

MOBILE STORE MANAGEMENT SYSTEM

A Course Work Project Report submitted in partial fulfilment of the
requirement for the award of the degree of

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in

Computer Science & Engineering

By

2103A51044

NIKESH REDDY

2103A51223

SATHVIK REDDY

2103A51322

MANOJ KUMAR

2103A51462

SIDDHARTH

Under the guidance of

Madhira Srinivas, Assistant Professor



**DEPARTMENT OF COMPUTER SCIENCE & ARTIFICIAL
INTELLEGEENCE**

Ananthasagar village, Hasanparthy Mandal, Hanmakonda District – 500 376

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2103A51044

NIKESH REDDY

2103A51223

SATHVIK REDDY

2103A51322

MANOJ KUMAR

2103A51462

SIDDHARTH

DECLARATION

*We declare that the course project work entitled “**MOBILE STORE MANAGEMENT SYSTEM**” recorded in this course project work does not form part of any other project work. We further declare that the course project work report is based on our work carried-out at “**SR University, Ananthasagar Mandal, Hanmakonda District – 506 371**” in the first year of our B.Tech course.*

2103A51044	NIKESH REDDY
2103A51223	SATHVIK REDDY
2103A51322	MANOJ KUMAR
2103A51462	SIDDHARTH

Date: 28-11-2022

Place: SR University



Ananthasagar, Hasanparthy Mandal, Warangal District – 506 371.

www.sru.edu.in

CERTIFICATE

*This is to certify that the course project report entitled **MOBILE STORE MANAGEMENT SYSTEM** that is being submitted by **NIKESH REDDY, SATHVIK REDDY, MANOJKUMAR, SIDDHARTH** in partial fulfillment for the award of **B.Tech in Computer Science & Engineering** to the SR University, Ananthasagar, Hanmakonda-506371 is a record of bonafide work carried out by them under my guidance and supervision.*

Supervisor

M. Srinivas

Head

Department of CS & AI

Mobile Store Management System

Abstract:

This project stores the details of person's purchase history who will buy mobiles and mobile accessories through our Mobile store application. The details include are based on the user whether that person is admin or a customer based on that we have two options which are Admin section and Customer section.

The project support following operations:

- Adding a new item
- Delete an item
- View the sales
- Final Bill
- Menu
- Place your ordered
- Delete your ordered item
- View your ordered item
- Exit

This project is implemented in C language using linked list. The program is a MENU driven program which keeps on executing until user selects exit option.

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INTRODUCTION

INTRODUCTION

Mobile Store Management System Project using data structures and algorithms in C with Source Code – This C Mobile Store Management System Project is a console-based application written in C. This system is a simple little project that was created in the Code::Blocks IDE and compiled with the GCC compiler. The Mobile Store Management System is a simple console program that does not include any images.

The act of keeping, organizing, and managing information about mobiles and their accessories to customers and owners. It contains a menu where customers and owners can see what are the items are available in the store. And also, owners can check how many sales are done and also, they can add or delete any items in menu.

To place the order the customers, need to add the items to their cart. For this, customers need to check the items in menu and their specifications. If they want to remove any items from cart, they can use delete item option, so that item will get removed in user cart. After shopping, customers need to select the “Final Bill” option and check the total amount to be paid.

In Admin Section, the admin can check the how many sales are done in a day and admin can edit the menu using Adding or Deleting options.

Our project aims at Business process automation, i.e., we have tried to computerize various processes of Mobile Store Management System.

- ☐ In computer system the customer must check the menu first and then add the required items to their cart or also they can delete the items from their cart.
- ☐ In computer system the admin can also check the menu and if any new launches arrived in market, then he can add it to the menu.
- ☐ The system generates types of items are available in their store using menu option.
- ☐ It satisfies the user requirement.
- ☐ Be easy to understand by the user and operator
- ☐ Be easy to operate
- ☐ Have a good user interface
- ☐ Be expandable

Problem statement:

Mobiles stores management system is a project through which the user(customer) and admin can easily purchase and add mobile and mobile related accessories through one platform, not only purchasing and adding they can also view latest items available and our project can also calculate the total cost of what the user has purchased in form of a bill and even the admin's can easily maintain their sales details and they add or delete the item easily.

