations used; among the more common are Bachman, crow's foot, and IDEFIX. All notational styles represent entities as rectangular boxes and relationships as lines connecting boxes. Each style uses a special set of symbols to represent the cardinality of a connection. The notation used in this document is from Martin. The symbols used for the basic ER constructs are:

- **Entities** are represented by labeled rectangles. The label is the name of the entity. Entity names should be singular nouns.
- **Relationships** are represented by a solid line connecting two entities. The name of the relationship is written above the line. Relationship names should be verbs
- **Attributes**, when included, are listed inside the entity rectangle. Attributes which are identifiers are underlined. Attribute names should be singular nouns.
- **Cardinality** of many is represented by a line ending in a crow's foot. If the crow's foot is omitted, the cardinality is one.
- **Existence** is represented by placing a circle or a perpendicular bar on the line.

Mandatory existence is shown by the bar (looks like a 1) next to the entity for an instance is required. Optional existence is shown by placing a circle next to the entity that is optional.

4.5 ER DIAGRAM:**Figure 4.4**

CHAPTER 5

IMPLEMENTATION AND TESTING

After all phase have been perfectly done, the system will be implemented to the server and the system can be used. Testing is the major quality control measure used during software development. It is a basic function to detect errors in the software. During the requirement analysis and design the output of the document that is usually textual and non-executable after the coding phase the computer programs are available that can be executed for testing purpose. This implies that testing not only has to uncover errors introduced during the previous phase. The goal of testing is to uncover requirement, design, and coding errors in the program. Testing determines whether the system appears to be working according to the specifications. It is the phase where we try to break the system and we test the system with real case scenarios at a point. Testing is a set of activity that can be planned in advance and conducted systematically. Testing begins at the module level and work towards the integration of entire computer-based system. Nothing is complete without testing, as it is a vital success of the system testing objectives, there are several rules that can serve as testing objectives.

They are:

- Testing is a process of executing a program with the intention of finding an error.
- A good test case is one that has high possibility of finding an undiscovered error.
- A successful test is one that uncovers an undiscovered error.

If a testing is conducted successfully according to the objectives as stated above, it would have uncovered errors in the software also testing demonstrate that the software function appear to be working according to the specification, that performance requirement appear to have been met.

There are three reasons to test program:

- For correctness.
- For implementation efficiency.
- For computational complexity.

Test for correctness are supposed to verify that a program does exactly what it was designed to do. This is much more difficult than it may at first appear, especially for large programs.

The levels of testing include:

5.1.SOURCE CODE:

5.1.1 Snippet of dashboard:

```

<?php include('inc/container.php');?>
<div class="container">
<?php include("menus.php"); ?>
<div class="row">
<div class="col-lg-12">
<div class="card card-default rounded-0 shadow">
<div class="card-header">
<div class="row">
<div class="col-lg-10 col-md-10 col-sm-8 col-xs-6">
<h3 class="card-title">Inventory</h3>
</div>
<div class="card-body">
<div class="row"><div class="col-sm-12 table-responsive">
<table id="inventoryDetails" class="table table-bordered table-striped">
<thead><tr>
<th>#</th>
<th>Product/Code</th>
<th>Starting Inventory</th>
<th>Inventory Received</th>
<th>Inventory Shipped</th>
<th>Inventory on Hand</th>
</tr></thead>
</table>
</div></div>
</div>
</div>
<?php include('inc/footer');?>

```

5.1.2 Snippet of User login:

```
<?php
ob_start();

session_start();

include('inc/header.php');

$login Error = "";

if (!empty($_POST['email']) && !empty($_POST['pwd'])) {

    include 'Inventory.php';

    $inventory = new Inventory();

    $login = $inventory->login($_POST['email'], $_POST['pwd']);

    if(!empty($login)) {

        $_SESSION['userid'] = $login[0]['userid'];

        $_SESSION['name'] = $login[0]['name'];

        header("Location:index.php");

    } else {

        $login Error = "Invalid email or password!";

    }

}

?>
```

