CENTRE FOR COMPUTER SCIENCE

AND

INFORMATION TECHNOLOGY

MUTTIL, WAYANAD

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PROJECT REPORT ON

MEDICO ERP SYSTEM

Submitted in partial fulfilment of the requirement for the

Degree of Master of Computer Application

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CERTIFICATE

This is to certify that the project report entitled "**MEDICO ERP SYSTEM**" is a Bonafede record of the work done by **SHISA MOL K R** (Reg No: **UMATMCA010**), a student in the Calicut university centre for Computer Science & Information Technology, in partial fulfilment of requirement for the award of the Course Master of computer application during the academic year 2019 -2022 Submitted for the Viva-Voce Examination held on:

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1.
2.

DECLARATION

I, SHISA MOL K R hereby declare that this project work entitled **MEDICO ERP SYSTEM** has been prepared by, is a record of original work done during the year 2019-2022 under the valuable guidance and supervision of **Mrs. SHEEBA K.P** and **Mrs. AMAL HUDA V T** in partial fulfilment of the requirement for the award of Master of Computer Applications

I also declare that this project is the result our own efforts and has not been submitted to any other university for the award of any degree/associateship/fellowship or similar title to any candidate of any university.

Place: Muttil SHISA MOL K R

Date: UMATMCA010

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ABSTRACT

Medico ERP System is an python web application for the sales management of a medical products, and this system activated by a click "signup" customer button with registered his personal details and "login" to the web application then the customers view all products, when they select the corresponding medical products and they view products with cost and product description. After customer click " view more" button it means he will choose the product sales and in this processing to "add to cart" action. With the "add to cart "button pressed when customer choose the product details passing cart list. Become customer check the sales process. Always the customers press with an "orders" icon moves the adding order list. Finally customers click in checkout button it moves from place order details fill up form, and they successfully with order will registered. At the process admin completely manage in this medical –product sales management. Then the system designed for developing the medical store management. Whose purpose is to reduce the complexities of record keeping and documentation in the inventory management.

Then the system designed for developing the medical store management. Whose purpose is to reduce the complexities of record keeping and documentation in the inventory management. Always in this system enables the workforce of the medical store to offer their services in a manner which is more efficient and systematic which also improve of the medical store. The Medico ERP system can organize the daily activities in the medical store management maintain the details of purchase stock by the store and the details of the selling stock by customer wise.

INTRODUCTION

1. INTRODUCTION

In human body, suffers from many diseases. So the body reacted many health problems. But today world medicine with completely less availability occupied. At time in this web application to reduce with this problem. Become in this" Medico ERP system "wants with registered customers choose the correct medicine product immediately and less costly available. Because in this system customer only one click press the "view more" button it process information about the medical products, and they processing add to cart action. With the "add to cart "button pressed when customer choose the product details passing cart list. Become customer check the sales process. Always the customers press with an "orders" icon moves the adding order list. Finally customers click in checkout button it moves from place order details fill up form, and they successfully with order will registered. At the process admin completely manage in this medical –product sales management. Then the system designed for developing the medical store management. Whose purpose is to reduce the complexities of record keeping and documentation in the inventory management. Always in this system enables the workforce of the medical store to offer their services in a manner which is more efficient and systematic which also improve of the medical store. The Medico ERP system can organize the daily activities in the medical store management maintain the details of purchase stock by the store and the details of the selling stock by customer wise. The use of medical system can give ease to the medical stores in managing their paperwork, payment details and inventory online along with retrieving them.

SYSTEM STUDY

2. SYSTEM STUDY

System study is the first page of system development life cycle. This gives a clear picture of what actually the physical system is. The system study is done in two phases. In first phase, the preliminary survey of the system is done which helps in identifying the scope of the system. The second phase is more detailed and in-depth study in which the identification of user's requirement and the limitations and problems of the present system are studied.

2.1 EXISTING SYSTEM

There are some problems with the current ERP systems it includes problems like Security features, Invalid Data Access(Where Unauthorized people access the Data).Also most of the current Inventory management system does not have a Separate Admin part that could control the whole data, Access Roles and Modules of the Application.

2.2 PROPOSED SYSTEM

The proposed system mainly aims to add features like Advanced Security features that protect the Application from XSS-attacks, Login-Bypass and SQL Injection attacks. Also System is more advanced and heavily Configured. Also there is a separate Admin part that is dedicated towards the Full management of the Data Modifying, User Roles and User Permissions.

2.3 FEASIBILITY STUDY

A feasibility study is an assessment of the practicality of a proposed plan or project. A feasibility study analyzes the viability of a project to determine whether the project or venture is likely succeed.

The key steps in the feasibility study are:

- Technical Feasibility
- Economic Feasibility
- Operational Feasibility

2.3.1 TECHNICAL FEASIBILITY

Technical feasibility evaluates the technical complexity of the expert system and often involves determining whether the expert system can be implemented with state-of-the-art techniques and tools.

The project should be developed such that the necessary functions and performance are achieved within the constraints. Through the technology may become obsolete after some period, since newer version of same software supports older versions, the system may still be used. So, there are minimal constraints involved with this project. The system has been developed using html in front end and SQL in back end, the project is technically feasible for development.

2.3.2 ECONOMIC FEASIBILITY

Economic feasibility determines whether the proposed system can generate financial gains for an organization. Since the system is developed as part of project work, there is no manual cost to spend for the proposed system. Also, all the resources are already available, it gives an indication of the system is economically possible for development. This ongoing effort improves in accuracy at each phase of the system lifecycle. Hence the proposed system is economically feasible.

2.3.3 OPERATIONAL FEASIBILITY

The purpose of the operational feasibility study is to determine whether the new system will be used if it is developed and implement. The proposed system provides user interface, fonts, backgrounds and form design make the system attractive and are easy to use. This relates to the human, organizational and political aspect, so it is operationally feasible.

SYSTEM REQUIREMENTS

3.1 HARDWARE REQUIREMENTS

Processor - AMD A8-7410 APU with AMD Radeon R5 Graphics 2.20 GHz

RAM - 8.00 GB

System Type - x64-based PC

Disk space - 50 M B

3.2 SOFTWARE REQUIREMENTS

Front end: HTML, CSS, javascript, Bootstrap,

Back end: python

Database: SQLite

Framework: Django

Software's used: pycharm (IDE), SQLite

SYSTEM DESIGN

SYSTEM DESIGN

System design is the process of defining elements of a system like modules, architecture, components and their interfaces and data for a system based on the specified requirements. It is the process of defining, developing and designing systems which satisfies the specific needs and requirements of a business or organization.

4.1 MODULES

There are 3 Modules in this Application.

*** Admin module**

*** Contacts/customer**

*** Products**

* **Orders**

*** Task**

Admin:

This is the main module of the Application create by Super user. Admin section manages all the other modules .Admin can see the All the data of the Products , Orders ,Contacts and Tasks. The main functionalities of the admin module include:

- View the Registered Users ,add and delete customers or modify
- View the Details of all the Products ,Orders, Contacts and Tasks
- Add and Modify the Products
- Add and Modify the Order, Add and Delete the Tasks

Customer/Contacts:

The customer Module allows users to log in and logout. The user can register with the contact for the purpose of ordering the medical products.

The functions of customer module Includes –

- The customer register the web application.
- To visit or view the medical products, with the description and cost, so the customer choose the selective medicine.
- When the customer click the “view more” button! and the product is added to cart section.
- Then the customer to watch the order list and check them with order.
- After in this module section press the “check out” button it performed the choose the product delivered with customer place holder form action.
- When the place holder form will entered finally the product delivered at her home.

Products:

This the module of the application where the Manager/admin will be able to manage all the Product data, view them, create them, update Them and Finally Remove them. The main functionalities of the Product Module are:

- Customer view all the products
- Create the Products
- Update the Products
- Delete the Products
- Search for a Particular Product

Orders:

In this modules mainly the manager could view all the Orders, filter them related to the customer, create a new order, Update the existing order and delete the existing order. The main functionalities of the module include:

- View all Orders
- Create a new Order
- Edit The Order
- Filter Order related to the Customer
- Delete the Order
- Search for a Particular Order

Tasks:

This is the module that displays and manages all the contacts related to the management of the ERP. The Manager could view all the Task, Add a new Task, delete task.

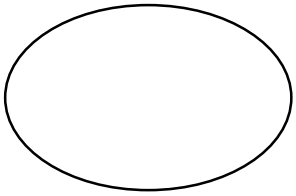
4.2 DATA FLOW DIAGRAM (DFD)

The flow of data of a system or a process is represented by DFD. It also gives insight into the inputs and outputs of each entity and the process itself. DFD does not have control flow and no loops or decision rules are present. Specific operations depending on the type of data can be explained by a flowchart. Data flow diagrams visually represent systems and processes that would be hard to describe in a chunk of text. You can use these diagrams to map out an existing system and make it better or to plan out a new system for implementation.

The symbols depict the four components of data flow diagrams.

External entity: an outside system that sends or receives data, communicating with the system being diagrammed. They are the sources and destinations of information entering or leaving the system. They might be an outside organization or person, a computer system or a business system. They are also known as terminators, sources and sinks or actors. They are typically drawn on the edges of the diagram.

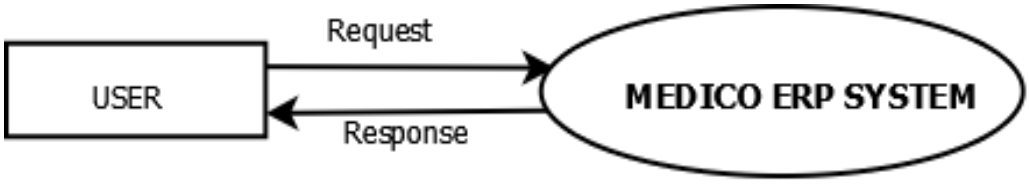
Process: any process that changes the data, producing an output. It might perform computations, or sort data based on logic, or direct the data flow based on business rules. A short label is used to describe the process, such as “Submit payment”.