SYSTEM DESIGN

System Design of Mobile Store Management System

In this phase, a logical system is built which fulfils the given requirements. Design phase of software development deals with transforming the clients's requirements into a logically working system. Normally, design is performed in the following in the following two steps:

1. Primary Design Phase:

In this phase, the system is designed at block level. The blocks are created on the basis of analysis done in the problem identification phase. Different blocks are created for different functions emphasis is put on minimising the information flow between blocks. Thus, all activities which require more interaction are kept in one block.

2. Secondary Design Phase:

In the secondary phase the detailed design of every block is performed.

The general tasks involved in the design process are the following:

1. Design various blocks for overall system processes.
2. Design smaller, compact and workable modules in each block.
3. Design various database structures.
4. Specify details of programs to achieve desired functionality.
5. Design the form of inputs, and outputs of the system.
6. Perform documentation of the design.
7. System reviews

User Interface Design

User Interface Design is concerned with the dialogue between a user and the computer. It is concerned with everything from starting the system or logging into the

system to the eventually presentation of desired inputs and outputs. The overall flow of screens and messages is called a dialogue.

The following steps are various guidelines for User Interface Design:

1. The system user should always be aware of what to do next.
2. The screen should be formatted so that various types of information, instructions and messages always appear in the same general display area.
3. Message, instructions or information should be displayed long enough to allow the system user to read them.
4. Use display attributes sparingly.
5. Default values for fields and answers to be entered by the user should be specified.
6. A user should not be allowed to proceed without correcting an error.
7. The system user should never get an operating system message or fatal error

MODULES

DESCRIPTION

Modules description

In this project I used some simple modules and inbuilt functions. Modules are used to decrease the complexity of the program.

- `printf()` and `scanf()` functions are inbuilt library functions in C programming language which are available in C library by default. These functions are declared and related macros are defined in “`stdio.h`” which is a header file in C language.
- We have to include “`stdio.h`” file as shown in project to make use of these `printf()` and `scanf()` library functions in C language.
- We also include “`string.h`” file as shown in project to make use of strings.
- We also include “`stdlib.h`” file as shown in project. The **`stdlib.h` header file** includes several general-purpose utility functions, including string conversion, dynamic memory management, Integer arithmetic, system commands, random number generation, searching and sorting etc.

Software Specifications

Software & Hardware Specifications :

Operating system	:	Windows 11 Home Edition
Application Software	:	Dev C++, Version 5.11
Processor	:	Intel Core i5,10th Generation,3GHZ
RAM	:	8GB DDR4
SSD	:	512 GB, 2000 RPM

Dev C++ Editor :

Dev C++ is a complete IDE for the C++ language.

The IDE uses a MinGW port of GCC (GNU Compiler Collection) as its compiler. MinGW is a minimalist approach to write executables for Windows systems. Dev C++ is also usable with Cygwin or any other GCC-based compiler. It was first built in Delphi and was upgraded using Delphi's latest version.

Millions of users have used Dev C++ since the first version was released back in 1998 by Bloodshed Software. Having been around for over 20 years, the IDE remains a popular learning tool for universities worldwide.

Bloodshed abandoned Dev C++ in 2006 when the team no longer had the time to support it. The software was picked back up in 2010 by Johan Mes, an independent programmer who goes by the name Orwell. After 10 years of working on the IDE, Orwell stepped away from the project. U.S. software company, Embarcadero Technologies, subsequently began sponsoring the IDE and now maintains it.

Windows 11 :

Windows 11 is the latest major release of Microsoft's Windows NT operating system, released in October 2021. It is a free upgrade to its predecessor, Windows 10 (2015), available for any Windows 10 devices that meet the new Windows 11 system requirements.