5.1.3 Snippet of home page:

```
sa<?php include("menus.php"); ?>
<div class="row">
<div class="col-lg-12">
<div class="card card-default rounded-0 shadow">
<div class="card-header">
<div class="row">
<div class="col-lg-10 col-md-10 col-sm-8 col-xs-6">
<h3 class="card-title">Purchase List</h3>
```

```
</div>
```

```
<div class="col-lg-2 col-md-2 col-sm-4 col-xs-6 text-end">
```

```
<button type="button" name="addPurchase" id="addPurchase" class="btn btn-primary btn-sm
rounded-0"><i class="far fa-plus-square"></i> Add Purchase</button>
```

```
</div>
```

```
</div>
```

```
</div>
```

```
<div class="card-body">
```

```
<div class="row"><div class="col-sm-12 table-responsive">
```

```
<table id="purchaseList" class="table table-bordered table-striped">
```

```
<thead><tr>
```

```
<th>ID</th>
```

```
<th>Product</th>
```

```
<th>Quantity</th>
```

```
<th>Supplier</th>
```

```
<th>Action</th>
```

```
</tr></thead>
```

```
</table>
```

```
</div></div>
```

```
</div>
```

```
</div>
```

```
<div>
```

```
</div>
```

```
<div id="purchase Modal" class="modal fade">
<div class="modal-dialog modal-dialog-centered">
<div class="modal-content">
<div class="modal-header">
<h4 class="modal-title"><i class="fa fa-plus"></i> Add Purchase</h4>
<button type="button" class="btn-close" data-bs-dismiss="modal"></button>
</div>
<div class="modal-body">
<form method="post" id="purchase Form">
<input type="hidden" name="purchase_id" id="purchase_id" />
<input type="hidden" name="btn_action" id="btn_action" />
<div class="form-group">
<label>Product Name</label>
<select name="product" id="product" class="form-select rounded-0" required>
<option value="">Select Product</option>
<?php echo $inventory->productDropdownList();?>
```

5.2 SYSTEM TESTING:

The goal of the system testing process was to determine all faults in our project. The program was subjected to a set of test inputs and many explanations were made and based on these explanations it will be decided whether the program behaves as expected or not. Our Project went through two levels of testing, such as:

UnitTesting

Integrated testing

5.2.1UNIT TESTING:

Unit testing is commenced when a unit has been created and effectively reviewed. In order to test a single module, we need to provide a complete environment i.e. besides the section we would require

- The procedures belonging to other units that the unit under test calls
- Non local data structures that module accesses
- A procedure to call the functions of the unit under test with appropriate parameters.

MODULE 1 LOGINPAGE

INPUT		OPERATION	STATUS
User Name	Password		
admin@mail.com	Admin123	Login	Login Successfully
admin@mail.com	3	Login	Wrong Password
rong	12345	Login	Wrong Username
		Login	Please fill out this field

Table 5.2

MODULE**INVENTORY PAGE:**

INPUT	OPERATION	STATUS
Holder Name Amount Purchase Address Contact Number	Kusuma 5000 Goods Bangalore 996430014 6 Add purchase	Successfully added
Name Type Category Price Quantity	SUBMIT	Name is required Type is required Category is requiredPrice is required Quantity is required

Table 5.2

5.2.2 INTEGRATED TESTING:

In the Integration testing we test various combination of the project module by providing the input. The primary objective is to test the module interfaces in order to confirm that no errors are occurring when one module invokes the other module.

5.3 DATABASE DESIGN:

The data in the system must be stored and retrieved from database. Designing the database is part of system design. Data elements and data structures to be stored have been identified at analysis. They are structured and put together to design the storage and retrieval system. A database is a collection of interrelated data stored with minimum redundancy to serve many users quickly and efficiently. The general objective is to make database access easy, quick and flexible .

Between the data items and unnecessary data items are removed. Normalization is done to get an internal consistency of data and to have minimum redundancy and maximum stability. This ensures minimizing data storage required, minimizing chances of data inconsistencies, and optimizing for updates.

