The University of Manila

Automation of Junkshop Trading System.

Submitted by Group 4

Acknowledgement

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Introduction

In the Philippines, both formal and informal private sector actors manage the recycling value chain. Small recycling centers called junk shops play a critical role in this chain by purchasing recyclables from independent waste collectors and then reselling to larger materials processing facilities. A Junkshop is a simple buy and sell business, which is less considered by many since the traded products are unclean and soiled. But in another view, it is a lucrative business that generates a lot of money both for garbage collectors and junkshop owners.

Introduction

However, the current process of buying and selling is done with an outdated method that has fallacies especially when it comes to efficiency. It uses manual computation of prices that is very tedious and slow especially when it comes to dealing with massive tons of scraps with different prices based on their materials. The process gets complicated as such, the researchers have decided to propose a website with a new and modern system of trading using PHP and mySQL for convinience and efficiency.

Introduction

PHP is a scripting language internet developers use to create dynamic websites. Applications can without problems be loaded which can be primarily based totally on PHP and related to the database. It's specifically used because of its quicker price of loading over gradual net velocity than different programming language. On the other hand, MySQL is an open supply relational database control system. It is based at the structure question language (SQL), that is used for adding, removing, and enhancing facts in the database. MySQL consists of a completely unique garage engine that makes it simpler to manage your system. Furthermore, you could configure the MySQL database server to obtain height performance.

Statement of the Problem

1. Trading in junk shops moves more slowly because it might be impulsive and include two or more traders.

2. Without a wider connection, junkshops outside the knowledge of other traders, or new junkshops will get less foot traffic.

Statement of the Problem

3. Receipts and history of trades can be lost due to human error.

4. Dated price information due to lack of communication

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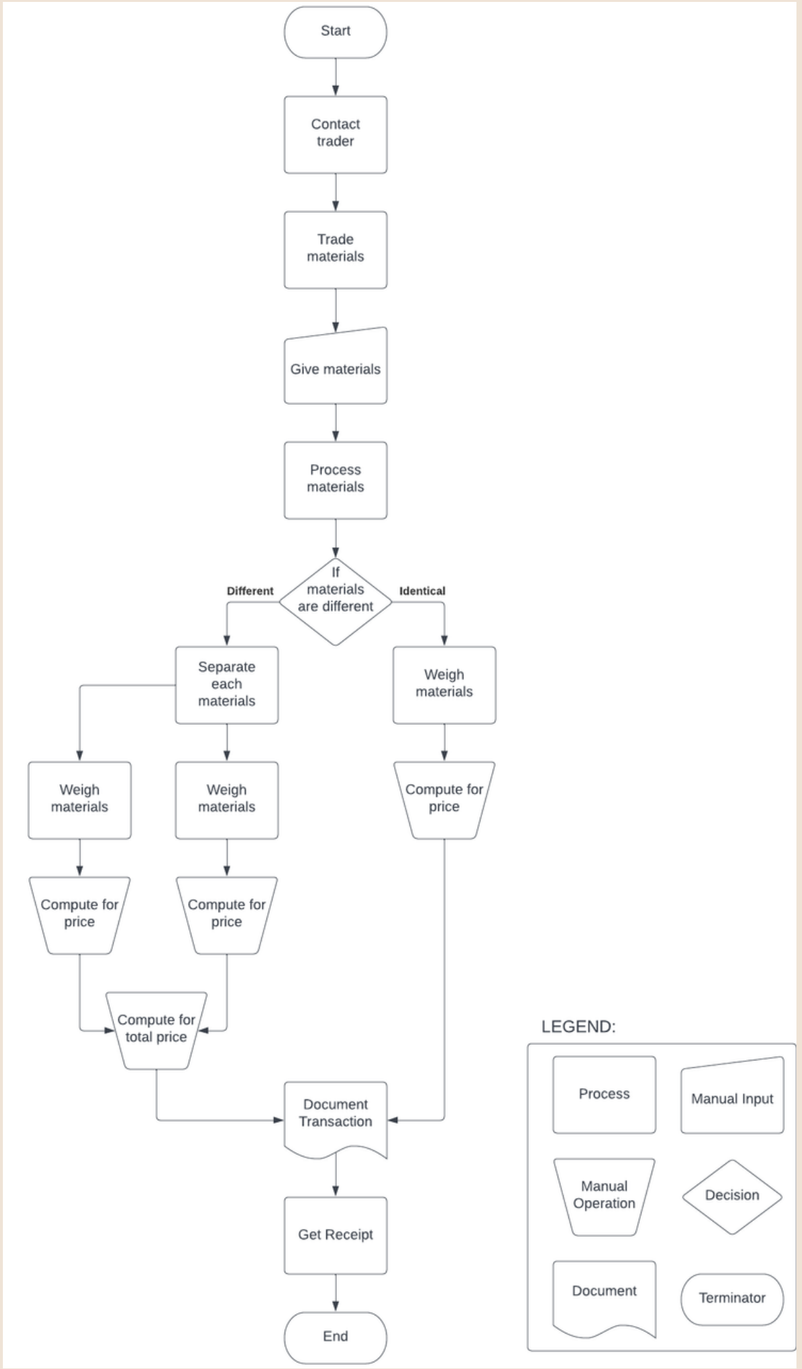
Statement of the Solution