Windows 11 features major changes to the Windows shell influenced by the canceled Windows 10X, including a redesigned Start menu, the replacement of its "live tiles" with a separate "Widgets" panel on the taskbar, the ability to create tiled sets of windows that can be minimized and restored from the taskbar as a group, and new gaming technologies inherited from Xbox Series X and Series S such as Auto HDR and DirectStorage on compatible hardware. Internet Explorer (IE) has been replaced by the Chromium-based Microsoft Edge as the default web browser like its predecessor, Windows 10, and Microsoft Teams is integrated into the Windows shell. Microsoft also announced plans to allow more flexibility in software that can be distributed via Microsoft Store, and to support Android apps on Windows 11 (including a partnership with Amazon to make its app store available for the function).

Windows 11 has received a mixed reception. Pre-release coverage of the operating system focused on its stricter hardware requirements, with discussions over whether they were legitimately intended to improve the security of Windows or as a ploy to upsell users to newer devices, and over e-waste associated with the changes.

CODING

CODE:

```
#include<stdio.h>
```

```
#include<stdlib.h>
```

```
#include<string.h>
```

```
struct node
```

```
{
```

```
    char pname[50];
```

```
    int quantity;
```

```
    float price;
```

```
    int data;
```

```
    struct node *prev;
```

```
    struct node *next;
```

```
};
```

```
struct node *hp1 = NULL, *newnode, *tp1 = NULL;
```

```
struct node *hp2 = NULL, *tp2 = NULL;
```

```
struct node *hp;
```

```
/*hp1= head pointer of admin
```

```
/*hp2= head pointer of customer
```

```
/*hp = head pointer for calculating sales
```

```
/*tp1= tail pointer of *hp1
```

```
/**tp2= tail pointer of *hp2
```

```
void adminmenu()
```

```
{  
  
    printf("-----\n");  
  
    printf("| 1. VIEW SALES      |\n");  
  
    printf("| 2. ADD THE ITEMS   |\n");  
  
    printf("| 3. DELETE THE ITEMS |\n");  
  
    printf("| 4. MENU           |\n");  
  
    printf("| 5. EXIT           |\n");  
  
    printf("-----\n");  
  
    printf("\nEnter Your Choice:");  
  
}
```

```
void customermenu()
```

```
{  
  
    printf("-----\n");  
  
    printf("| 1. PLACE YOUR ORDER      |\n");  
  
    printf("| 2. DELETE YOUR ORDERED ITEM |\n");  
  
    printf("| 3. VIEW YOUR ORDERED ITEMS |\n");  
  
    printf("| 4. MENU                   |\n");  
  
    printf("| 5. FINAL BILL             |\n");  
  
    printf("-----\n");  
  
}
```

```

        printf("\nEnter Your Choice:");
    }

    struct node* createadmin(struct node *head,int data, char pname[25], float
    price)
    {
        newnode = (struct node*)malloc(sizeof(struct node));

        newnode->data = data;
        newnode->price = price;
        newnode-> quantity = 0;
        strcpy(newnode->pname,pname);
        newnode->next = NULL;
        newnode->prev = NULL;

        struct node *temp = head;

        if(temp==NULL)
            hp1 = tp1 = newnode;
        else
        {
            while(temp->next!=NULL)
                temp=temp->next;

            temp->next=newnode;

```

```

        newnode->prev = tp1;

        tp1 = newnode;
    }

    return hp1;
}

struct node* createcustomer(struct node *head,int data,int quantity)
{
    newnode = (struct node*)malloc(sizeof(struct node));

    struct node *temp1 = hp1;
    int flag = 0;
    while(temp1!=NULL)
    {
        if(temp1->data==data)
        {
            flag = 1;
            break;
        }
        temp1 = temp1->next;
    }

    if(flag==1)

```



```

{
    newnode->data = data;
    newnode->price = quantity*(temp1->price);
    newnode-> quantity = quantity;
    strcpy(newnode->pname,temp1->pname);
    newnode->next = NULL;
    newnode->prev = NULL;

    struct node *temp = head;

    if(temp==NULL)
        hp2 = tp2 = newnode;
    else
    {
        while(temp->next!=NULL)
            temp=temp->next;

        temp->next=newnode;
        newnode->prev = tp2;
        tp2 = newnode;
    }
}