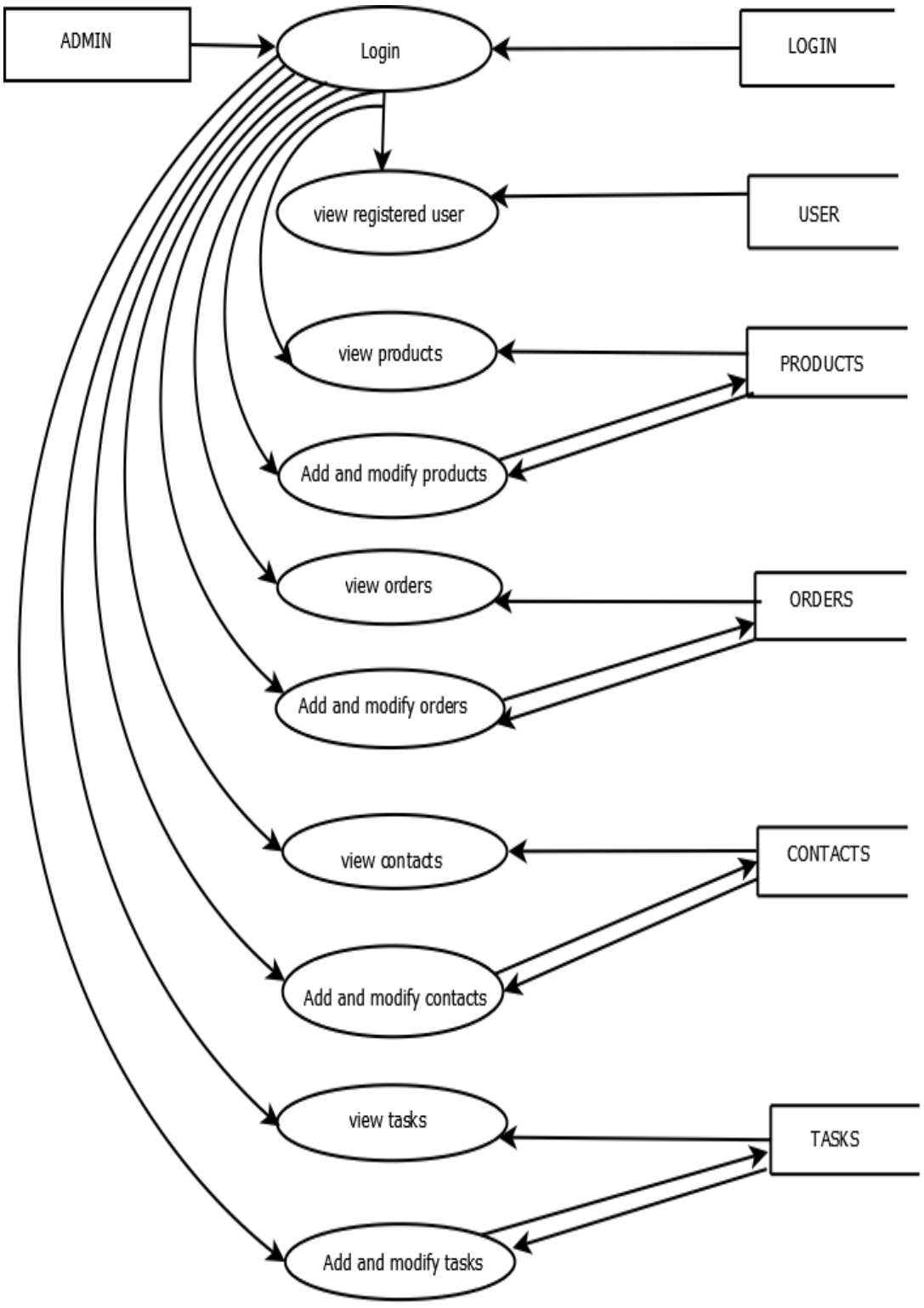
Data store: files or repositories that hold information for later use, such as a database table or a membership form. Each data store receives a simple label, such as “Orders.”

Data flow: the route that data takes between the external entities, processes and data stores. It portrays the interface between the other components and is shown with arrows, typically labelled with a short data name.

