BILLING MANAGEMENT SYSTEM

A MINI PROJECT REPORT

Submitted by

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Certified that this project report "**BILLING MANAGEMENT SYSTEM**" is the bonafide work of "**SATHISH KUMAR P (95071912087), SELVA GANESH A (95071912090)**" who carried out the project work under my supervision .

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INTERNAL EXAMINER

EXTERNAL EXAMINER

ABSTRACT

Billing Management System is a process that businesses can use to get paid quickly and securely without dealing with paper bills and check payments. Paperless bills allow bill delivery and payment to take place completely online, which improves efficiency while reducing costs. Paperless Billing generally involves integrating multiple systems. These include billing system, the banking industry, customer's paying system, as well as an online interface for the paperless billing system. Paperless billing is most helpful for businesses that send recurring bills to customers. Paperless bills are an option for delivering bills. Bills could be presented as electric documents, such as PDF, or on websites. This gives the customer the ability to review bills before sending payment. Alternately, customers can also set up automated payments in order to pay without even touching a button. We can shop and create bills by using the mobile application. Paperless Bills offer benefits to both the seller as well as the customer. Some of the biggest benefits from Paperless Billing include: Low cost of delivering the bills to customers, Better security than paper and snail mail, Option for automatic storage of bill.

INTRODUCTION

Generally a billing software is used for specific billing processes. Like this software used in various, such as Product billing system, Pharmacy billing system and departmental billing system etc. This project is developed to manage the bill submission process. Using this system user can submit their bill online and check the status of their bill. In this system user can submit their bill to review the bill and approve the bill or disapprove. Employee can check the status of the bill any time after login the system.

2.1. PURPOSE:

BILLING MANAGEMENT SYSTEM is an web based application which will also come up with the android application support in the future. This application is specially for describing billing of a "Departmental store" .This web based application is designed considering the chain of departmental store which is located in various cities. This application also administrates its users and customers.

2.2. SPECIALITY OF BILLING MANAGEMENT SYSTEM :

BILLING MANAGEMENT SYSTEM is the process to automate the buyer and product details of the billing. The main propose of this bill management system project is developing a system that automate the bill submission and bill approval task. Also it comes up with the intention of promoting & maintaining the record of bill is very difficult and time consuming.

In present system, user have to work manually to maintain bill records and it is very difficult to know the status of the submitted bill. The record keeping and reporting is the key of successful transactions which definitely consists of user friendly interface with easy and common application.

The objective to develop the application is based on the easy way of getting page information. The application can be used easily for record keeping and reporting.
The system is easy to use with simple knowledge of computer. The applied principles in this system are instinctive and depend on running application at user interface.