```

```

else

{

    printf("\n\tThis item is not present in the menu!\n");

}

return hp2;

}

```

```

void displayList(struct node *head)

```

```

{

    struct node *temp1 = head;

    if(temp1==NULL)

    {

        printf("\n\tList is empty!!\n\n");

    }

    else

    {

        printf("\t-----\n");

        printf("\tID\t\tPRODUCT NAME\t\tCOST\n");

        printf("\t-----\n");

        while(temp1!=NULL)

        {

            if(temp1->quantity==0)

                printf("\t%d\t%s\t\t%0.2f\n",temp1->data,temp1->pname,temp1->price);

            else

```

```

    {
        printf("\t%d\t%s\t%d\t\t%0.2f\n",temp1->data,temp1->pname,temp1->quantity,temp1->price);
    }

    temp1 = temp1->next;
}

printf("\t-----\n");
printf("\n");
}

}

```

```

struct node* totalsales(int data,int quantity)
{
    newnode = (struct node*)malloc(sizeof(struct node));
    int flag = 0;

    struct node *temp1 = hp1;
    while(temp1->data!=data)
    {
        temp1 = temp1->next;
    }

    newnode->data = data;

```

```
newnode->price = quantity*(temp1->price);
```

```
newnode-> quantity = quantity;
```

```
strcpy(newnode->pname,temp1->pname);
```

```
newnode->next = NULL;
```

```
newnode->prev = NULL;
```

```
struct node *temp = hp;
```

```
if(temp==NULL)
```

```
    hp = newnode;
```

```
else
```

```
{
```

```
    while(temp->next!=NULL)
```

```
    {
```

```
        if(temp->data==data)
```

```
        {
```

```
            flag = 1;
```

```
            break;
```

```
        }
```

```
        temp=temp->next;
```

```
    }
```

```
if(flag==1)
```

```
{
```

```

        temp->quantity += newnode-> quantity;

        temp->price += newnode->price;

    }

    else

    {

        temp->next=newnode;

    }

}

return hp;

}

```

void calculatetotsales()

```

{

    struct node *temp = hp2;

    while(temp!=NULL)

    {

        hp = totalsales(temp->data, temp->quantity);

        temp=temp->next;

    }

}

```

struct node* delete(int data,struct node *head, struct node* tail)

```

{

```

```

if(head==NULL)
{
    printf("\n\tList is empty\n");
}
else
{
    struct node* temp;
    if(data==head->data)
    {
        temp = head;
        head = head->next;
        if (head != NULL)
            head->prev = NULL;
        free(temp);
    }
    else if(data==tail->data)
    {
        temp = tail;
        tail = tail->prev;
        tail->next = NULL;
        free(temp);
    }
    else
    {

```

```

    temp = head;

    while(data!=temp->data)

    {

        temp = temp->next;

    }

    (temp->prev)->next = temp->next;

    (temp->next)->prev = temp->prev;

    free(temp);

}

}

return head;

}

```

```

int deleteadmin()

{

    printf("\n\tEnter serial no. of the devices which is to be deleted: ");

    int num;

    scanf("%d",&num);


    struct node* temp=hp1;

    while(temp!=NULL)

    {

        if (temp->data == num)

        {

```

```

        hp1 = delete(num, hp1, tp1);
        return 1;
    }
    temp=temp->next;
}

return 0;
}

int deletecustomer()
{
    printf("\n\tEnter serial no. of the devices item which is to be deleted: ");
    int num;
    scanf("%d",&num);

    struct node* temp=hp2;
    while(temp!=NULL)
    {
        if (temp->data == num)
        {
            hp2 = delete(num, hp2, tp2);
            return 1;
        }
        temp=temp->next;
    }
}