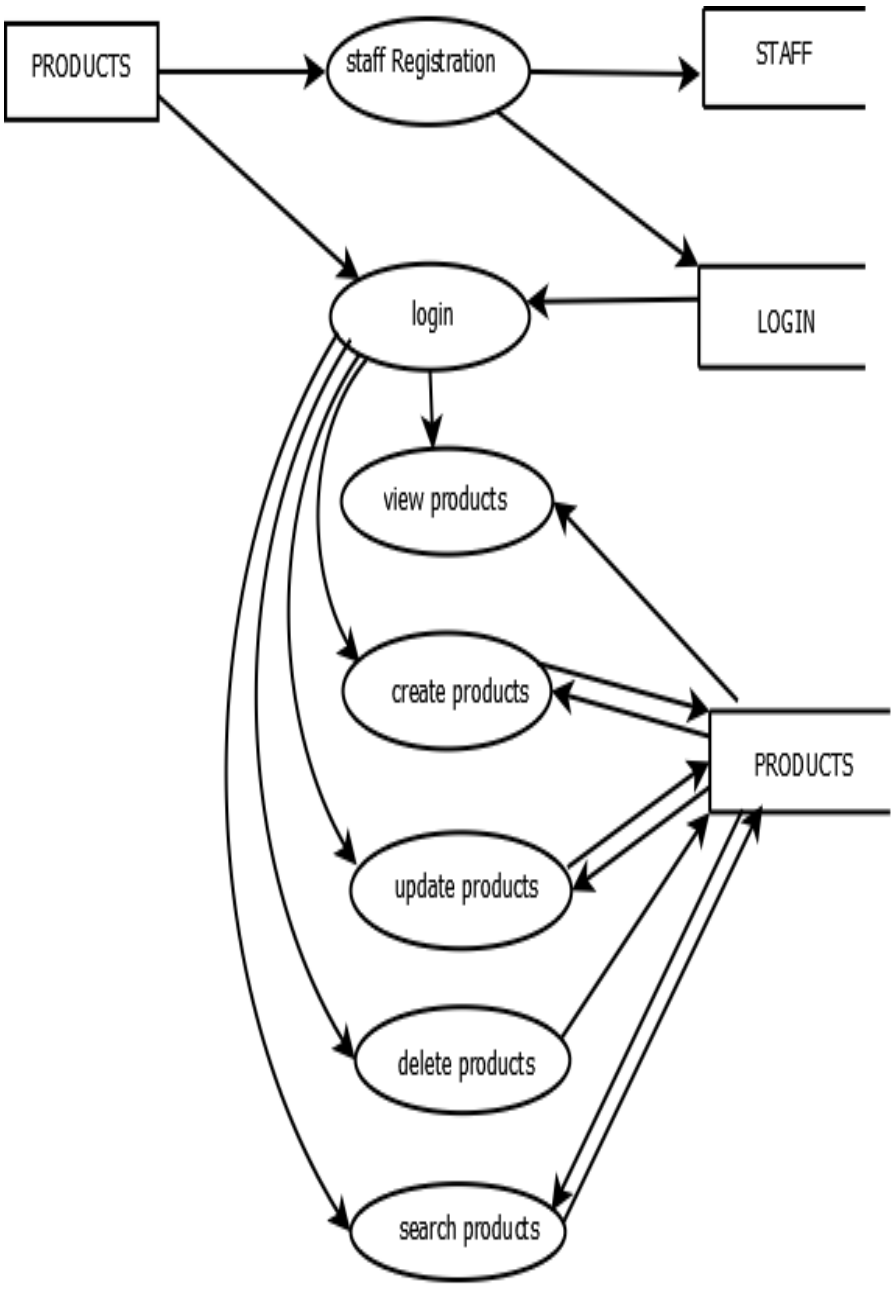
LEVEL 0 DfD



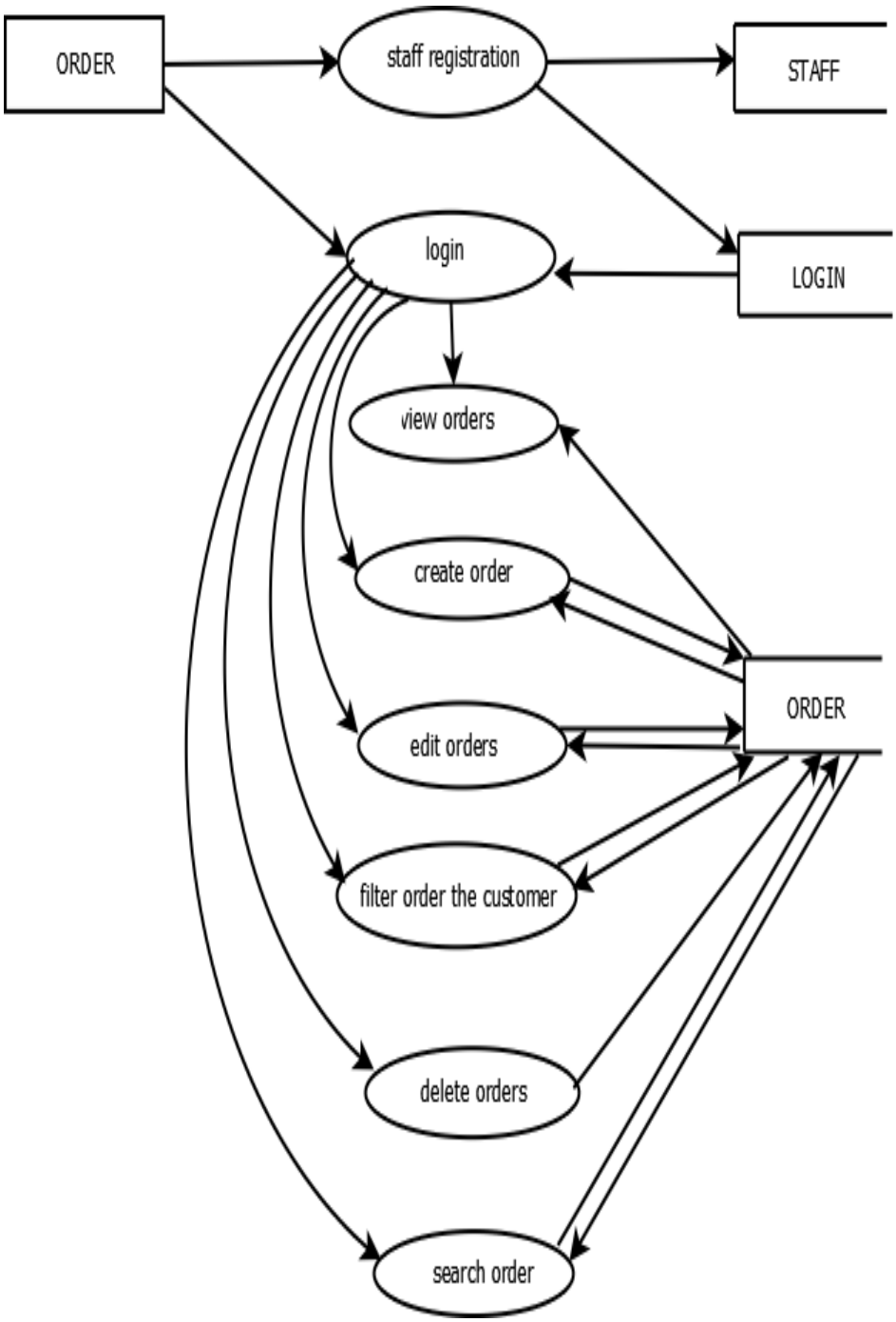
LEVEL 1.0 DFD


ADMIN
Login
LOGIN
view registered user
USER
view products
PRODUCTS
Add and modify products
view orders
ORDERS
Add and modify orders
view contacts
CONTACTS
Add and modify contacts
view tasks
TASKS
Add and modify tasks

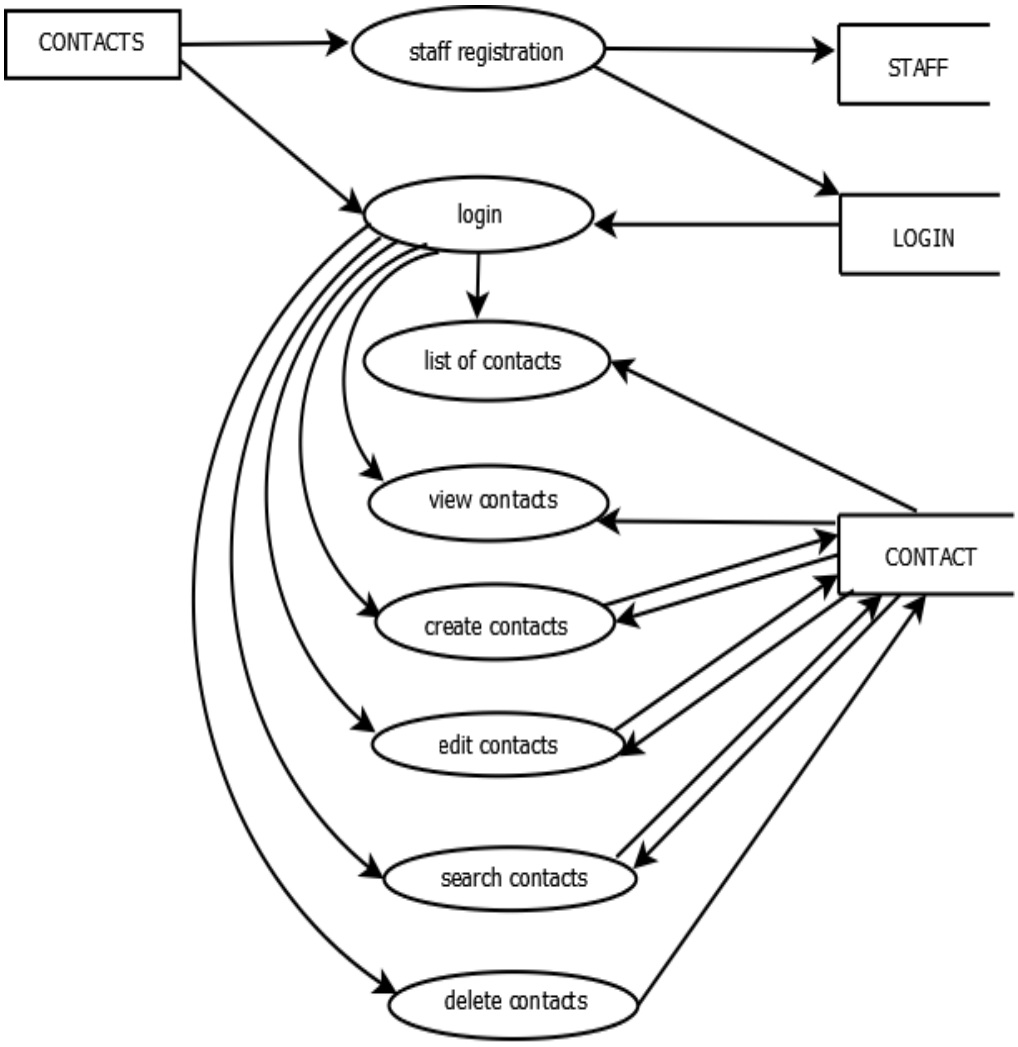
LEVEL 1.1 DFD


PRODUCTS
staff Registration
STAFF
login
LOGIN
view products
create products
PRODUCTS
update products
delete products
search products

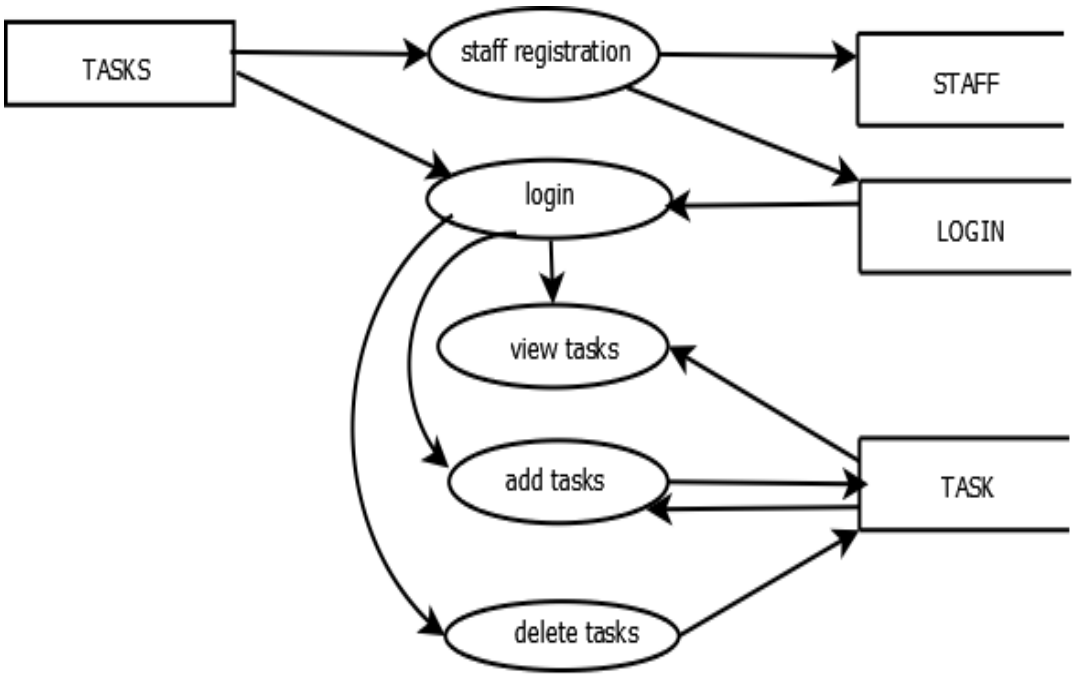
LEVEL 1.2 DFD


ORDER
staff registration
STAFF
login
LOGIN
view orders
create order
ORDER
edit orders
filter order the customer
delete orders
search order