Insurance Management System mainly contains 2 tables: Insurance Management System mainly contains 2 tables:

ID	NAME	LEVEL	COST PER PRICE
1	PRODUCT 1	2	71.78
3	PRODUCT 3	5	56.37
4	PRODUCT 4	6	57.96
5	PRODUCT 5	7	77.89

Table 5.2(Inventory List): this stores the Inventory list details.

PRODUCT NAME	PRODUCT QTY	PRODUCT PRICE
SONY HEADPHONES	45	2500
DELL XPS13	33	45000
HP PEVELION	21	34000
1 PLUS TV	34	2340
SONY SPEAKER	55	4570

Table 5.3(Inventory List): this stores the product list details.

CHAPTER 6

CONCLUSION

The objective of this project is to build a program for maintaining the details of all supply order. As we can see the importance of inventory management is very serious, it is one of the most important aspects of any business. The aspect of this part of the business is whether or not we can satisfy the demand of our customers if we aren't sure we have all the materials available to make the final product. It enables the company to hold and store the raw materials and points of consumption. The system development is able to meet all the basic requirements. It will provide the facility to the user so that they can keep in track of all equipment's begin supplied. Therefore The management of this inventory will be also benefited by the proposed system, as it will automate the whole supply procedure, which will reduce the workload. The security of the system is also one of the prime concerns

FUTURE ENHANCEMENT:

In a nutshell, it can be summarized that the future scope of the project circles around maintaining information regarding.

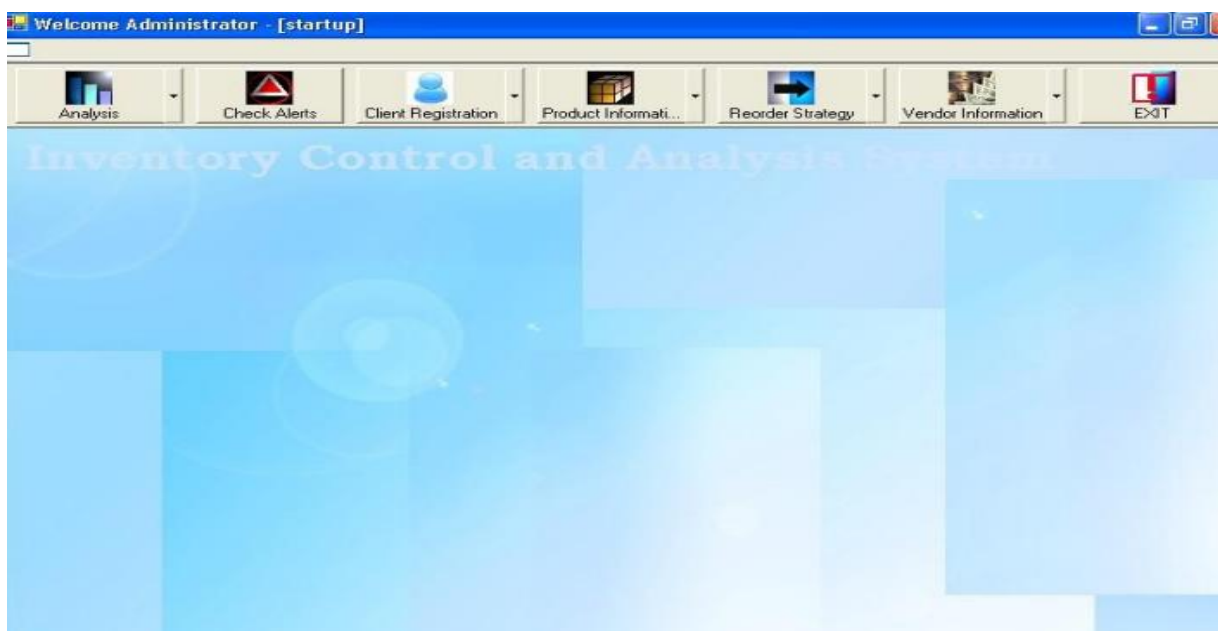
- We can give more advance software for inventory Management System including more facilities.
- We can host the platform on online services to make it accessible worldwide.
- Enhancements can be done to maintain all the inventory, vendor, product, cost, order.
- It provides high level of security for data leaking as only admin people can access the database no changes can be made in it until it refers the user login id and password.