```



```

    }

    return 0;
}

void displaybill()
{
    displayList(hp2);
    struct node *temp = hp2;
    float total_price = 0;
    while (temp!=NULL)
    {
        total_price +=temp->price;
        temp = temp->next;
    }

    printf("\t\tTotal price: %0.02f\n",total_price);

}

struct node* deleteList(struct node* head)
{
    if(head==NULL)
    {

```

```

        return NULL;
    }
    else
    {
        struct node* temp = head;
        while(temp->next!=0)
        {
            temp = temp->next;
            free(temp->prev);
        }
        free(temp);
        head = NULL;
    }

    return head;
}

void admin()
{
    printf("-----\n");
    printf("|          ADMIN SECTION          |\n");
    printf("-----\n");
    do
    {

```

```

adminmenu();

int opt;

scanf("%d",&opt);

if(opt==5)
    break;

switch (opt)
{
    case 1:
        displayList(hp);
        break;
    case 2:

        printf("\n\tEnter Id of the product: ");

        int num,flag = 0;

        char name[50];

        float price;

        scanf("%d",&num);

        struct node *temp = hp1;

        while(temp!=NULL)

```

```

{
    if(temp->data==num)
    {
        printf("\n\tProduct with given serial id number already
exists!!\n\n");
        flag = 1;
        break;
    }
    temp = temp->next;
}

if(flag==1)
    break;

printf("\tEnter product name: ");
scanf("%s",name);
printf("\tEnter price: ");
scanf("%f",&price);
hp1 = createadmin(hp1, num, name, price);
printf("\n\tNew product is added to the list!!\n\n");
break;

case 3:
    if(deleteadmin())
    {
        printf("\n\t Updated list was.....\n");
    }

```

```

        displayList(hp1);
    }
    else
        printf("\n\tProduct with given id number doesn't exist.....\n");

    break;

case 4:
    printf("\n\tMenu.....\n");
    displayList(hp1);
    break;

default:
    printf("Invalid Option....\n");
    break;
}
}while(1);
}

```

```

void customer()
{
    int flag=0,j=1;
    char ch;
    printf("-----\n");
    printf("|    CUSTOMER SECTION    |\n");
}

```

```

printf("-----\n");
while(1)
{
    customermenu();

    int opt;

    scanf("%d",&opt);

    switch (opt)
    {
        case 1:

            printf("\nEnter the id no.of product: ");

            int n;

            scanf("%d",&n);

            printf("\nEnter quantity: ");

            int quantity;

            scanf("%d",&quantity);

            hp2 = createcustomer(hp2, n, quantity);

            break;

        case 2:

            if(deletecustomer())

            {

                printf("\n YOUR UPDATED CART.....\n");

                displayList(hp2);

            }

            else

```

```

        printf("\n\t Item with given id number doesn't exist!!\n");

        break;

    case 3:

        printf("\n\t***List of ordered items***\n");

        displayList(hp2);

        break;

    case 4:

        displayList(hp1);

        break;

    case 5:

        calculatetotsales();

        printf("\n\t### Final Bill ###\n");

        displaybill();

        hp2 = deleteList(hp2);

        printf("\n\tPress any key to return to main menu:\n\t\t\t\t\t");

        fflush(stdin);

        ch=fgetc(stdin);

        flag=1;

        break;

    default:

        printf("\n\tWrong Input !! PLease choose valid option\n");

        break;

}

if(flag==1)

```

```

        break;
    }
}

```

```

void mainmenu()

```

```

{
    printf("*****\n");
    printf("\tWELCOME TO BNEW MOBILES\t\t\t | \n");
    printf("*****\n\n");
    printf("-----\n");
    printf("| 1. ADMIN SECTION | \n");
    printf("-----\n");
    printf("| 2. CUSTOMER SECTION | \n");
    printf("-----\n");
    printf("| 3. EXIT | \n");
    printf("-----\n");
    printf("\n\nEnter Your Choice:");
}

```

```

int main()

