

ABSTRACT

A supermarket is a self-service shop offering a wide variety of food, beverages and household products, organized into sections and shelves. It is larger and has a wider selection than earlier grocery stores, but is smaller and more limited in the range of merchandise than a hypermarket or big-box market.

The supermarket typically has aisles for meat, fresh produce, dairy, and baked goods. Shelf space is also reserved for canned and packaged goods and for various non-food items such as kitchenware, household cleaners, pharmacy products and pet supplies. Some supermarkets also sell other household products that are consumed regularly, such as alcohol (where permitted), medicine, and clothes, and some sell a much wider range of non-food products: DVDs, sporting equipment, board games, and seasonal items (e.g., Christmas wrapping paper in December).

The Project “supermarket billing system” deals with the automation of supermarket. This software will help salespersons in managing the various types of Records pertaining to his/her customer. The product will help the user to work in a highly effective and efficient environment. The salespersons have been recording the customer information in the past and even in the present through their personal manual efforts. And indeed, it consumes their considerable time and energy that could be utilized in the better productive activities. Apart from that, with increasing customer Strength, the task of managing information of each individual customer is indeed a cumbersome task.

There is a lot of reason for the introduction of this project. In the manual System, there are number of inefficiencies that a salesperson faces. The information retrieval is one of the foremost problems. It is very difficult to gather the overall performance reports of the customer. Large records-books have to be maintained where relevant and irrelevant information has to be stored which is very untidy and clumsy process. On the other hand, there are many inherent problems that exist in any manual system. Usually, they lack efficiency. Less efficiency has a great impaction the productivity of any human being keeping the data up-to-date.

The project “supermarket” is developed with the objective of making the system reliable, easier, fast, and more informative.

ACKNOWLEDGEMENT

The satisfaction that accompanies the successful completion of this project would be incomplete without the mention of the people who made it possible, without whose constant guidance and encouragement it would have made my efforts go in vain.

I consider myself privileged to express gratitude and respect towards all those who guides me through the completion of this project.

I owe my deep gratitude to my guide **Mrs. PRAMEELA R**, Assistant Professor of Department of Information Science and Engineering, who took keen interest in my project work and guided me all along, till the completion of my project work by providing all the necessary information for developing a good system.

I am grateful to **Dr. J. PRAKASH**, Head of the Department, Information Science and Engineering for giving me the support and encouragement that was necessary for the completion of this project.

I express our sincere thanks to our beloved principal, **Dr. M U ASWATH** for having supported us in our academic endeavors.

I thank all the staff members of the department and friends for extending their cooperation during my project.

PROSHANTO DAS
(1BI16IS039)

TABLE OF CONTENTS

Abstract.....	i
Acknowledgement.....	ii
Table of Contentsiii
List of Figures	v
List of Tables.....	v
CHAPTER-1: INTRODUCTION	
1.1 General Overview	01
1.2 Problem Definition.....	01
1.3 Objectives	01
CHAPTER-2: HARDWARE AND SOFTWARE REQUIREMENTS	
2.1 Hardware Requirements	02
2.2 Software Requirements	02
CHAPTER-3: SYSTEM DESIGN	
3.1 Context-flow Diagram.....	03
3.2 System design	03
3.3 Data-flow Diagram.....	04
3.3.1 Data-flow diagram for adding items.....	05
3.3.3 Data-flow diagram for viewing	06
3.3.4 Data-flow diagram for modification.....	07
3.3.5 Data-flow diagram for display	08
CHAPTER-4: IMPLEMENTATION	
4.1 Technique used- Primary key indexing	09
CHAPTER-5: SOFTWARE TESTING	
5.1 Unit Testing	11
CHAPTER-6: RESULTS	12

CHAPTER-7: CONCLUSION	15
REFERENCES	16
APPENDIX A (FRONT END CODE)	17
APPENDIX B (BACK END CODE).....	26

LIST OF FIGURES

3.1	Context flow Diagram	03
3.2	System Design for Super Market Billing System	04
3.3.1	Data-flow diagram for adding items	05
3.3.2	Data-flow diagram for searching	06
3.3.3	Data-flow diagram for modification	07
3.3.4	Data-flow diagram for display	08
6.1	First Screen	12
6.2	Inventory Options	12
6.3	Add Items to Inventory	13
6.4	New Bill Session	13
6.5	Display screen	14
6.6	Remove Items	14

LIST OF TABLES

5.1	Unit testing	11
-----	--------------------	----

