A Project Report
On
Departmental Store Management System

Amit Bhandari
Basanta Maharjan
Brihat Ratna Bajracharya
Kritish Pahi
Manish Munikar
Sushil Shakya

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1 Introduction

This project entitled **Departmental Store Management System** is a web based application that manages various activities done in department store. These activities include ordering goods/products from suppliers/producers, entering the new arrival of products into the system, managing those products in the department store and making bills while selling those products to customers. The system can store information of the products in a very structured way. Bills are created and details of each transaction can be viewed whenever required. The interface of the system will be user friendly and as simple as possible yet powerful requiring little training of operating staff.

Our system stores the detail of supplier, product, customer bills, department store staff as main entities. The department store manager regularly checks the product in stock and orders those that are out of stock. Goods and product come from many suppliers. Each supplier supply one or more products but one product is supplied by a unique supplier. These products are then classified into several categories and arranged categorically in separate racks. Details of every products (like in which category does it belong to, where it is located, available number, price) etc. are recorded and maintained in central database. An employee is assigned to enter the necessary information about the product into the database system of the store. A customer uses the system in order to find the product he is searching for and he gathers all the products he wishes to buy and brings it at the payment section of the store. An employee then enters the product codes of the customer purchase into the system and bill/invoice is prepared by the system. A customer makes the payment. Each transaction is stored in database for future references. So this is all about the workflow of our system.

As already mentioned above, this is a web based application system. A web-based application is any application that uses a website as the interface (the "front-end"). Users access the application from any computer connected to the Internet using a standard browser, instead of using an application that has been installed on their local computer. Almost any desktop software can be developed as a web-based application. With web-based applications, users access the system via a uniform environment—the web browser. While the user interaction with the application needs to be thoroughly tested on different web browsers, the application itself needs only be developed for a single operating system. There's no need to develop and test it on all possible operating

system versions and configurations. This makes development and troubleshooting much easier.

2 Objectives

We can categorize our objectives into two main categories. They are:

2.1 Academic Objectives

- To fulfill the partial requirement of our course.
- To explain and illustrate the fundamental concept of object orientation.
- To learn about Visual Object Oriented Modelling languages, specifically UML.
- To develop software/application following object oriented analysis and design.

2.2 Software Objectives

- To implement the concept of object orientation and build a software for store management system.
- To build an easy interface for our system.
- To use UML diagrams to make overview of the system and use it to implement in code.