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EXISTING SYSTEM

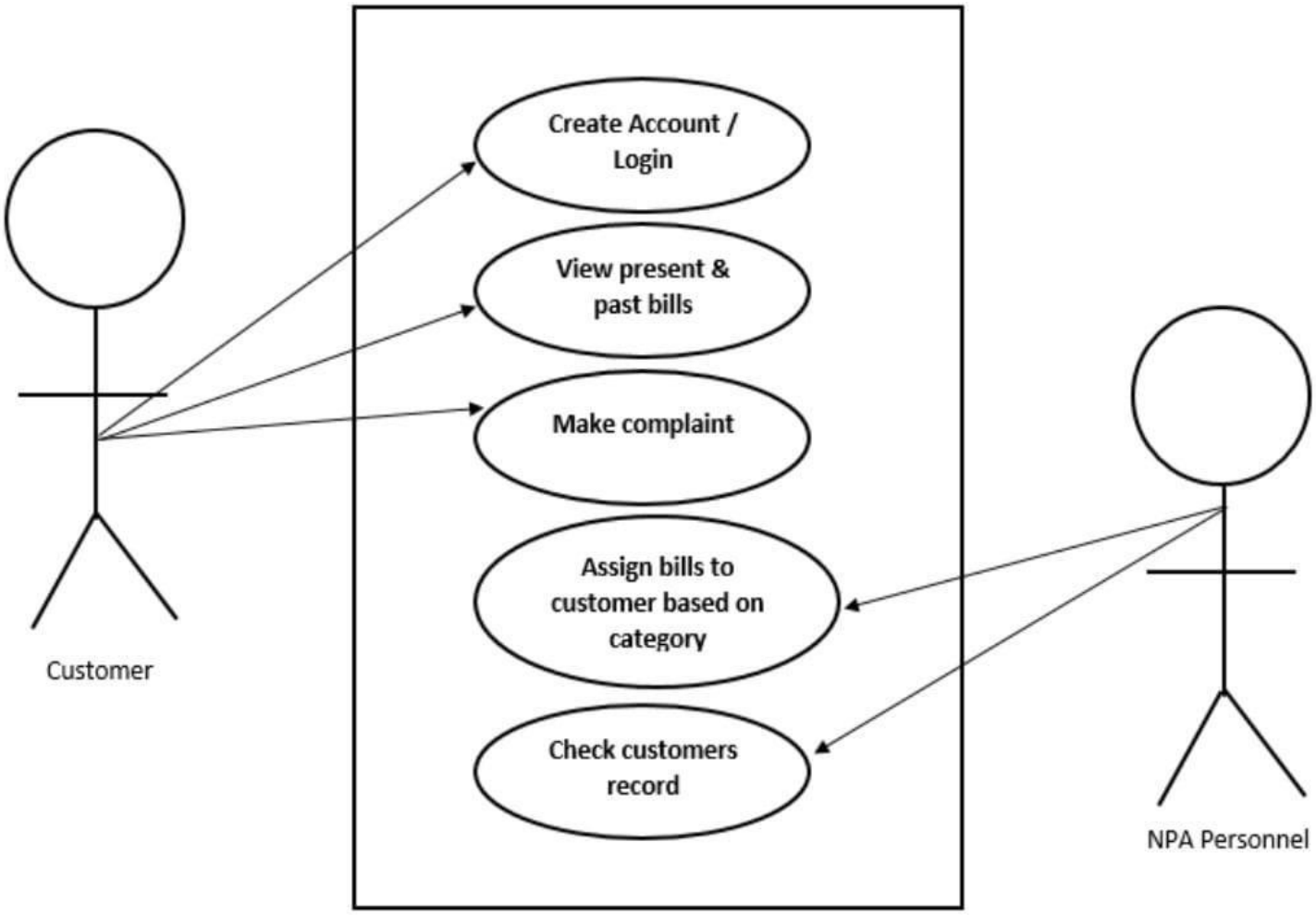
The managing of huge data effectively and efficiently for efficient results, storing the details of the consumers etc. in such a way that the database can be modified as not possible in the current system . The existing system is not user friendly because the retrieval and storing of data is slow and data is not maintained efficiently . Either no reports generating in a current system or they are generated with great difficulty reports take time to generate in the current system. Manual operator control is there and lead to a lot of chaos and errors. Existing system requires lot of paper work and even a small transaction require many papers fill. Moreover any unnatural cause (such as fire in the organization) can destroy all data of the organization. Loss of even a single paper led to difficult situation because all the papers are interrelated. Data cannot be shared in the existing system. This means that no two persons can use the same data in existing system. Also the two departments in an organization cannot interact with each other without the actual movement of data.Existing system does not support managerial decision-making