```

```

{
    hp1 = createadmin(hp1,1,"SAMSUNG S21(6GB RAM,128GB ROM)",70000);
    hp1 = createadmin(hp1,2,"SAMSUNG A32(6GB RAM,128GB ROM)",30000);
    hp1 = createadmin(hp1,3,"SAMSUNG A32(6GB RAM,128GB ROM)",15000);
}

```



```

hp1 = createadmin(hp1,4,"REALME 9RO+(6GB RAM,128GB ROM)",18000);
hp1 = createadmin(hp1,5,"REALME 9RO(6GB RAM,128GB ROM)", 13000);
hp1 = createadmin(hp1,6,"REDMI NOTE10(6GB RAM,64GB ROM)",14500);
hp1 = createadmin(hp1,7,"ONEPLUS 11(6GB RAM,128GB ROM)", 58000);
hp1 = createadmin(hp1,8,"IPHONE 13PRO MAX(128GB ROM)" ,98000);
hp1 = createadmin(hp1,9,"SAMSUNG 30W ADAPTER      ",1800);
hp1 = createadmin(hp1,10,"REALME 60W ADAPTER      ",2800);
hp1 = createadmin(hp1,11,"APPLE 30W ADAPTER      ",4800);
hp1 = createadmin(hp1,12,"SAMSUNG 30W ADAPTER      ",1800);
hp1 = createadmin(hp1,13,"BOAT AIRDOPES 441      ",2500);
hp1 = createadmin(hp1,14,"NOISE BUDS PRO          ",2000);
hp1 = createadmin(hp1,15,"SONY WIRELESS BUDS PRO    ",1800);

```

```

while(1)
{
    mainmenu();

    int choice;

    scanf("%d",&choice);

    if(choice==3)
    {
        printf("\n*****Thank you!!*****\n");

        break;
    }
}

```

```
switch (choice)
{
    case 1:
        admin();
        break;
    case 2:
        customer();
        break;
    default:
        printf("\n\tWrong Input !! PLease choose valid option\n");
        break;
}
}
}
```

OUTPUTS

Main Menu

```
*****
WELCOME TO BNEW MOBILES
*****

-----
| 1. ADMIN SECTION |
-----
| 2. CUSTOMER SECTION |
-----
| 3. EXIT |
-----

Enter Your Choice:|
```

Choose an option to perform operations

Enter 2 for going to Customer section

```
*****
      WELCOME TO BNEW MOBILES
*****

-----
|  1. ADMIN SECTION  |
-----
|  2. CUSTOMER SECTION  |
-----
|  3. EXIT            |
-----

Enter Your Choice:2
-----
|      CUSTOMER SECTION      |
-----

-----
|  1. PLACE YOUR ORDER  |
|  2. DELETE YOUR ORDERED ITEM  |
|  3. VIEW YOUR ORDERED ITEMS  |
|  4. MENU              |
|  5. FINAL BILL        |
-----

Enter Your Choice:|
```

Enter 4 for the Menu

```
-----
| 1. PLACE YOUR ORDER |
| 2. DELETE YOUR ORDERED ITEM |
| 3. VIEW YOUR ORDERED ITEMS |
| 4. MENU |
| 5. FINAL BILL |
|-----|

Enter Your Choice:4

-----
ID          PRODUCT NAME          COST
-----
1      SAMSUNG S21(6GB RAM,128GB ROM)      70000.00
2      SAMSUNG A32(6GB RAM,128GB ROM)      30000.00
3      SAMSUNG A32(6GB RAM,128GB ROM)      15000.00
4      REALME 9R0+(6GB RAM,128GB ROM)      18000.00
5      REALME 9R0(6GB RAM,128GB ROM)      13000.00
6      REDMI NOTE10(6GB RAM,64GB ROM)      14500.00
7      ONEPLUS 11(6GB RAM,128GB ROM)      58000.00
8      IPHONE 13PRO MAX(128GB ROM)      98000.00
9      SAMSUNG 30W ADAPTER      1800.00
10     REALME 60W ADAPTER      2800.00
11     APPLE 30W ADAPTER      4800.00
12     SAMSUNG 30W ADAPTER      1800.00
13     BOAT AIRDOPE5 441      2500.00
14     NOISE BUDS PRO      2000.00
15     SONY WIRELESS BUDS PRO      1800.00
-----
```