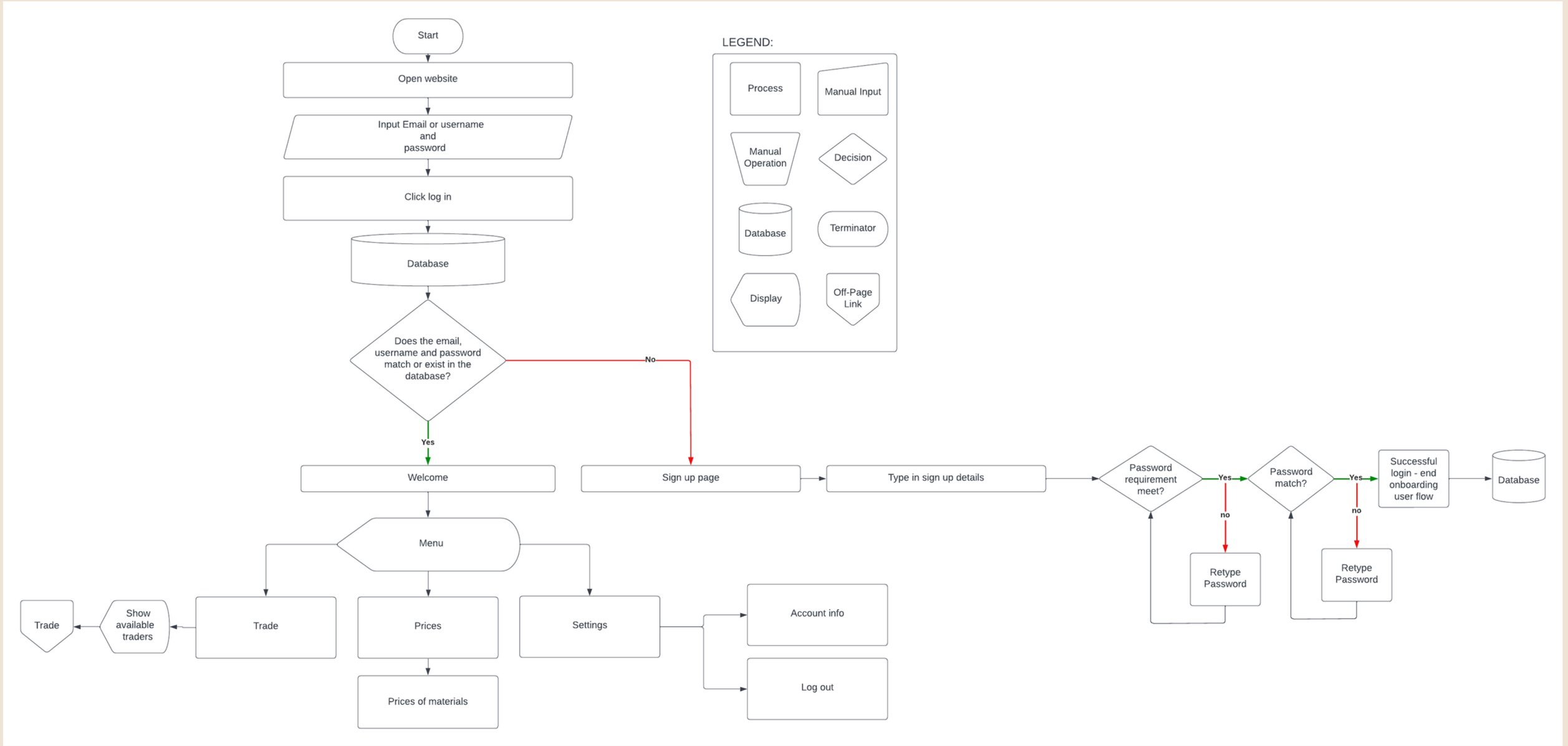
1. To make an efficient, reliable, and fool-proof form of the trading system of junkshops.