PROPOSED SYSTEM

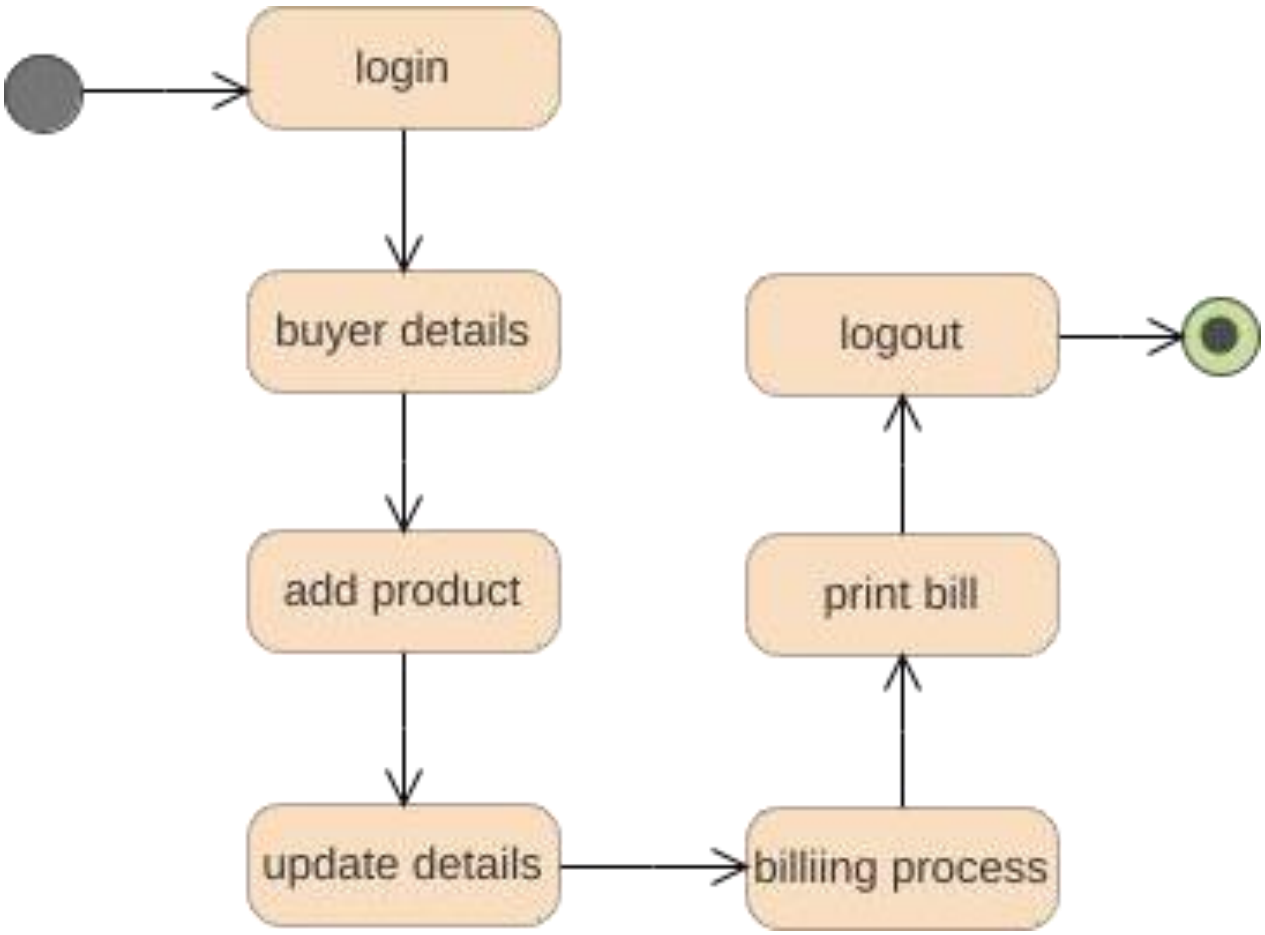
The proposed system provides managing of huge data effectively and efficiently for efficient results,storing the details of the customers, employees etc. in such a way that the database can be modified. The proposed system is user friendly because the retrieval and storing of data is fast and data is maintained efficiently. Moreover the graphical user interface is provided in the proposed system, which provides user to deal with the system very easily. Reports can be easily generated in a proposed system. So any type of reports can be generated in a proposed system, which helps the managers in a decisions-making activity Data can be shared in proposed system.This means that two or more persons can use the same data in existing system provided that they have right to access that data. Also the two or more departments in an organization can easily interact with each other without the actual movement of data. The proposed system either does not require paper work or very few paper works is required. All the data is feted into the computer immediately and various bills and reports can be generated through computers. Since all the data is kept in a database no data of the organization can be destroyed. Moreover work becomes very easy because there is no need to keep data on papers. Proposed system supports strategic competitive advantages. Since the proposed systems provide easiness in reports generating it will provide strategic advantages among competitors. Computer operator control will be there no errors. Moreover storing and retrieving of information is easy. So, work can be done speedily and in time.

SYSTEM ARCHITECTURE

Full Process of Billing Management System



Simple review (Activity)