Enter 1 for place a order

```
-----  
| 1. PLACE YOUR ORDER |  
| 2. DELETE YOUR ORDERED ITEM |  
| 3. VIEW YOUR ORDERED ITEMS |  
| 4. MENU |  
| 5. FINAL BILL |  
-----  
  
Enter Your Choice:1  
  
    Enter the id no.of product: 1  
  
    Enter quantity: 1  
  
-----  
| 1. PLACE YOUR ORDER |  
| 2. DELETE YOUR ORDERED ITEM |  
| 3. VIEW YOUR ORDERED ITEMS |  
| 4. MENU |  
| 5. FINAL BILL |  
-----  
  
Enter Your Choice:1  
  
    Enter the id no.of product: 12  
  
    Enter quantity: 1
```

Enter 2 to delete a ordered item

```
-----
| 1. PLACE YOUR ORDER |
| 2. DELETE YOUR ORDERED ITEM |
| 3. VIEW YOUR ORDERED ITEMS |
| 4. MENU |
| 5. FINAL BILL |
-----

Enter Your Choice:2

Enter serial no. of the food item which is to be deleted: 12

YOUR UPDATED CART.....
-----
ID          PRODUCT NAME          COST
-----
1          SAMSUNG S21(6GB RAM,128GB ROM) 1          70000.00
-----
```

Enter 3 to view the order

```
-----
| 1. PLACE YOUR ORDER |
| 2. DELETE YOUR ORDERED ITEM |
| 3. VIEW YOUR ORDERED ITEMS |
| 4. MENU |
| 5. FINAL BILL |
-----

Enter Your Choice:3

***List of ordered items***
-----
ID          PRODUCT NAME          COST
-----
1          SAMSUNG S21(6GB RAM,128GB ROM) 1          70000.00
-----
```


Enter 5 for final bil and enter any key

```
-----
| 1. PLACE YOUR ORDER |
| 2. DELETE YOUR ORDERED ITEM |
| 3. VIEW YOUR ORDERED ITEMS |
| 4. MENU |
| 5. FINAL BILL |
-----

Enter Your Choice:5

    ### Final Bill ###
    -----
    ID          PRODUCT NAME          COST
    -----
    1          SAMSUNG S21(6GB RAM,128GB ROM)  1          70000.00
    -----

    Total price: 70000.00

    Press any key to return to main menu:

*****
      WELCOME TO BNEW MOBILES      |
*****

-----
| 1. ADMIN SECTION |
| 2. CUSTOMER SECTION |
| 3. EXIT |
-----

Enter Your Choice:|
```

Enter 1 for Admin Section

```
*****
WELCOME TO BNEW MOBILES
*****

-----
| 1. ADMIN SECTION |
-----
| 2. CUSTOMER SECTION |
-----
| 3. EXIT |
-----

Enter Your Choice:1
-----
| ADMIN SECTION |
-----

-----
| 1. VIEW SALES |
| 2. ADD THE ITEMS |
| 3. DELETE THE ITEMS |
| 4. MENU |
| 5. EXIT |
-----

Enter Your Choice:|
```

Choose option 1 for sales view

```
-----
| 1. VIEW SALES |
| 2. ADD THE ITEMS |
| 3. DELETE THE ITEMS |
| 4. MENU |
| 5. EXIT |
|-----|

Enter Your Choice:1

-----
ID          PRODUCT NAME          COST
-----
1    SAMSUNG S21(6GB RAM,128GB ROM)  1    70000.00
-----
```

Choose option 2 to add the items

```
-----
| 1. VIEW SALES |
| 2. ADD THE ITEMS |
| 3. DELETE THE ITEMS |
| 4. MENU |
| 5. EXIT |
|-----|

Enter Your Choice:2

Enter Id of the product: 56
Enter product name: SAMSUNG
Enter price: 98000

New product is added to the list!!
```

Choose option 4 to display new menu

```
-----
| 1. VIEW SALES |
| 2. ADD THE ITEMS |
| 3. DELETE THE ITEMS |
| 4. MENU |
| 5. EXIT |
|-----|
```

Enter Your Choice:4

Menu.....