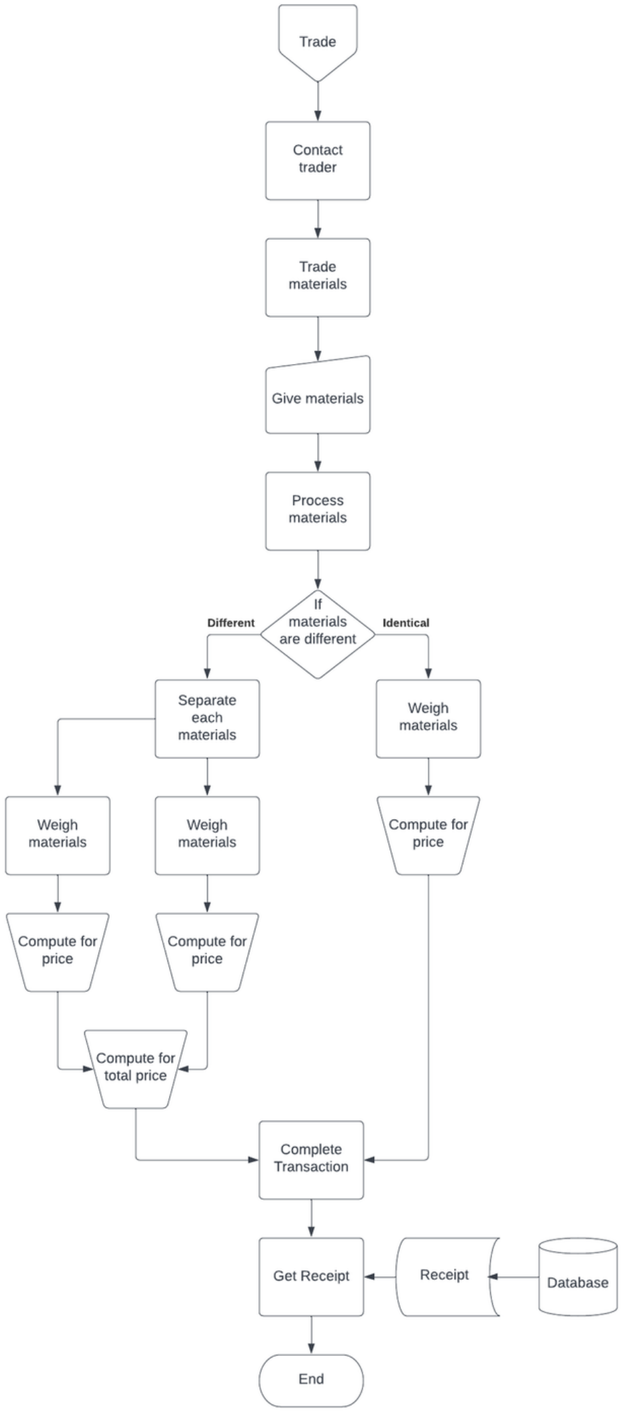
2. An easily accessible user-friendly website that can produce high-performance computations with speed.

OLD MANUAL SYSTEM


Start
Contact trader
Trade materials
Give materials
Process materials
If materials are different
Different
Identical
Separate each materials
Weigh materials
Weigh materials
Weigh materials
Compute for price
Compute for price
Compute for price
Compute for total price
Document Transaction
Get Receipt
End
LEGEND:
Process
Manual Input
Manual Operation
Decision
Document
Terminator

PROPOSED NEW SYSTEM


Start
Open website
Input Email or username and password
Click log in
Database
Does the email, username and password match or exist in the database?
No
Yes
Welcome
Menu
Trade
Show available traders
Trade
Prices
Prices of materials
Settings
Account info
Log out
Sign up page
Type in sign up details
Password requirement meet?
Yes
no
Retype Password
Password match?
Yes
no
Retype Password
Successful login - end onboarding user flow
Database
LEGEND:
Process
Manual Input
Manual Operation
Decision
Database
Terminator
Display
Off-Page Link


Trade
Contact trader
Trade materials
Give materials
Process materials
If materials are different
Different
Identical
Separate each materials
Weigh materials
Weigh materials
Weigh materials
Compute for price
Compute for price
Compute for price
Compute for total price
Complete Transaction
Get Receipt
Receipt
Database
End

Conclusion

The aim of this research is to automate the manual system of junkshops in terms of calculating the prices for each materials based on their measured weight and exchange rate in prices per kilo. The previous chapters has discussed how the problems of slow, inefficient process and the chances of making human errors are a big hurdle when it comes to the performance of the manual scrap trading system.

Conclusion

In response to this problem, the researchers have decided to propose a new system that are composed of more efficient way of computation that can easily handle numerous amount and types of scraps with efficiency and speed. By using C++ as it is proven to be more suitable for performing logical operations with ease, this new system shows the importance of technology and how it enhances the processes of a seemingly complicated process.

THANK YOU FOR LISTENING!

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