LEVEL 1.3 DFD

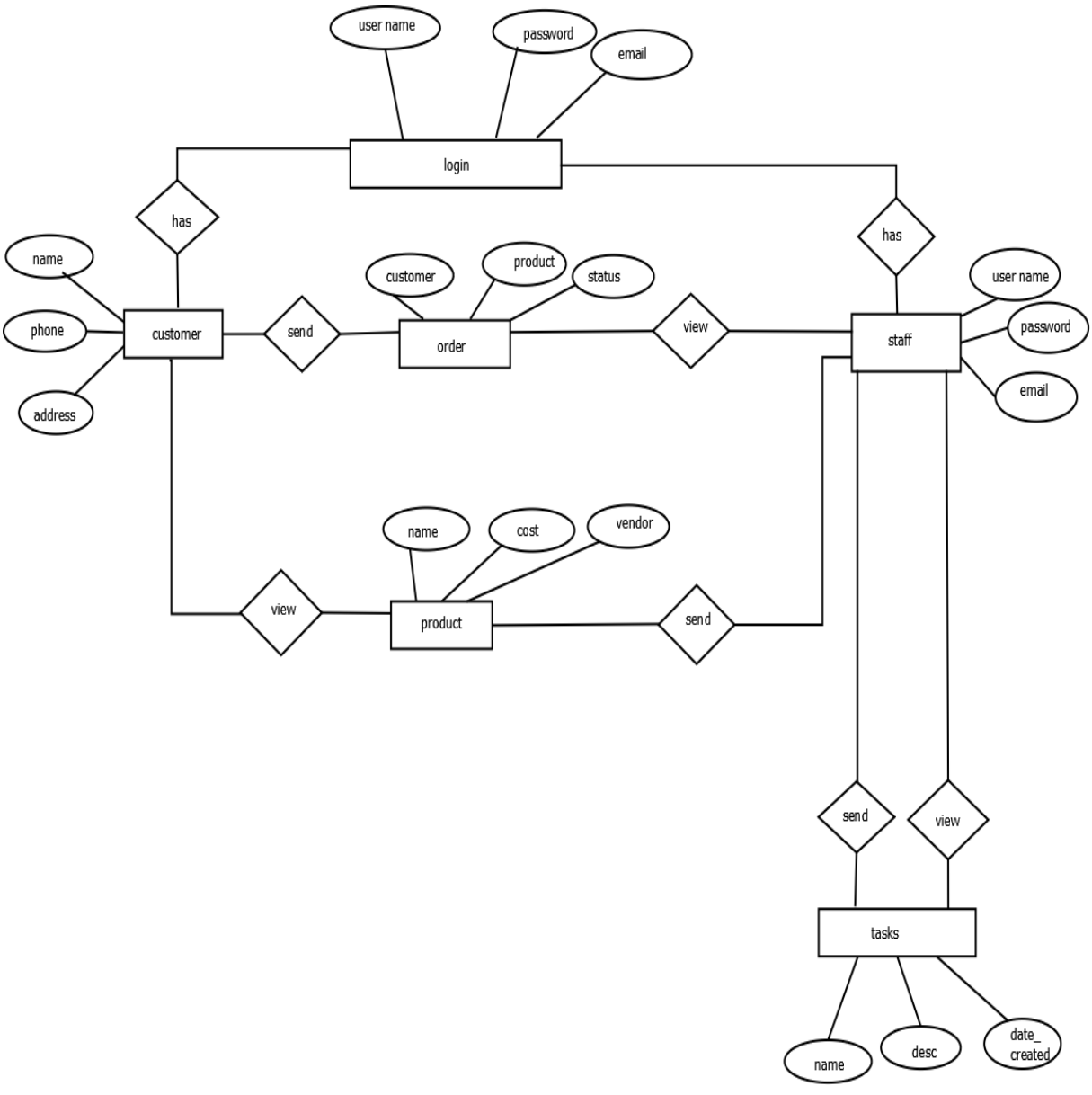

CONTACTS
staff registration
STAFF
login
LOGIN
list of contacts
view contacts
CONTACT
create contacts
edit contacts
search contacts
delete contacts

LEVEL 1.4 DFD


TASKS
staff registration
STAFF
login
LOGIN
view tasks
add tasks
TASK
delete tasks

4.3 ENTITY RELATIONSHIP DIAGRAM

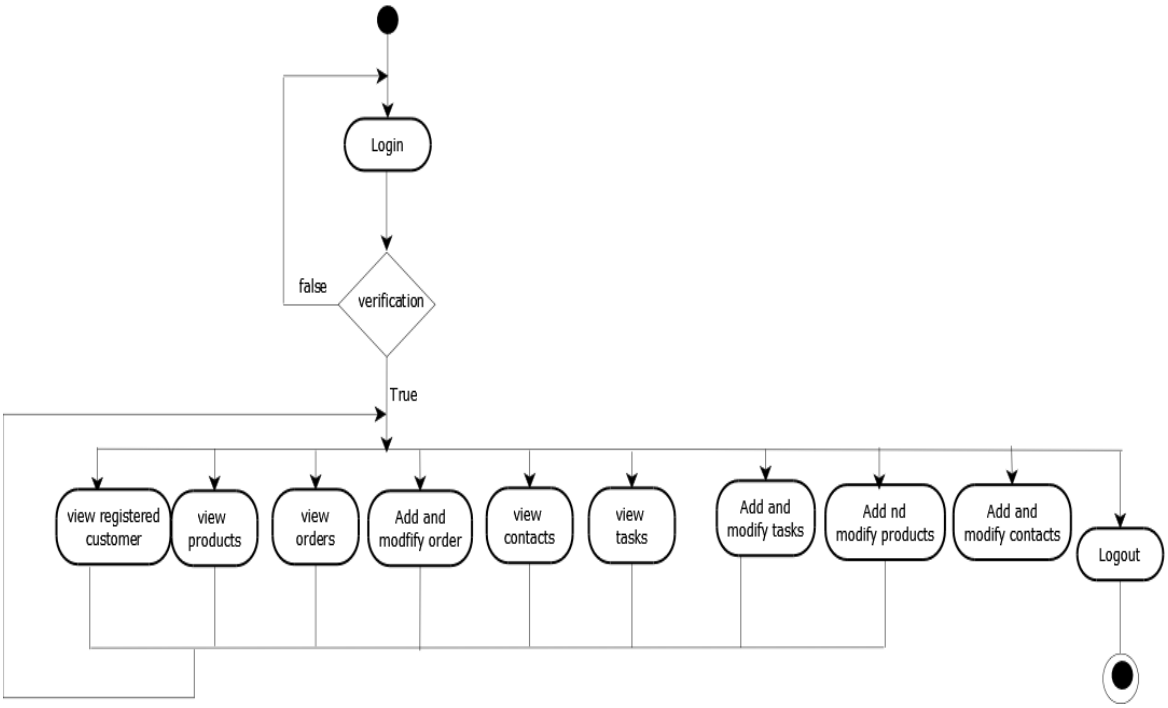
An entity relationship diagram (ERD) shows the relationships of entity sets stored in a database. An entity in this context is an object, a component of data. An entity set is a collection of similar entities. These entities can have attributes that define its properties.



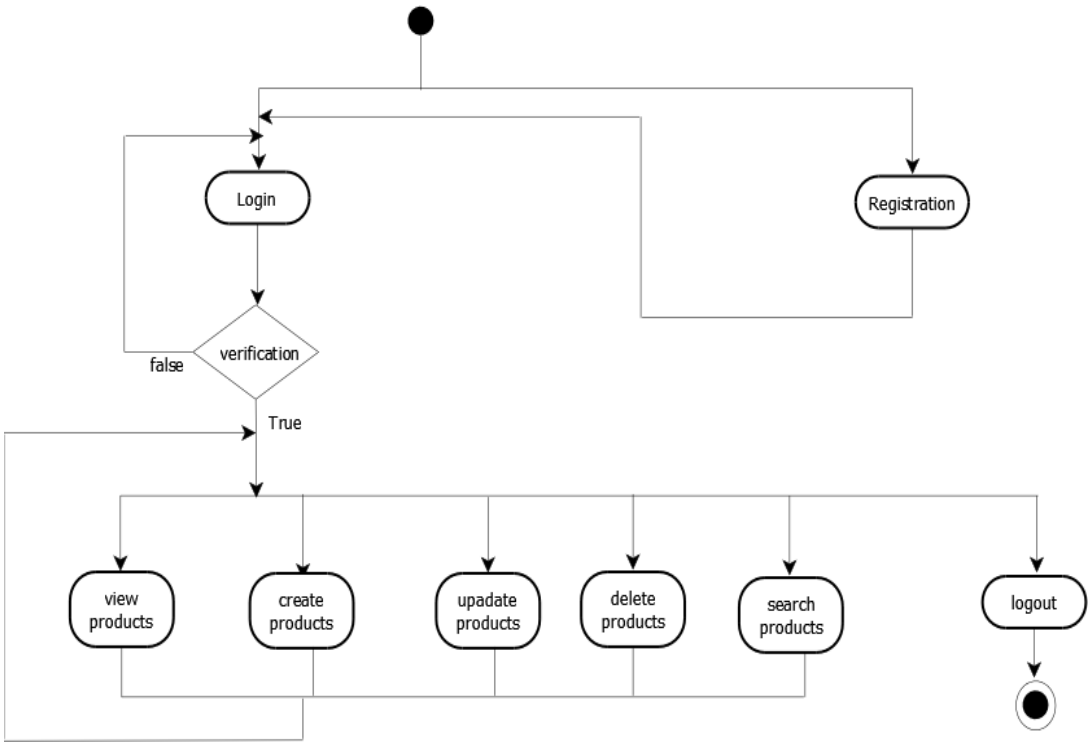
4.4 ACTIVITY DIAGRAM

An activity diagram is a behavioral diagram i.e.it depicts the behavior of a system. An activity diagram portrays the control flow from a start point to a finish point showing the various decision paths that exist while the activity is being executed. We can depict both sequential processing and concurrent processing of activities using an activity diagram. They are used in business and process modeling where their primary use is to depict the dynamic aspects of a system.