CHAPTER 7

7.1 User login



7.2 User Home:



7.3 PRODUCT INFORMATION:

Logged in : himanshuggc **Total:** 246  [LOGOUT](#)

 [ADD TO CART](#)  [REMOVE FROM CART](#) [CHANGE PASSWORD](#)

PRODUCT ID	PRODUCT NAME	PRICE/UNIT	NO. OF UNITS	TOTAL
5	Saffola Sunflower Oil	35	2	70
12	Mala Strawberry Jam	40	1	40
18	Sunfeast Glucose Biscuits	30	1	30
20	Monaco Biscuits	18.5	3	55.5
14	Mapro Mixed Fruit Jam	50.5	1	50.5

7.4 PRODUCT COMPARISON:

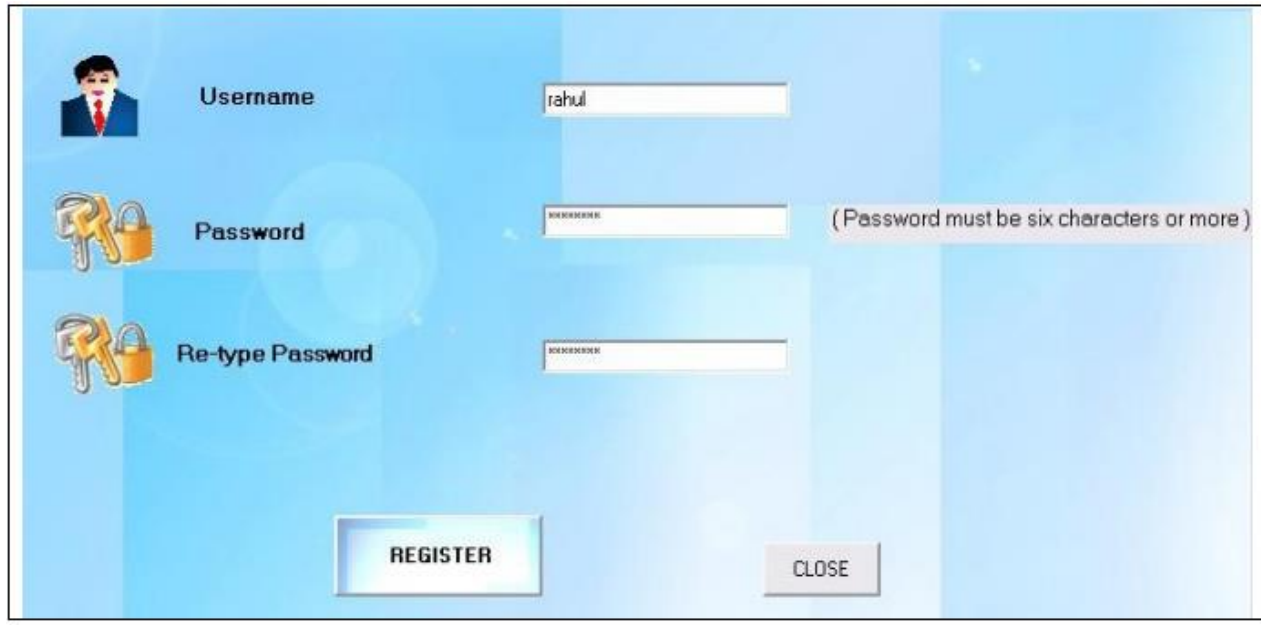
PRODUCT COMPARISON

Select Product Type

Gadgets & Devices

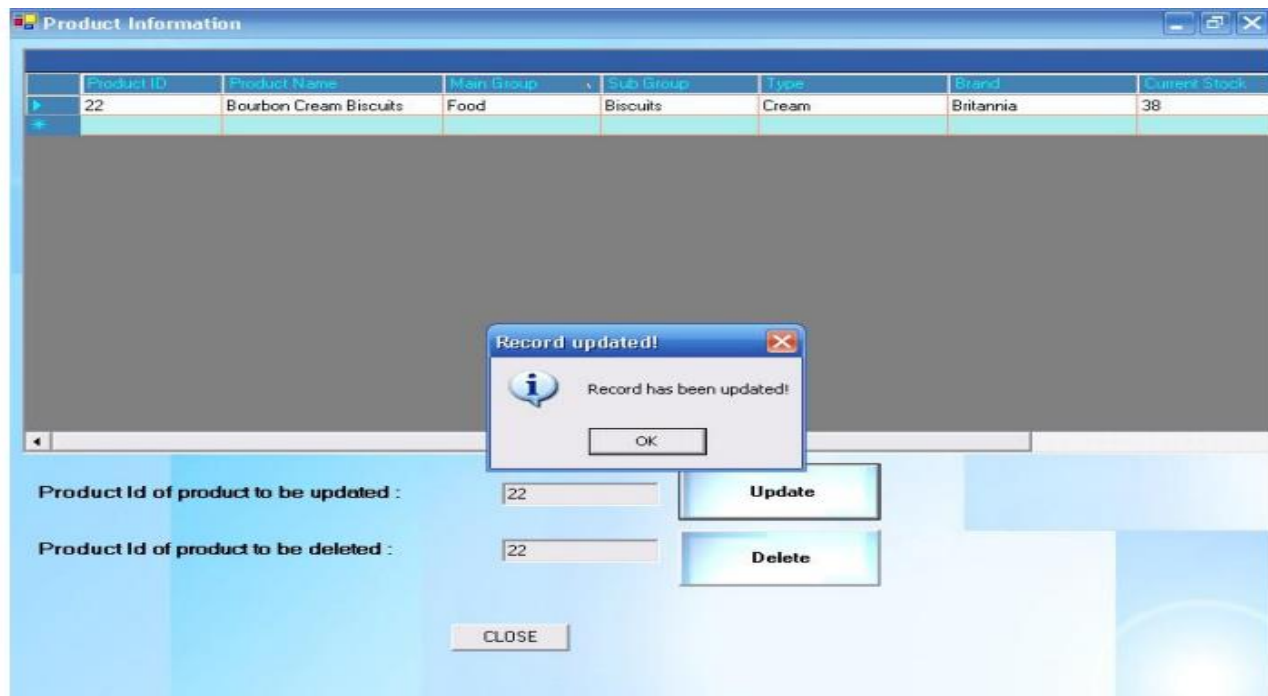
☐ Main group ☒ Sub group ☐ Type [Compare](#)

[Back](#)

ADMIN:**7.5 CLIENT REGISTRATION FORM:**


The registration form has a light blue background with a subtle pattern. On the left, there are three icons: a man in a suit for 'Username', a key and padlock for 'Password', and another key and padlock for 'Re-type Password'. The form contains three text input fields. The first field, labeled 'Username', contains the text 'rahul'. The second field, labeled 'Password', contains a series of dots and has a tooltip that says '(Password must be six characters or more)'. The third field, labeled 'Re-type Password', also contains a series of dots. At the bottom, there are two buttons: 'REGISTER' and 'CLOSE'.

P

7.6 PRODUCT UPDATE:


The 'Product Information' window features a table with the following data:

Product ID	Product Name	Main Group	Sub Group	Type	Brand	Current Stock
22	Bourbon Cream Biscuits	Food	Biscuits	Cream	Britannia	38

Below the table, there are two input fields and two buttons. The first input field is labeled 'Product Id of product to be updated :' and contains the value '22'. Next to it is an 'Update' button. The second input field is labeled 'Product Id of product to be deleted :' and also contains the value '22'. Next to it is a 'Delete' button. At the bottom center is a 'CLOSE' button.

A modal dialog box titled 'Record updated!' is displayed in the center. It contains an information icon, the text 'Record has been updated!', and an 'OK' button.

7.7 VENDOR INFORMATION.

PRODUCT INFORMATION CLOSE

Product ID : Barcode Number :

Product Name :

Main group :

Sub-group :

Type :

Brand name :

Current stock : Minimum stock : Maximum stock :

Reorder level :

Automatic Re-order : ☐ Perishable : ☒ Seasonal : ☐

Selling Price :

Insert

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