PROJECT REPORT

on

**SUPERMARKET BILLING SYSTEM**

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**in**

**Object Oriented Programming**

**SY Btech**

**Under the Guidance of**

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# CHAPTER 1

# INTRODUCTION

**1.1 Introduction**

This project is designed by Yash Mundada, Piyush Pamnani and Ruchin Shroff and the title of the project is Supermarket Billing System. In this project we have administrator and customer part.

Administrator can add products, display them, view product one by one, edit product information and delete the product.

For the customer part, they can see the product menu and place their order with the help of product number and can input how much quantity they want and according to that the total bill will be visible to them with discount added.

**1.2 Aims & Objectives**

* To produce web-based system that allow administrator to play with their products in supermarket.
* To ease customer’s task to select their product and to not roam for every product.

# CHAPTER 2

# Methodology

# Work in the System will be done in the following way:

* 1. The product will come in the store.
  2. The Administrator will enter the information of the product in database and price and discount available for each product.
  3. The customer will enter products and their quantity in the application.
  4. The bill calculating operator will enter the product number then it will show its information and price and the bill will be calculated and total payment will be shown.
  5. Customers will pay for the products.
  6. All the products will be packed and delivered to the customer.

# 2.1 Problem Statement:

Grocery management system is based on the concept to generate the bill reports and to add items and update their details. The whole concept is designed via C++ language.

This grocery management system is a simple console application built in C++ without the use of graphics. This project helps understand basically two things – use of stream class and file handling in c++ programming language.

# 2.3 System Requirements:

# Software Used: Eclipse IDE (4.20)

# 2.4 Class Diagram of the System:



# 2.4 Reason for the Project:

# With the widespread and enhanced version of internet it is easy for both the Admin of Supermarket to maintain the record of his products easily and for the customers to select the product easily.

# It saves time of customers to grab their products and pick them.

# It also saves the environment by creating an online bill rather to print it on a paper.

# 2.5 Explanation of the Project:

In our project we have 2 users. First one is the administrator who will decide the price and discount on the products and can see the report of any product.

He is the one who will decide the products available for customers.

The second one is the customer or the billing manager who can purchase the items available or can make the bill for the customers.

Grocery management system is necessary because customers purchase grocery on a daily basis.

Therefore, it is important to keep a record of the available stock and the sales on a daily basis.

This system is based on the concept of adding items and updating their details and to generate the bills.

It is feasible for both the administrator as well as the customers and also makes functioning between them easier.

This system aims to make working easier for both customers as well as administrators.

1.Header files used in this system are:

1.#include<iostream>

It is used for providing basic input and output services

2. #include<iomanip>.

It is used to set decimal precision. It is used to set field width. It is used to get monetary value.

3. #include<fstream.h>

It represents output Stream and this is used for writing in files.

4. #include<string.h>

It contains macro definitions, constants and declarations of functions and types used not only for string handling but also various memory handling functions

2.Classes and objects:

* produc: The object declared for the class called product is produc.
* The class stores the product number, name, price, quantity, tax and discount available on it; which are declared as private members so customers can not modify them.
* Functions of this class and their purpose:

1. create\_product(): This function is to be used by the administrator to add new products to their list.

2. show\_product(): This function is used by the administrator to display the details of all the products.

3. getproduct(): It returns the product number.

4. getprice(): It returns the price of the product.

5. getname(): It returns the name of the product.

6. getdisount(): It returns the discount available on the product.

# 2.4 Advantages and Applications:

* This system gives flexibility to the administrator and the customer for managing as well as buying the products.
* This system saves time as it reduces paperwork as all items are stored in the system.
* It is also beneficial for both the users as it generates a bill immediately after the purchase.
* New items are added to the database.dat file without overwriting the previous entries which ensures that previous items are intact in the system.

# CHAPTER 3

# Results

# Main Menu & Administrator Admin menu

# 

# 

# CHAPTER 4

# Conclusion

Users have a lot of options to compare and choose the best products. Customers can view products which are available for sale and can place their order accordingly. Users can click on the products to see its price and can add that product to the list. Once all the products are added to the list, users can proceed for billing. In billing, the system generates a bill by counting the product quantity and its discount. The application is user friendly and helps both the administrator and customer to add and buy products respectively.

# CHAPTER 5

# References

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