ID	PRODUCT NAME	COST
1	SAMSUNG S21(6GB RAM,128GB ROM)	70000.00
2	SAMSUNG A32(6GB RAM,128GB ROM)	30000.00
3	SAMSUNG A32(6GB RAM,128GB ROM)	15000.00
4	REALME 9R0+(6GB RAM,128GB ROM)	18000.00
5	REALME 9R0(6GB RAM,128GB ROM)	13000.00
6	REDMI NOTE10(6GB RAM,64GB ROM)	14500.00
7	ONEPLUS 11(6GB RAM,128GB ROM)	58000.00
8	IPHONE 13PRO MAX(128GB ROM)	98000.00
9	SAMSUNG 30W ADAPTER	1800.00
10	REALME 60W ADAPTER	2800.00
11	APPLE 30W ADAPTER	4800.00
12	SAMSUNG 30W ADAPTER	1800.00
13	BOAT AIRDOPES 441	2500.00
14	NOISE BUDS PRO	2000.00
15	SONY WIRELESS BUDS PRO	1800.00
56	SAMSUNG 98000.00	

Choose option 3 to delete the items

```
-----
| 1. VIEW SALES |
| 2. ADD THE ITEMS |
| 3. DELETE THE ITEMS |
| 4. MENU |
| 5. EXIT |
|-----|

Enter Your Choice:3

Enter serial no. of the food item which is to be deleted: 56

Updated list was.....
-----
ID          PRODUCT NAME          COST
-----
1    SAMSUNG S21(6GB RAM,128GB ROM)  70000.00
2    SAMSUNG A32(6GB RAM,128GB ROM)  30000.00
3    SAMSUNG A32(6GB RAM,128GB ROM)  15000.00
4    REALME 9R0+(6GB RAM,128GB ROM)  18000.00
5    REALME 9R0(6GB RAM,128GB ROM)   13000.00
6    REDMI NOTE10(6GB RAM,64GB ROM)  14500.00
7    ONEPLUS 11(6GB RAM,128GB ROM)   58000.00
8    IPHONE 13PRO MAX(128GB ROM)     98000.00
9    SAMSUNG 30W ADAPTER              1800.00
10   REALME 60W ADAPTER               2800.00
11   APPLE 30W ADAPTER                4800.00
12   SAMSUNG 30W ADAPTER              1800.00
13   BOAT AIRDOPES 441               2500.00
14   NOISE BUDS PRO                  2000.00
15   SONY WIRELESS BUDS PRO           1800.00
-----
```

Choose option 5 to exit from Admin section

```
-----
| 1. VIEW SALES |
| 2. ADD THE ITEMS |
| 3. DELETE THE ITEMS |
| 4. MENU |
| 5. EXIT |
-----

Enter Your Choice:5
*****
      WELCOME TO BNEW MOBILES |
*****

-----
| 1. ADMIN SECTION |
| 2. CUSTOMER SECTION |
| 3. EXIT |
-----

Enter Your Choice:|
```

Choose option 3 to exit from program

```
*****
      WELCOME TO BNEW MOBILES |
*****

-----
| 1. ADMIN SECTION |
| 2. CUSTOMER SECTION |
| 3. EXIT |
-----

Enter Your Choice:3

*****Thank you!!*****

-----
Process exited after 741.3 seconds with return value 0
Press any key to continue . . . |
```

CONCLUSION

Conclusion :

By this project we can conclude that, we can easily find the sales that were purchased by the customers and the admin can add any new products to their menu. They want to delete any old product they can. The user who want to buy product they can check the menu and they can buy what they want. Through which user and admin can interact mobile store with ease.

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