MODULES DESCRIPTION

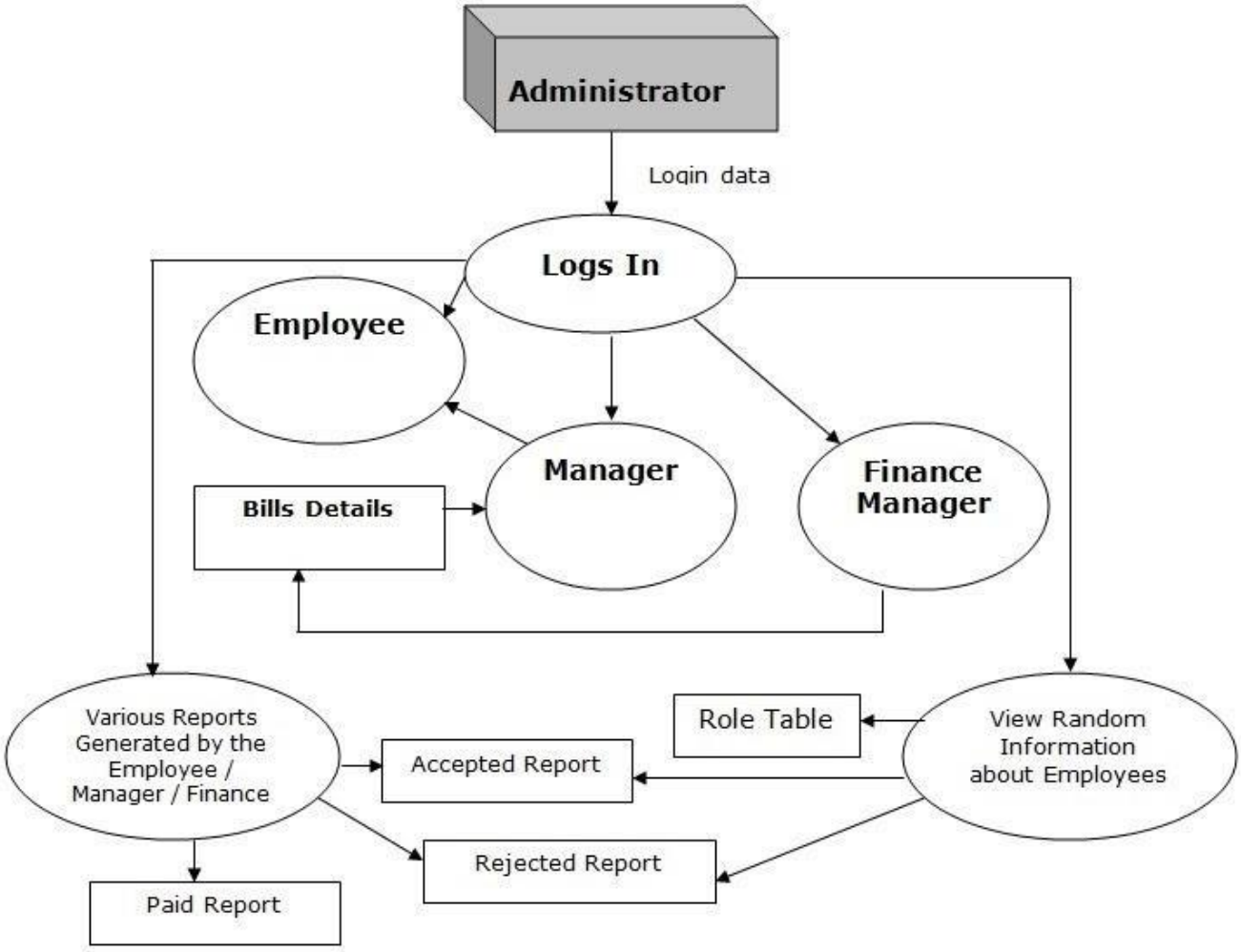
The Main modules of the project is Login module, New Buyer, Update Buyer,Buyer Details,Delete Buyer,New Product, Update Product, Product Details,Billing module, Logout module,Close application module. Which performs all the operation in their respective domains

The most important part of this system is the Applications Module and Work flow that handles customer's requests for any kind of service that they may need (new service connection request, change meter request… etc.). Additionally, it keeps track for the application work flow and procedures regarding the required equipment until shipping from the inventory and then finishing the work even it can calculate the invoices for the required items and also can collect the payments (partially or fully payments which is either cash or cheque. This issue is done with fully integrated procedures between the application module, Order Management and Inventory Modules.

The billing system has four main modules: Setup Module, Applications Module, Billing Module, and Integration Module. Payment Mode Module: We can create, read, update and delete Payment Mode from this module.

Payment Module: All the operations related to Payment, is managed by this module Receipts Module: Receipts Module is used to manage the Receipts Login Module: It has been developed for managing the Login.

WORKFLOW OF MODULES:



SYSTEM REQUIREMENTS

Browser Support : Chrome

Software **:** JDK-Version 17, NETBEANS IDE, XAMPP, MYSQL

Languages **:** Java, mysql

Front-end **:** Java (jframe form)

Back-end **:** Java, mysql

Database **:** mysql

Operating System: Windows 7 or above, Android, iOS

Hardware Requirements:

- Smartphones (Minimum of 2GB) RAM,

- Systems with, RAM - 4GB, CPU - Intel i5 or higher, Free storage - 8GB

SYSTEM IMPLEMENTATIONS

The main reason for developing this application is that everyone will know the automate of billing system thoroughly. Also it comes up with the intention of promoting our departmental store among the people. Also we decided to include the billing history in the **BILLING MANAGEMENT SYSTEM** application. During a pandemic situation or any other difficult situation, if the student and parents could not visit the store, then the **BILLING MANAGEMENT SYSTEM** will help them in a way that they need.

