Data Structures and Algorithms

PROJECT PROPOSAL

**Online Pharmacy System**



Prepared by:

Christensen Mario Frans

Even semester 2019/2020

Computer Science Program

Binus University International

Team Introduction

## About Our Team

I chose to work on this project alone. This is for two different reasons, one was because all the people I asked already have a group. In addition to that, I am also new to this class, therefore not really close to anybody yet to work with in my class, since I was from the other class in the last semester (There are 2 classes for Computer Science Program of batch 2023). Reason number two is since we are mostly doing video conference due to the COVID-19 pandemic, it will be hard and time consuming to work with one another without meeting face-to-face.

|  |  |
| --- | --- |
|  | **CHRISTENSEN MARIO FRANS**  My name is Christensen Mario Frans, and I am 19 years old. I first learned about computer science 3 years ago, the first programming language that I learned was Java. Ever since, I have expanded my knowledge in programming; learning new languages (CSS, C++, Python), and thus enhancing & practicing my programming skills in all of these different languages.  Project Experience: I once created an endless runner game with Unity and C# Script back in 2018, and published it in Google Play Store. The game has the following features:   * High-scores saved * Moving surroundings/backgrounds as the player moves * Rotating, moving characters (controlled by players) * Gravity acting on players * Scoring & losing boundaries * Tutorial page * Google AdSense Installed (Monetization) |

Background

Ever since the introduction of the internet, online shopping has been increasing dramatically in modern days. It allows individuals to purchase the goods and services they want without having to leave their homes, which may be time consuming, also they have to pay for transportation fees (such as gas, taxi, train, bus, etc.).

It is very common to hear people buying fashion related items online, home improvement products, technology accessories, and many more. However, it is very rare that people to buy medicines/healthcare equipment online. Whereas healthcare is one of the most important necessity in our daily lives.

## Motivation

In recent situations, due to the COVID-19 pandemic, many pharmacies run out of stock for healthcare products, such as masks and hand sanitizers. It is very common to see customers coming into pharmacies, only to leave 5 seconds later after being told what they’re looking for is out of stock. For the customer, not only this is a waste of time and transportation cost, it also increases the chances of them being infected (as they are leaving their homes to look for these items), and eventually spread the virus to their relatives at home. It was inefficient after all… so why can’t we just find and buy the items online?

## Aims

My solution for this problem is to make a pharmacy cashier system for people to buy medicines online with ease.

## Scope

This system will include:

* Items as well as their stock count for users to see which products are available
* Create a customer’s cart, and checkout system
* User database to save login information (so users do not have to re-register)
* Pharmacy owner account (to view customers, items sold, current stocks for specific products, adding and removing stocks from the pharmacy, and to view revenue generated)

I will not be implementing this program to an actual online pharmacy store, this program is only to show the system and how the logic will work.

Activity Plan

|  |  |
| --- | --- |
| Date | Daily Activities |
| 24-25/4/2020 | Think of ideas for the project (Pharmacy Cashier System) |
| 26-28/4/2020 | Create project proposal to be submitted on 30/4/2020 |
| 30/4/2020 | Proposal submission |
| 1-3/5/2020 | Create logic (UML diagrams) for variables & methods to be implemented in the program |
| 4/5/2020 | Progress report 1 |
| 5-10/5/2020 | Start coding & implementing the logic created on C++ |
| 11/5/2020 | Progress report 2 |
| 12-31/5/2020 | Continue coding, alpha testing, beta testing on random people (to make sure the program is user friendly enough that people can understand) |
| 1-5/6/2020 | Fix bugs, and make comments so programmers can easily understand |
| 6-16/6/20 | Final evaluation |
| 18/6/2020 | Final Submission |

**INSTRUCTOR’s NOTES: PLEASE refer to the Project Guide 1 How to think about your project and the Project Brief**