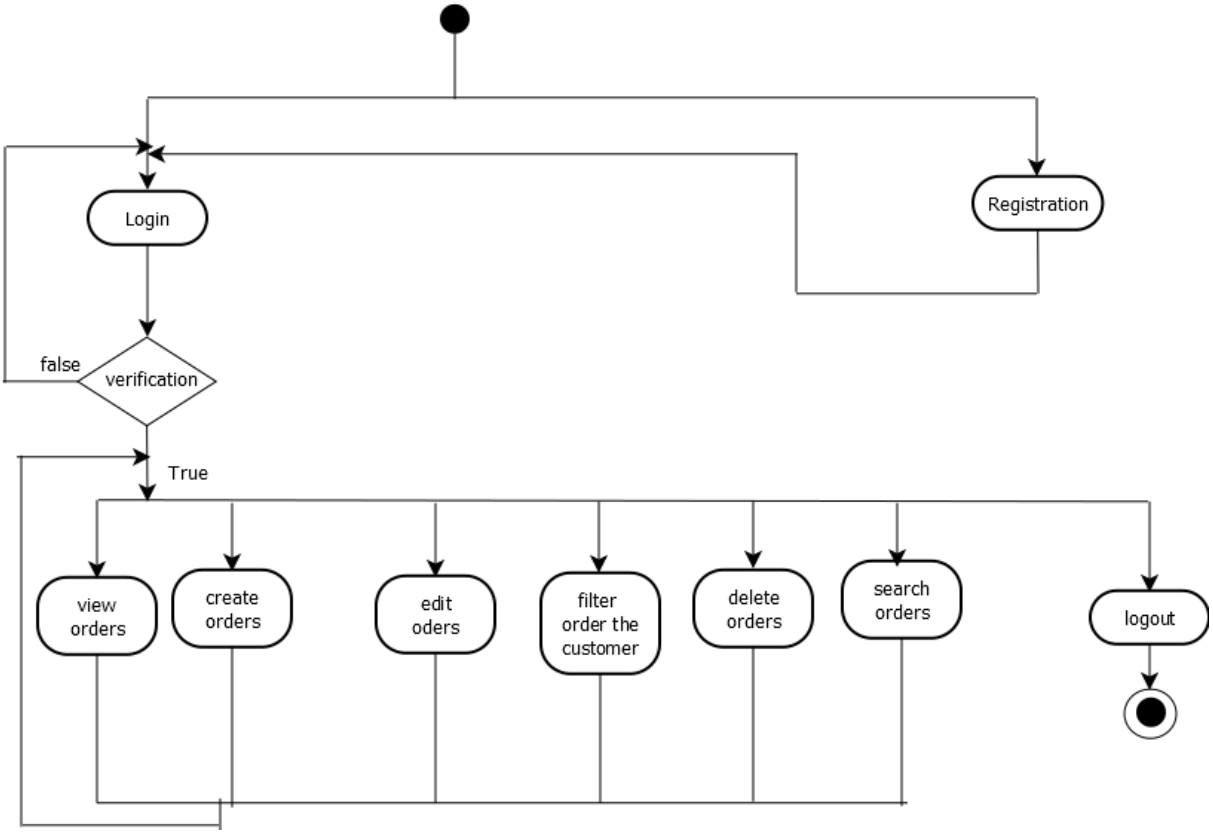
ADMIN



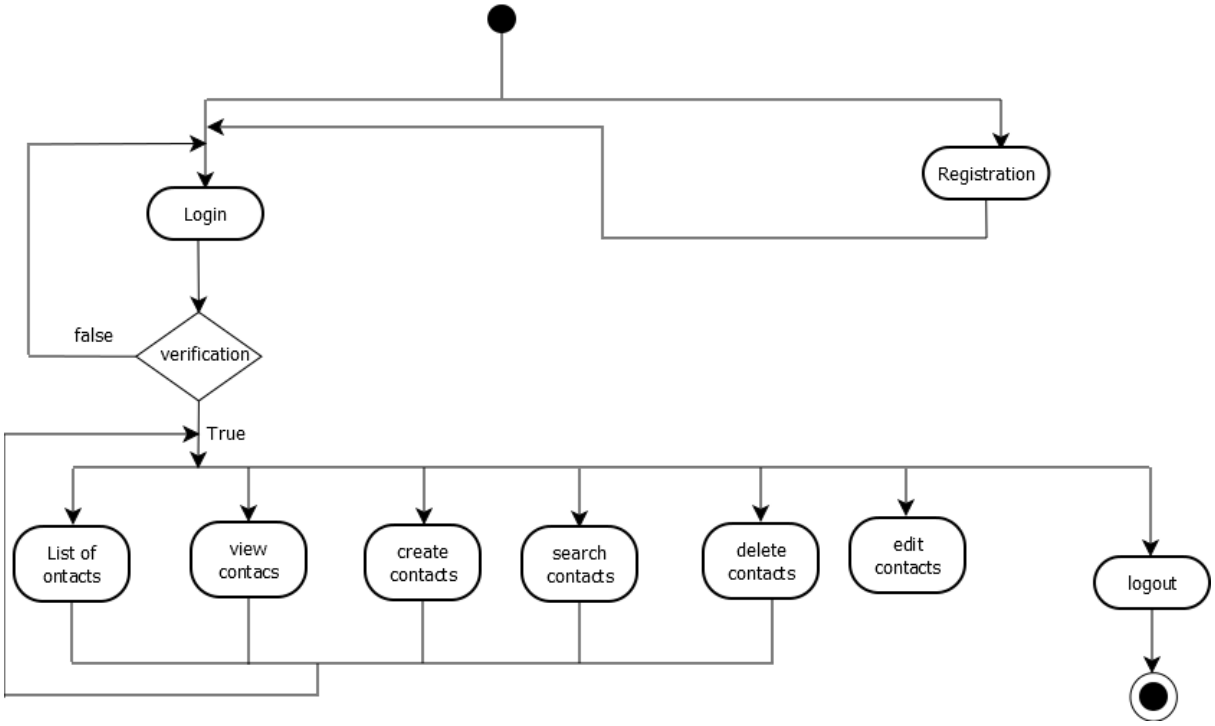
PRODUCTS


Login
Registration
verification
false
True
view products
create products
upadate products
delete products
search products
logout

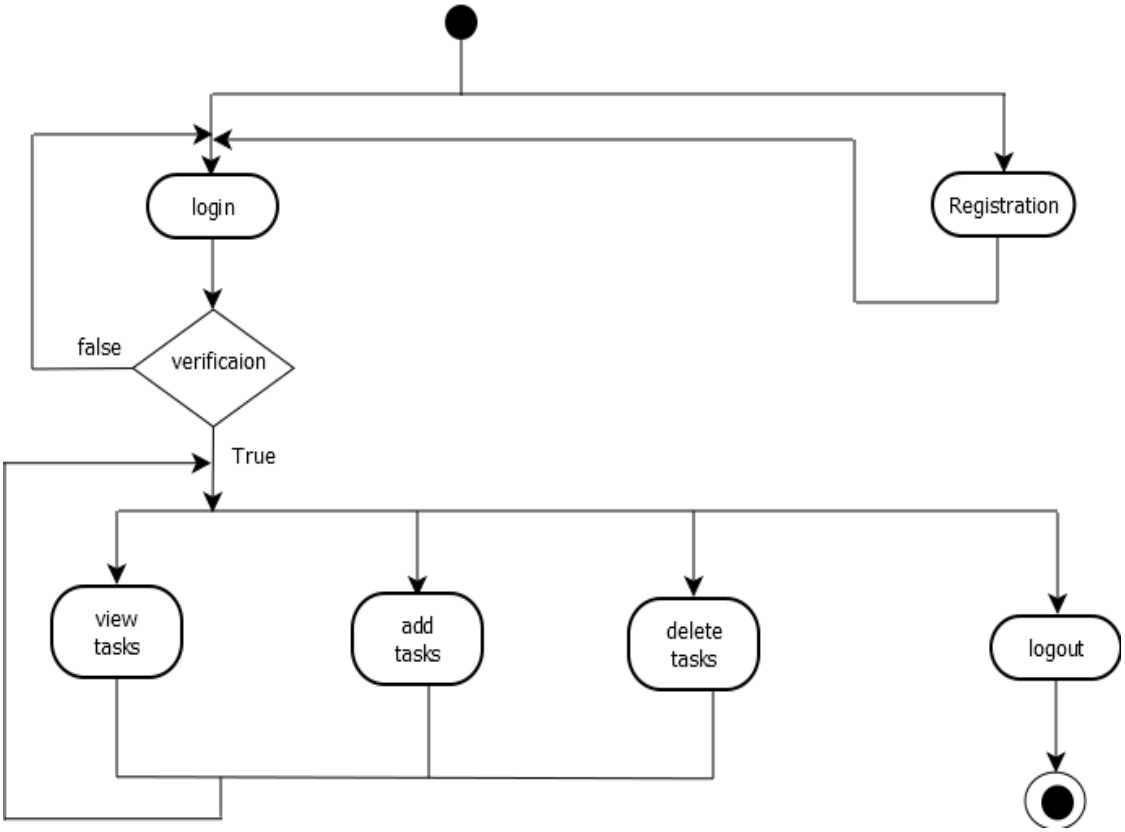
ORDER


Login
Registration
false
verification
True
view orders
create orders
edit oders
filter order the customer
delete orders
search orders
logout

CONTACTS


Registration
Login
false
verification
True
List of ontacts
view contacs
create contacts
search contacts
delete contacts
edit contacts
logout

TASK


login
Registration
false
verificaion
True
view tasks
add tasks
delete tasks
logout

4.5 CLASS DIAGRAM

Class diagram is a static diagram. The class diagrams are widely used in the modeling of object-oriented systems because they are the only UML diagrams, which can be mapped directly with object-oriented languages. Class diagram shows a collection of classes, interfaces, associations, collaborations, and constraints.

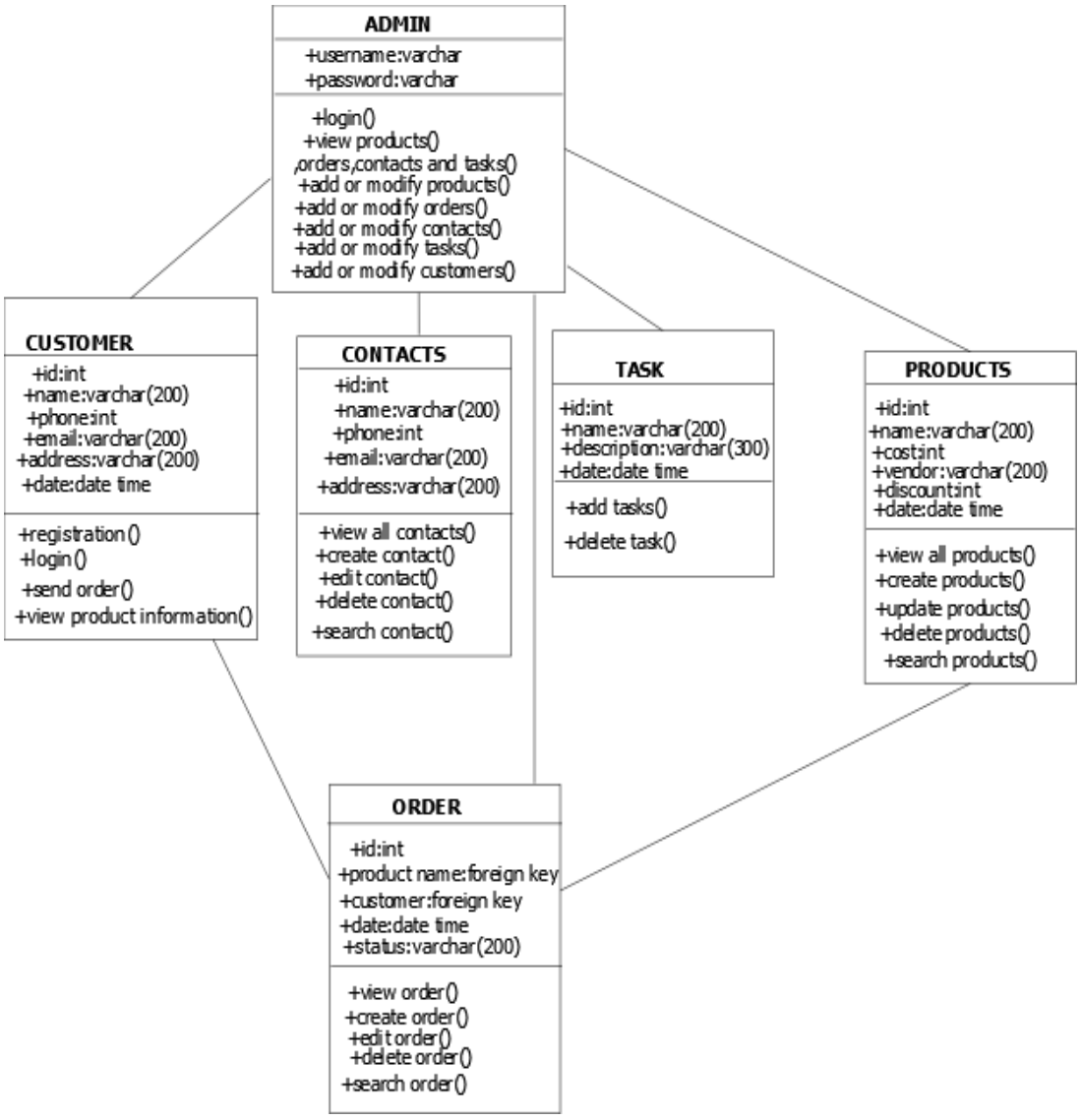


TABLE DESIGN

CRM_CUSTOMER TABLE:

Field	Description	Data Type	Constraints
id	id	int	primary key
name	Customer name	Varchar(200)	Not null
phone	phone	Varchar(200)	Not null
email	email	Varchar(200)	Not null
Date_created	Date created	datetime	Not null
address	address	Varchar(200)	Not null
password	password	Varchar(200)	Not null

CRM_ORDER TABLE:

Field	Description	Data Type	Constraints
id	id	int	Primary key
Date_created	Date created	datetime	Not null
status	status	Varchar(200)	Not null
Customer_id	Customer id	int	Foreign key
Product_id	Product id	int	Not null

CRM_PRODUCT TABLE:

Field	Description	Data Type	Constraints
id	id	int	Primary key
name	Product name	Varchar(200)	Not null
cost	Cost with the product	real	Not null
vendor	vendor	Varchar(200)	Not null
discount	discount	int	Not null
Date_created	To date created	datetime	Not null

TASKS_TASK TABLE:

Field	Description	Data Type	Constraints
id	id	int	Primary key
name	Task name	Varchar(200)	Not null
desc	desc	Varchar(300)	Not null
Date_created	Date created	datetime	Not null

SYSTEM IMPLEMENTATION

SYSTEM IMPLEMENTATION

A software implementation method is a systematically integrate system base service. This is the phase in the software life cycle where the actual software is implemented. The result of this phase consists of source code, together with documentation to make the code more readable. Implementation is the stage of a project where the theoretical design is turned into a working system. The more complex the system is, more effort is needed to implement the system. In other words, implementation is the process of bringing a developed system into operational use and turning over it to the user implementation activities extend from planning through from the old system to the new. The entire application can be divided to several functional parts which do individual operations as a system whole. In the system at first only a module of the system is implemented and checked for suitability and efficiency. When the end user related to the module is satisfied with the performance, the next step of implementation is preceded. Implementation to some extent is also parallel. For instance, modules which are not linked, with other modules are implemented parallel and the training is the step-by -step process.

5.1 IMPLEMENTATION METHODS:

There are several methods for handling the implementation and the consequent conversion from the old to the new computerized system. The most secured method for conversion from the old system to the new system is to run the old and new system in parallel. In this approach, a person may operate in the manual older processing system as well as start operating the new computerized system. This method offers high security, because even if there is a flaw in the computerized system, we can depend upon the manual system. However, the cost for maintaining two systems in parallel is very high. This outweighs its benefits.

Another commonly method is a direct cut over from the existing system to the new computerized system. The change may within a week or within a day. There are no parallel activities. However, there is no remedy in case of a problem. This strategy requires careful planning. A working version of the system can also be implemented in one part of the organization and the personal will be piloting the system and changes can be made as when required. But this method is less preferable due to the loss of entirely of the system.

5.2 IMPLEMENTATION PLAN:

The implementation plan includes a description of all the activities that must occur to implement the new system and to put it into operation. It identifies the personnel responsible for the activities and prepares a time chart for implementing the system.

The implementation plan consists of the following steps:

1. List all files for implementation.
2. Identify all data required to build new files during the implementation.
3. List all new documents and procedures that go into the new system.

The implementation plan should anticipate possible problems and must be able to deal with them. The usual problems may be missing documents, mixed data formats between current and files, errors in data translation, missing data etc.

5.3 IMPLEMENTATION TOOLS:

5.3.1Python

Python is a widely-used, interpreted, object-oriented, and high-level programming language with dynamic semantics, used for general-purpose programming. It was created by **Guido van Rossum,** and first released on February 20, 1991.

While you may know the python as a large snake, the name of the Python programming language comes from an old BBC television comedy sketch series called **Monty Python's Flying Circus.** One of the amazing features of Python is the fact that it is actually one person's work. Usually, new programming languages are developed and published by large companies employing lots of professionals, and due to copyright rules, it is very hard to name any of the people involved in the project. Python is an exception.

In 1999, Guido van Rossum defined his goals for Python:

- an **easy and intuitive** language just as **powerful** as those of the major competitors;
- **open source**, so anyone can contribute to its development;
- code that is as understandable as **plain English;**
- suitable for everyday tasks, allowing for short development times
- it's easy to learn – the time needed to learn Python is shorter than for many other languages; this means that it's possible to start the actual programming faster.

5.3.2PyCharm

PyCharm is one of the most popular Python IDEs. There is a multitude of reasons for this, including the fact that it is developed by **JetBrains**, the developer behind the popular **IntelliJ IDEA** IDE that is one of the big 3 of Java IDEs and the "smartest JavaScript IDE" WebStorm. Having the support for web development by leveraging Django is yet another credible reason.

There are a galore of factors that make PyCharm one of the most complete and comprehensive integrated development environments for working with the Python programming language.

- Available as a cross-platform application, PyCharm is compatible with Linux, macOS, and Windows platforms. Sitting gracefully among the best Python IDEs, PyCharm provides support for both Python 2 (2.7) and Python 3 (3.5 and above) versions.
- The main reason PyCharm for the creation of this IDE was for Python programming, and to operate across multiple platforms like Windows, Linux, and macOS. The IDE comprises code analysis tools, debugger, testing tools, and also version control options. It also assists developers in building Python plugins with the help of various APIs available.

The IDE allows us to work with several databases directly without getting it integrated with other tools. Although it is specially designed for Python, HTML, CSS, and JavaScript files can also be created with this IDE. It also comes with a beautiful user interface that can be customized according to the needs using plugins.

5.3.3 Visual Studio

Microsoft Visual Studio is an IDE made by Microsoft and used for different types of software development such as computer programs, websites, web apps, web services, and mobile apps. It contains completion tools, compilers, and other features to facilitate the software development process. Visual Studio has been around for over 20 years. Its first version was **Visual Studio 97**. Since then there were a lot of different versions, the current one is Microsoft Visual Studio 2019.

The Visual Studio IDE (integrated development environment) is a software program for developers to write and edit their code. Its user interface is used for software development to edit, debug and build code. Visual Studio includes a code editor supporting IntelliSense (the code completion component) as well as code refactoring. The integrated debugger works both as a source-level debugger and a machine-level debugger. Other built-in tools include a code profiler, designer for building GUI applications, web designer, class designer, and database schema designer.

The basic community edition is free. It's a "fully-featured, extensible, free IDE for creating modern applications for Android, IOS, Windows, as well as web applications and cloud services". It's for "students, open-source and individual developers". Its professional pricing starts at $45.00/month with a free trial version. It also has an Enterprise solution. Visual Studio IDE has a wide variety of extensions available in its marketplace. Visual Studio extensions include for C++ (it's the most popular IDE for C++), one of which is most popular software application for website process.

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5.3.4 HTML

HTML, in full hypertext markup language, a formatting system for displaying material retrieved over the Internet. Each retrieval unit is known as a Web page (from World Wide Web), and such pages frequently contain hypertext links that allow related pages to be retrieved. HTML is the markup language for encoding Web pages. It was designed by the British scientist Sir-Tim-Berners-Lee at the nuclear CERN physics laboratory in Switzerland during the 1980s. HTML markup tags specify document elements such as headings, paragraphs, and tables. They mark up a document for display by a computer program known as a Web browser. The browser interprets the tags, displaying the headings, paragraphs, and tables in a layout that is adapted to the screen size and fonts available to it.

Hypertext: text (often with embeds such as images, too) that is organized in order to connect related items.

Markup: a style guide for typesetting anything to be printed in hardcopy or soft copy format.

Language: a language that a computer system understands and uses to interpret commands.

5.3.5 CSS

Cascading Style Sheets (CSS) is used to format the layout of a webpage. With CSS, you can control the color, font, the size of text, the spacing between elements, how elements are positioned and laid out, what background images or background colors are to be used, different displays for different devices and screen sizes, and much more!

Cascading Style Sheets, fondly referred to as CSS, is a simple design language intended to simplify the process of making web pages presentable.

CSS handles the look and feel part of a web page. Using CSS, you can control the color of the text, the style of fonts, the spacing between paragraphs, how columns are sized and laid out, what background images or colors are used, layout designs, variations in display for different devices and screen sizes as well as a variety of other effects.

CSS is easy to learn and understand but it provides powerful control over the presentation of an HTML document. Most commonly, CSS is combined with the markup languages HTML or XHTML.

5.3.6 SQLite3

SQLite is a C library that provides a lightweight disk-based database that doesn't require a separate server process and allows accessing the database using a nonstandard variant of the SQL query language. Some applications can use SQLite for internal data storage. It's also possible to prototype an application using SQLite and then port the code to a larger database such as PostgreSQL or Oracle.

The sqlite3 module was written by Gerhard Häring. It provides an SQL interface compliant with the DB-API 2.0 specification described by PEP 249, and requires SQLite 3.7.15 or newer.

Python SQLite3 module is used to integrate the SQLite database with Python. It is a standardized Python DBI API 2.0 and provides a straightforward and simple-to-use interface for interacting with SQLite databases. There is no need to install this module separately as it comes along with Python after the 2.5x version.