SAMPLE CODINGS

```
javax.swing.UIManager.setLookAndFeel(i
nfo.getClassName());
                    break;
                }
            }
        } catch (ClassNotFoundException ex)
{

java.util.logging.Logger.getLogger(login.c
lass.getName()).log(java.util.logging.Level.
SEVERE, null, ex);
        } catch (InstantiationException ex) {

java.util.logging.Logger.getLogger(login.c
lass.getName()).log(java.util.logging.Level.
SEVERE, null, ex);
        } catch (IllegalAccessException ex) {
java.util.logging.Logger.getLogger(login.c
lass.getName()).log(java.util.logging.Level.
SEVERE, null, ex);
        } catch
(javax.swing.UnsupportedLookAndFeelEx
ception ex)
{ java.util.logging.Logger.getLogger(login.
class.getName()).log(java.util.logging.Lev
```

```
el.SEVERE, null, ex);
        }
        //</editor-fold>
        /* Create and display the form */
       java.awt.EventQueue.invokeLater(new
Runnable() {
            public void run() {
                new login().setVisible(true);
            }
        });
    }
  // Variables declaration - do not
modify//GEN-BEGIN:variables
    private javax.swing.JButton jButton1;
    private javax.swing.JButton jButton2;
    private javax.swing.JCheckBox
jCheckBox1;
    private javax.swing.JLabel jLabel1;
    private javax.swing.JLabel jLabel2;
    private javax.swing.JLabel jLabel3;
    private javax.swing.JLabel jLabel4;
    private javax.swing.JPasswordField
jPasswordField1;
    private javax.swing.JTextField jTextField1;
    // End of variables declaration//GEN-
END:variables
}
    public home() {
```

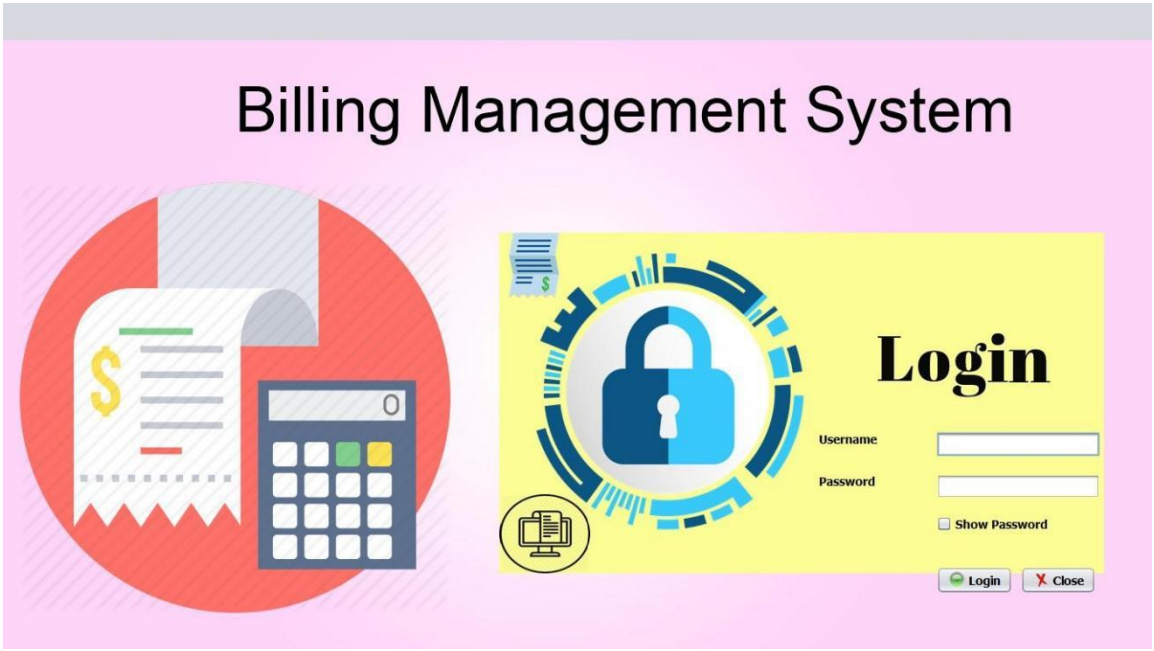
```
        initComponents();
        jButton2.setVisible(false);
        jButton3.setVisible(false);
        jButton4.setVisible(false);
        jButton5.setVisible(false);
        jButton6.setVisible(false);
        jButton7.setVisible(false);
        jButton8.setVisible(false);
        jButton9.setVisible(false);
        jButton10.setVisible(false);
        jButton11.setVisible(false);
        jButton12.setVisible(false);
        jLabel1.setVisible(false);
        jLabel2.setVisible(false);
        jLabel3.setVisible(false);
        jLabel4.setVisible(false);
        jLabel5.setVisible(false);
        jLabel6.setVisible(false);
        jLabel7.setVisible(false);
        jLabel8.setVisible(false);
        jLabel9.setVisible(false);
        jLabel10.setVisible(false);
        jLabel11.setVisible(false);
    }
            jLabel5.setFont(new
java.awt.Font("Tahoma", 1, 14)); //
NOI18N
```

```
        jLabel5.setText("Email");
        getContentPane().add(jLabel5, new
org.netbeans.lib.awtextra.AbsoluteConstrai
nts(106, 235, -1, -1));

        jLabel6.setFont(new
java.awt.Font("Tahoma", 1, 14)); //
NOI18N
        jLabel6.setText("Address");
        getContentPane().add(jLabel6, new
org.netbeans.lib.awtextra.AbsoluteConstrai
nts(106, 283, -1, -1));

        jLabel7.setFont(new
java.awt.Font("Tahoma", 1, 14)); //
NOI18N
        jLabel7.setText("Gender");
        getContentPane().add(jLabel7, new
org.netbeans.lib.awtextra.AbsoluteConstrai
nts(106, 330, -1, -1));

        jTextField1.setFont(new
java.awt.Font("Tahoma", 1, 14)); //
NOI18N
        jTextField1.setForeground(new
java.awt.Color(204, 204, 204));
        jTextField1.setText("Enter Name");
```

