

American International University-Bangladesh

Faculty of Science and Information Technology

Department of Computer Science

OBJECT ORIENTED PROGRAMMING 1 (JAVA)

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| **Semester: Summer 2019-20** |

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**Market Management**

About this project:-

Market management software is a very necessary tool for any market to keep and manage their stock product, selling, income, profit, income, adding new shop, employment data. We have done this project so that every market authority can do all their work easily and quickly using their software.

User Category:-

There are three types of users here. They are:

i) Authority

ii) Employee

iii) Shopkeeper

The functions/features of the software:-

Authority section:

i) Add employee: Here, authority can add any new employee with his full name, id, salary etc.

ii) Remove employee: Here, authority can remove existing employee.

iii) All employees: Here, authority can see the details of every employee.

iv) Search employee: Here, authority can find any employee to give his id in the program.

Employee section:

i) Add shop: Here, employee can add any new shop with its name and id.

ii) Remove shop: Here, employee can remove existing shop.

iii) All shop: Here, employee can see the details of every shop.

iv) Search shop: Here, employee can find any shop to give its id in the program.

Shopkeeper section:

i) Add product: Here shopkeeper can add two types of products.

1) Local product: Here, shopkeeper can add local products with its name, id, price, available quantity, discount rate etc.

2) Imported product: Here, shopkeeper can add imported product with its id, name, imported country, price, available quantity, discount rate etc.

ii) Sell product: Here, Shopkeepers can sell existing product to the customer.

iii) All products: Here, shopkeeper can see the details of every product.

iv) Search product: Here, shopkeeper can find any product details to give its id and shop id in the program.

History section:

Here, they can find the history about add product to the shop and sell product to the customer.

Tools used:

To develop this project, we use the following:

i) Notepad++

ii) Java Language

OOP and Java Concepts used:

i) Classes: We use it to create the object behavior and what the object will contain.

ii) Objects: We use it to build several prints using one blueprint.

iii) Inheritance: We use it to inherit the code because there maximum code is same.

iv) Encapsulation: We use it for wrapping the code and variables acting on the methods together as a single unit and to make sure that sensitive data is hidden from users.

v) Exception Handling: We use it to handle the runtime errors so that normal flow of the application can be maintained.

vi) Pass by value (object reference): We use it to assign an object to a variable or pass an object to a method as an argument.

vii) Package: We use it in order to prevent naming conflicts, to control access, to make searching/locating and uses of classes, interfaces etc.

viii) Interface: We use it for future improvement declarations.

ix) Polymorphism: We use it to make the different forms of the same thing.

x) Abstraction: We use it to hide the details.

xi) Association: We use it to make relation between two separate classes.

xii) File I/O: We use it to make history about add and sell product.

Impact of this project:

A well-defined market management strategy leads to an increase in the business sales and marketing. This directly impacts the revenue generated as the more anyone reach out to the people, the more they reach out of their business. Using this system, they can do all their work easily and quickly.

Possible Future Developments:

Every section includes a print section, by which user can print out all the documents into a hard copy to save the data in real.

Output images of this project:-



























