NEW HORIZON
COLLEGE OF ENGINEERING
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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

INVENTORY MANAGEMENT SYSTEM

MINI PROJECT REVIEW 1

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INTRODUCTION

Inventory management in business refers to **managing order processing, manufacturing, storage, and selling raw materials and finished goods**.

User can use all the features of the system which includes Adding, Removing, modifying and viewing products(items/goods) feature.

It also includes the details of workers.

Whenever a user wants to buy or sell the goods _- counts increased or decreased ,respectively and we can track the details through maintaining the products information.

:)

EXISTING SYSTEM

• Writing all the (products/goods) details in a file and finding it whenever it is needed in future, is very difficult and very much time consuming.

•A lot of space is required to keep the files for a long time .

• Keeping the files for a long time can damage it during the floods or any other hazardous situation.

•PROBLEM STATEMENT:
•The two basic inventory decisions that managers face are:
•· How much additional inventory to order or produce.
•· When to order or produce it.

INFORMATION OBJECTIVE:
The main objective of the Inventory System is to manage the details of Worker, Goods/products//that is It manages all the information about incoming and outgoing of goods /products

HARDWARE AND SOFTWARE SPECIFICATION

REQUIREMENTS:

Software requirements:

- C COMPILER (TURBO C)
- VISUAL STUDIOS (VS CODE)

Hardware requirements:

- Hard Disk – 2GB+
- RAM REQUIRED – 2GB+

MODULE DESCRIPTION

void worker_info(struct n*ode[]*, int);
In this function we can store the information of the worker.

void add_product(struct n*ode[]*, int);
In this function we can add the product info and related info.

void view_product(struct node[],int);
In this function we can display the product info and related info.

void delete_product(struct node[],int);
In this function we can remove the product info and related info.

void modify_product(struct node[],int);
Modify Products – For the modify products, the user can modify products information.

PSEUDO CODE FOR ACCEPT()

```
void accept(struct Node list[80], int s)
{
   int i_num;
   char i_name[10];

   head  = (struct Node*)malloc(sizeof(struct Node));
   second = (struct Node*)malloc(sizeof(struct Node));
   third  = (struct Node*)malloc(sizeof(struct Node));

   printf("\nEnter data for Products #%d", 1);
   printf("\nEnter Product number : ");
   scanf("%d", &i_num);
   head->rem_items = 0;
   head-> item_number = i_num;

   //head->data = 1; // assign data in first node
   //printf("Enter name : ");
   //scanf("%s", &i_name);
   //head->name = i_name;
   //head->rem_items = 0;
   head->next = second; // Link first node with

   printf("\nEnter data for Products #%d", 2);
   printf("\nEnter Product Number : ");
   scanf("%d", &i_num);
   //printf("Enter name : ");
   //scanf("%s", second->name);
   second->rem_items = 0;
   second->item_number = i_num;
   second->next = third;
   printf("\nEnter data for Products #%d", 3);

   printf("\nEnter Product Number : ");
   scanf("%d", &i_num);
   //printf("Enter name : ");
   //scanf("%s", third->name);
   third->rem_items = 0;
   third->item_number = i_num;
   third->next = NULL;


}
```

PSEUDO CODE FOR DISPLAY()

```
void display(struct Node list[80], int s)
{

   printf("\n\nItem no. remaning items\n");
   printf("%d\t%d\n", head->item_number, head->rem_items);
   printf("%d\t%d\n", second->item_number, second->rem_items);
   printf("%d\t%d\n", third->item_number, third->rem_items);

}
```

CREATION OF LINKED LIST

```
struct Node {

    int l_num;
    char name[80];
    int rem_item;
    //struct Node;
    struct Node * next;
};
```

OUTPUT SCREEN

```
Enter data for Products #2
Enter Product Number : 33

Enter data for Products #3
Enter Product Number : 23

Inventory System Menu :
Press 1 to display all products.
Press 0 to exit
1


Item no. remaning items
1       0
33      0
23      0

Inventory System Menu :
Press 1 to display all products.
Press 0 to exit
```

WORK IN PROGRESS

- **void workerinfo(struct n*ode[]*, int);**
- In this function we can store the information of the worker.

- **void delete_product(struct node[],int);**
- In this function we can remove the product info and related info.

- **void modifyproduct(struct node[],int);**
- Modify Products – For the modify products, the user can modify products information.

CONCLUSION

This system provides the basic services to inventory management

(Inventory_Management_System)_ would be able to maintain information and able to keep records of that particular event.

This project can be implemented in company / Industry by fulfilling basic requirements.


thank
you