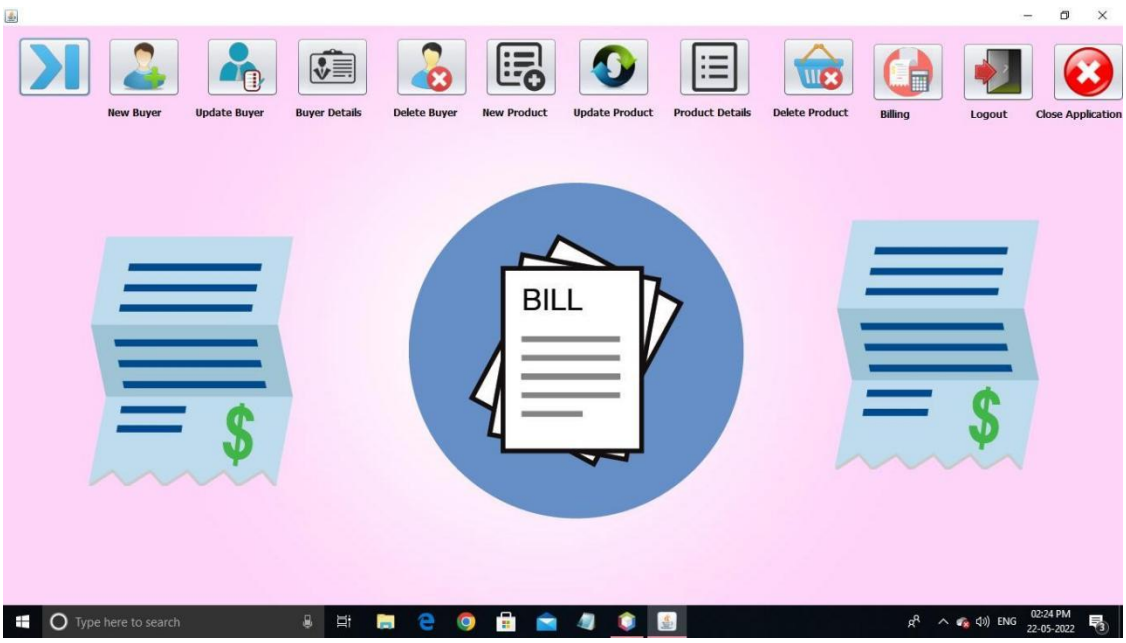
```
        jTextField1.addFocusListener(new
java.awt.event.FocusAdapter() {
            public void
focusGained(java.awt.event.FocusEvent
evt) {
                jTextField1FocusGained(evt);
            }
            public void
focusLost(java.awt.event.FocusEvent evt)
{
                jTextField1FocusLost(evt);
            }
        });
        jTextField1.addActionListener(new
java.awt.event.ActionListener() {
            public void
actionPerformed(java.awt.event.ActionEve
nt evt) {

jTextField1ActionPerformed(evt);
            }
        });
```

SAMPLE SCREENSHOTS

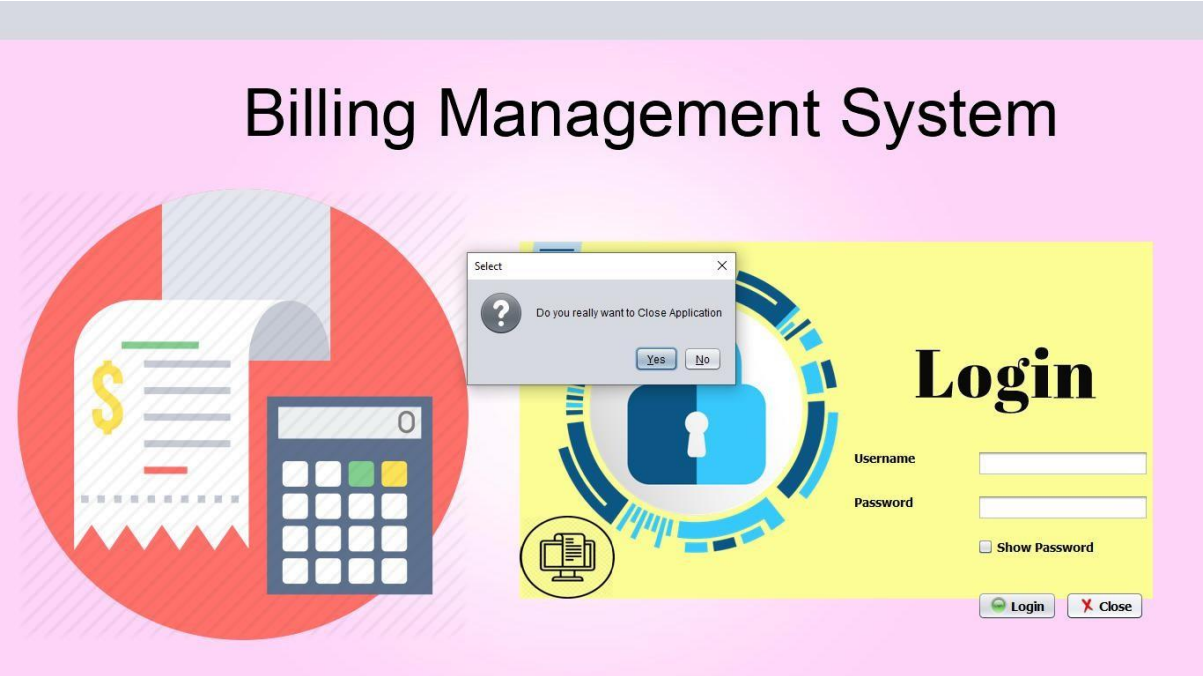
LOGIN PAGE



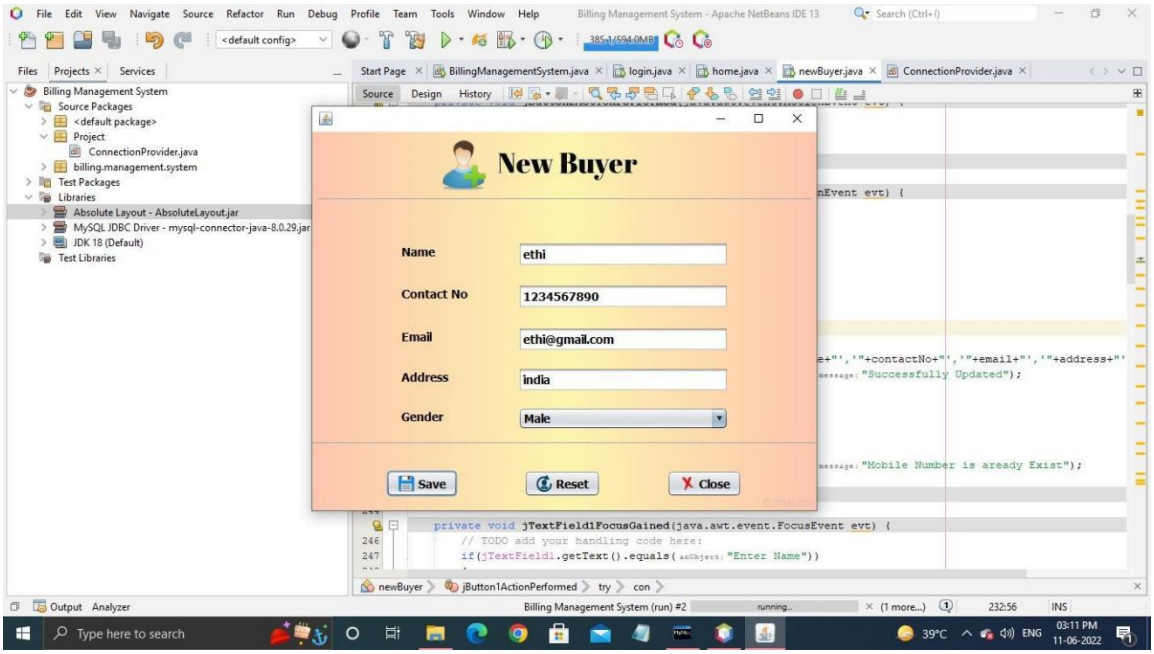
HOME PAGE



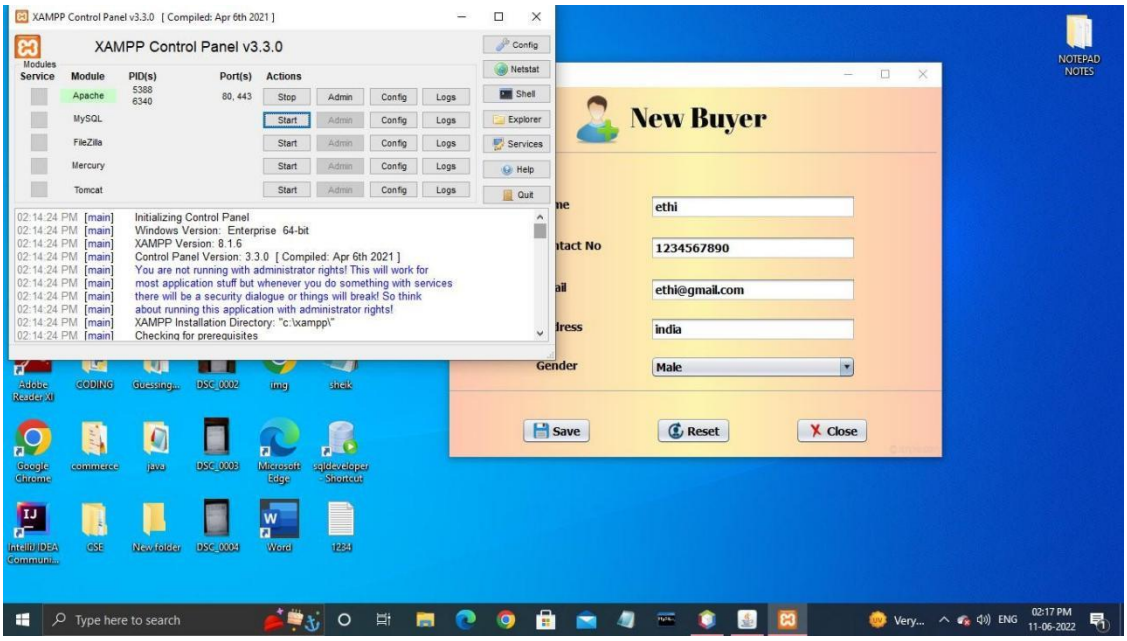
YES OR NO AUTHENTICATION PAGE



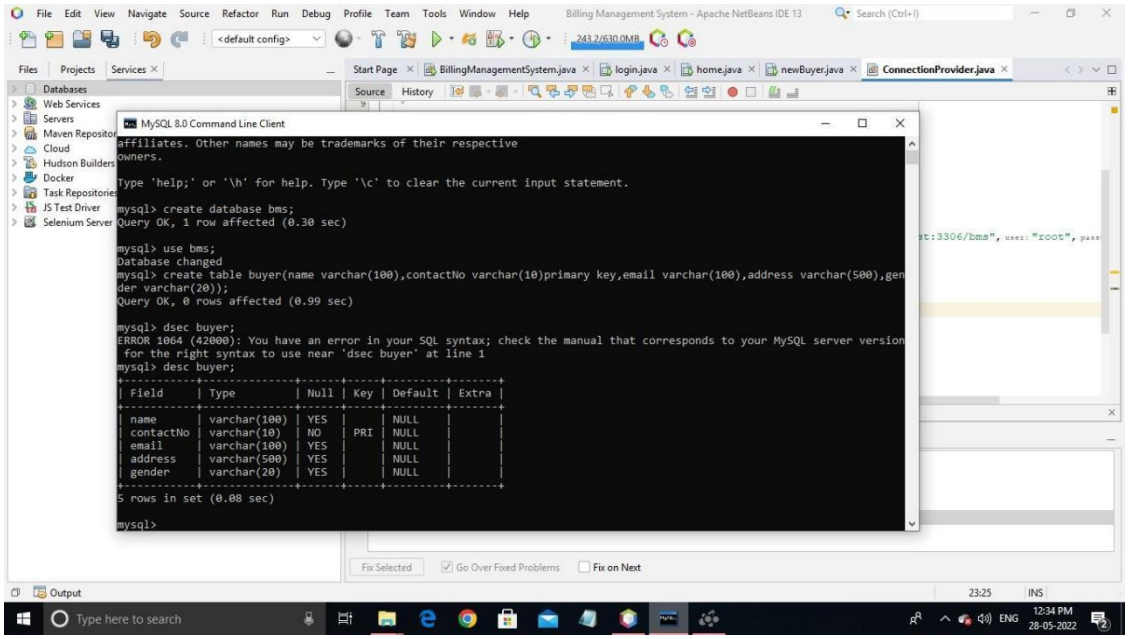
BUYERS DTAILS PAGE



XAMPP CONNECTIVITY PAGE



DATABASE CONNECTIVITY



CONCLUSION

This project was about improving the existing billing system by making it digitalized. A better way of billing system was implemented. Instead of a printed bill, the customer obtained a digital copy of it, which reduced the wastage of paper. This also helped the seller to save the cost of buying paper. The bill was first stored in the seller's system in an organized manner.This project was implemented to make the process of billing more efficient