SQLite is **an embedded SQL database engine**. Unlike most other SQL databases, SQLite does not have a separate server process. SQLite reads and writes directly to ordinary disk files. A complete SQL database with multiple tables, indices, triggers, and views, is contained in a single disk file.

5.3.7 JavaScript

JavaScript is a dynamic computer programming language. It is lightweight and most commonly used as a part of web pages, whose implementations allow client-side script to interact with the user and make dynamic pages. It is an interpreted programming language with object-oriented capabilities.

JavaScript was first known as Live Script, but Netscape changed its name to JavaScript, possibly because of the excitement being generated by Java. JavaScript made its first appearance in Netscape 2.0 in 1995 with the name Live Script. The general-purpose core of the language has been embedded in Netscape, Internet Explorer, and other web browsers.

- JavaScript is a lightweight, interpreted programming language.
- Designed for creating network-centric applications.
- Complementary to and integrated with Java.
- Complementary to and integrated with HTML.
- Open and cross-platform

5.3.8 Bootstrap

Bootstrap is **a free, open source front-end development framework for the creation of websites and web apps**. Designed to enable responsive development of mobile-first websites, Bootstrap provides a collection of syntax for template designs. Bootstrap is the most popular **CSS** Framework for developing responsive and mobile-first websites.

- Bootstrap is the most popular HTML, CSS and JavaScript framework for developing a responsive and mobile friendly website.
- It is absolutely free to download and use.
- It is a front-end framework used for easier and faster web development.
- It includes HTML and CSS based design templates for typography, forms, buttons, tables, navigation, modals, image carousels and many others.
- It can also use JavaScript plug-ins.
- It facilitates you to create responsive designs.

5.3.9 Django

Django is a high-level Python web framework that **enables rapid development of secure and maintainable websites**. Built by experienced developers, Django takes care of much of the hassle of web development, so you can focus on writing your app without needing to reinvent the wheel. Django is an open-source framework for **backend** web applications based on Python — one of the top web development languages. Its main goals are simplicity, flexibility, reliability, and scalability. Django web applications manage and query data through Python objects referred to as models. Models define the structure of stored data, including the field types and possibly also their

maximum size, default values, selection list options, help text for documentation, label text for forms, etc. The definition of the model is independent of the underlying database — you can choose one of several as part of your project settings. Once you've chosen what database you want to use, you don't need to talk to it directly at all — you just write your model structure and other code, and Django handles all the "dirty work" of communicating with the database for you.

The code snippet below shows a very simple Django model for a Team object. The Team class is derived from the Django class models. Model. It defines the team name and team level as character fields and specifies a maximum number of characters to be stored for each record. The team level can be one of several values, so we define it as a choice field and provide a mapping between choices to be displayed and data to be stored, along with a default value.

SYSTEM TESTING

SOFTWARE TESTING

Software Testing is the process of executing a program or system with the intent of finding errors. Testing involves any activity aimed at evaluating an attribute or capability of a program or system and determining that it meets its required results.

The scope of software testing includes examination of code as well as execution of that code in various environments and conditions as well as examining the quality aspects of code: does it do What it is supposed to Do and do what it needs to do. Testing helps not only to uncover an error introduced during coding, but also locates errors committed during the previous phases.

6.1 TYPES OF TESTING:

6.1.1 Unit Testing:

The process on each individual module is ensured that it functions properly as a unit. Sample data is given for unit testing. The unit test results are recorded for further references. During unit testing the functionality of the program unit, validation and limitation are tested. Unit test makes every user white boxing technique, exercising specific paths in a modular box control structure to ensure complete coverage maximum error detection.

6.1.2 Integration Testing:

The modules are integrated to form complete software package. It addresses the issues associated with given problem of verification and program construction. Test that part of the system at some level work together correctly.

6.1.3 System Testing:

After performing the integration testing, the next step is output testing of the proposed system. No System could be useful if it doesn't produce the required output in a specified format. The output Generated are displayed by the system under consideration and then tested by comparing with the format require by the user. Here the output format is considered into two ways, one in on-screen and other in printed format.

6.1.4 Validation Testing:

Validation testing provides the final assurance that software meets all functions, behavioural and performance requirements.

6.1.5 User Acceptance Testing:

Usability testing is a means for measuring how well people can use some human-made object (such as a web page, a computer interfaces a document, or a device) for its intended purpose, that is usability testing measures the usability of the object. During usability testing, the aim is to observe people using the product in as realistic a situation as possible, to discover errors and areas of improvement. Usability testing usually involves a controlled experiment to determine how well user can use the product.

CONCLUSION

CONCLUSION

This project was successfully completed within the time span allotted. All the modules are tested separately and put together to form the main system. Finally, the system has fulfilled the entire objective identified.

Then the system designed for developing the medical store management. Whose purpose is to reduce the complexities of record keeping and documentation in the inventory management.

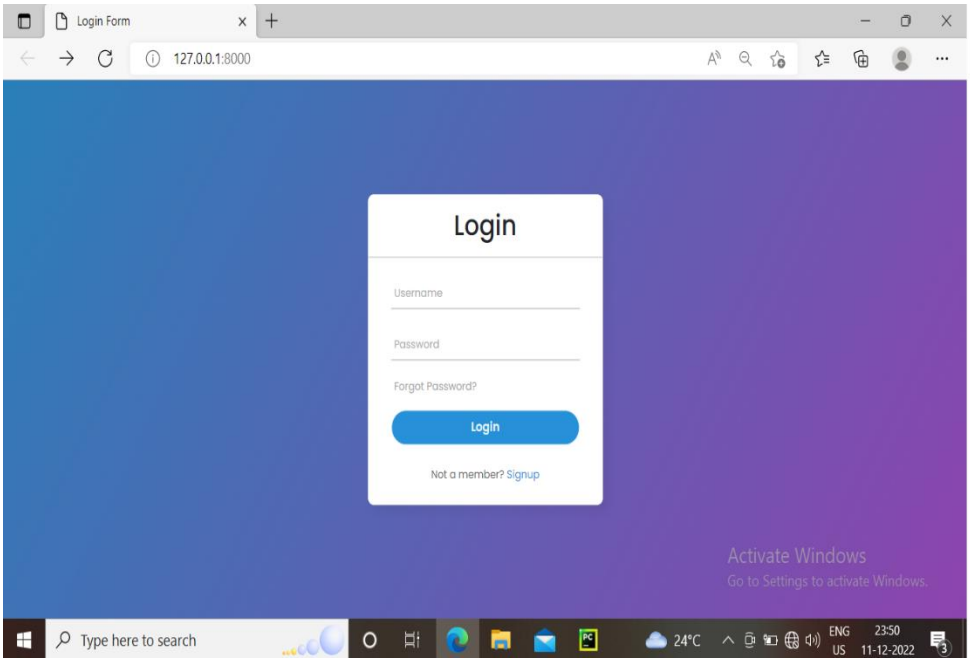
Always in this system enables the workforce of the medical store to offer their services in a manner which is more efficient and systematic which also improve of the medical store.

To conclude this, we thank all people who helped us to complete this project successfully. The efficiency of this project is better than the existing system and has a large scope to go in for further enhancements.

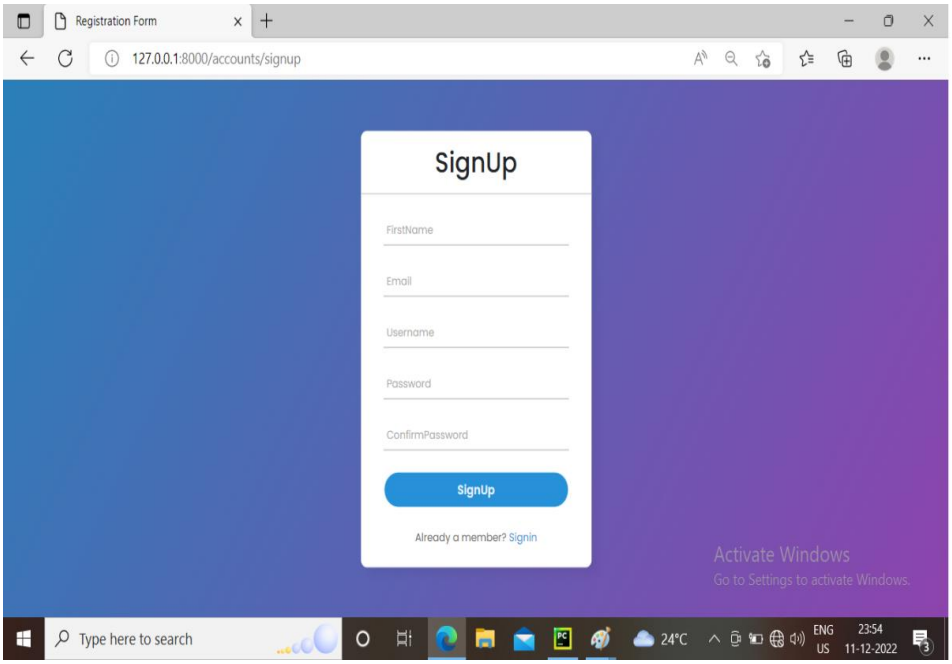
APPENDIX

8.1 APPLICATION SCREEN SHORTS

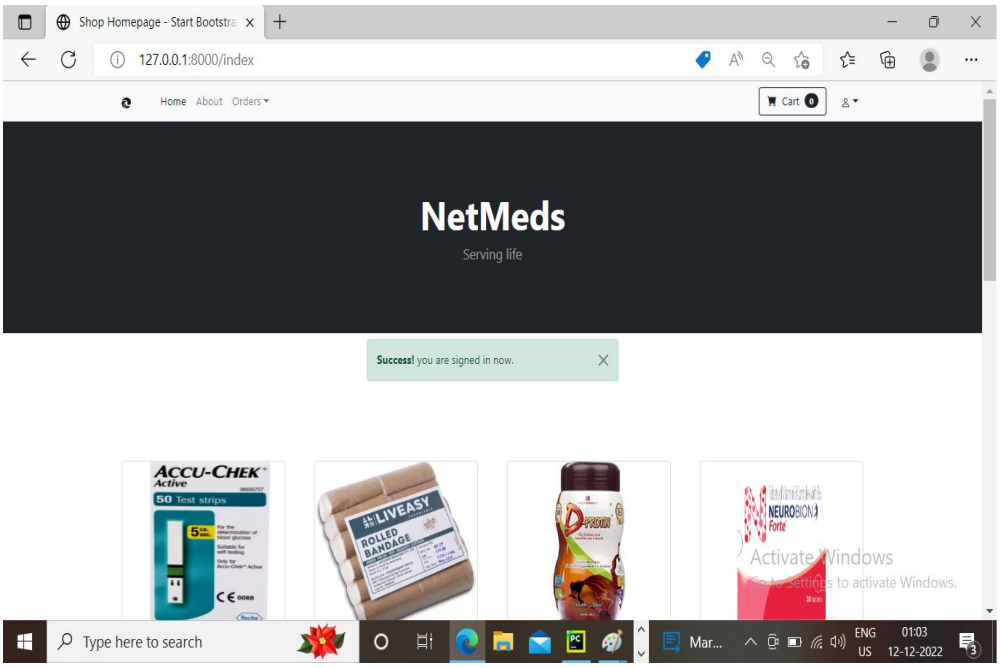
Login page:



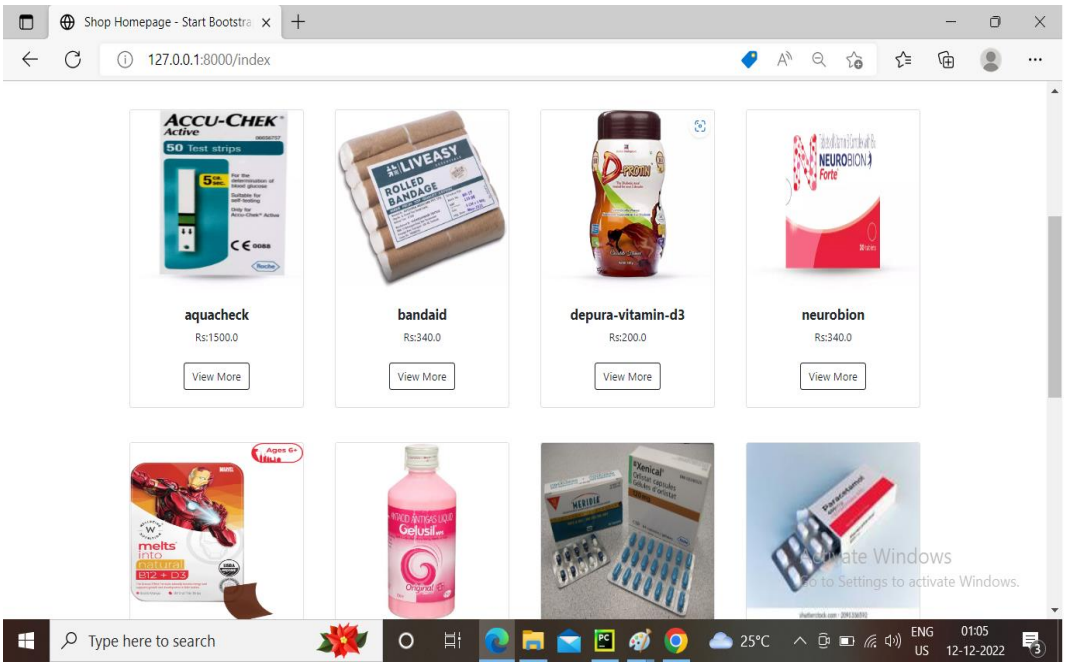
Sign up page:



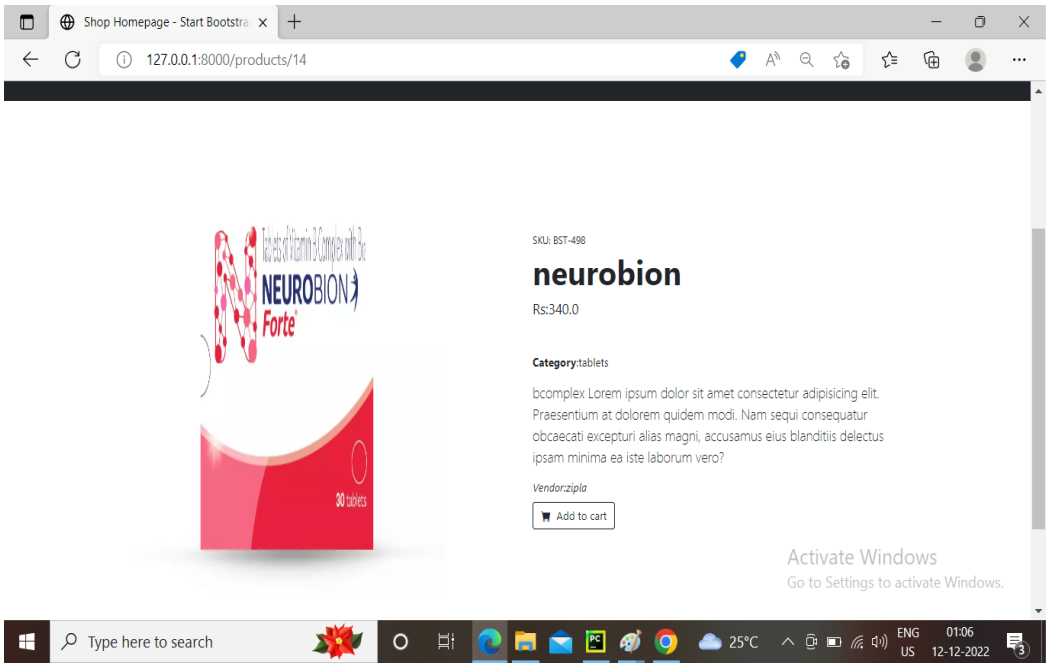
Customer home page:



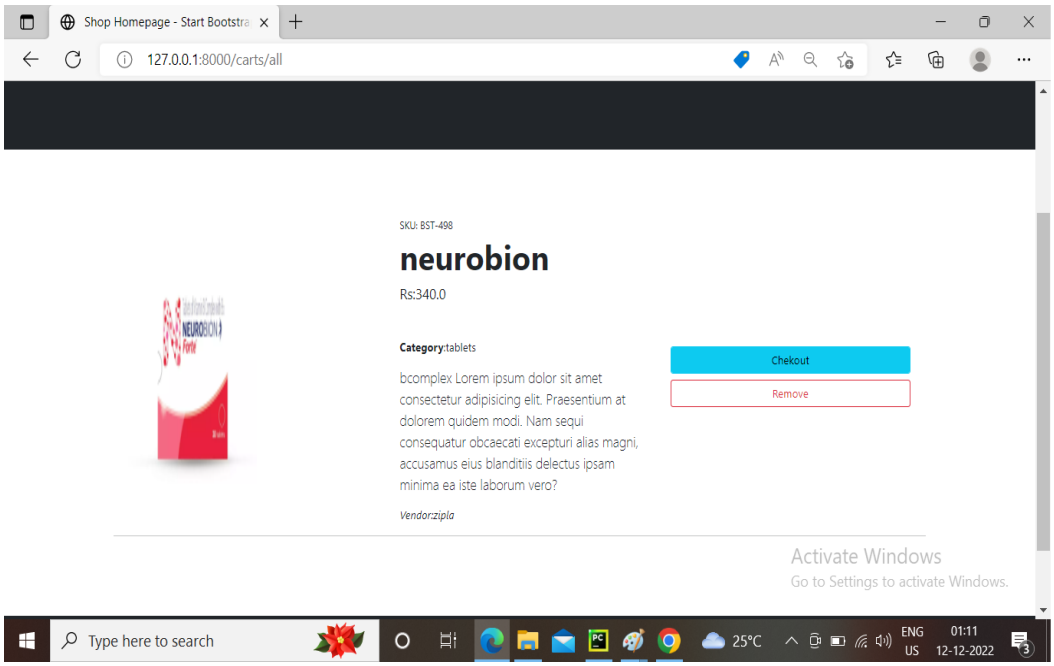
Customer view product list:



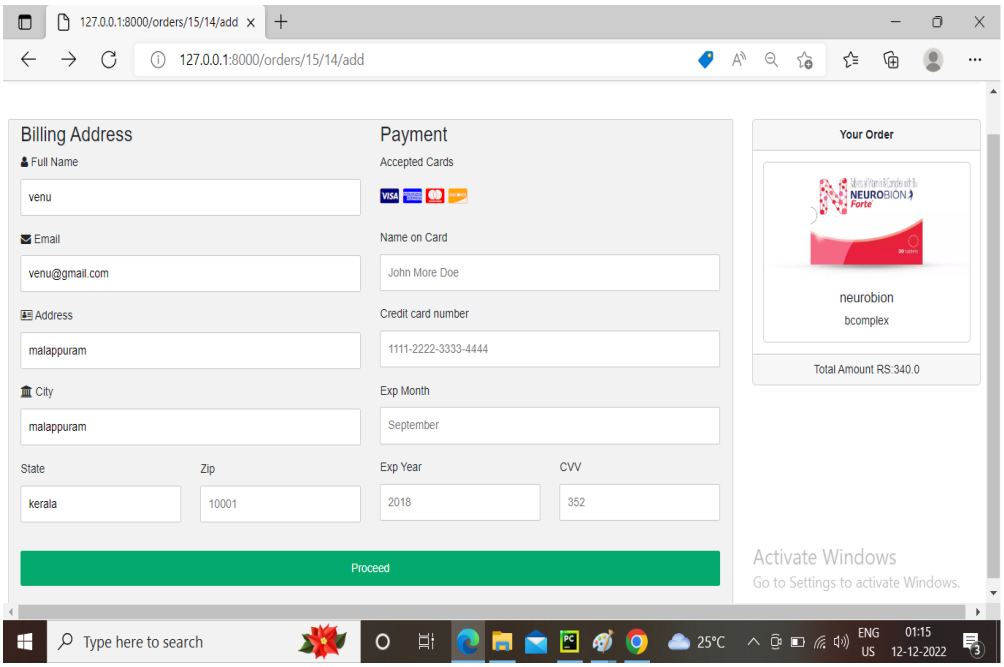
Customer choose the product:



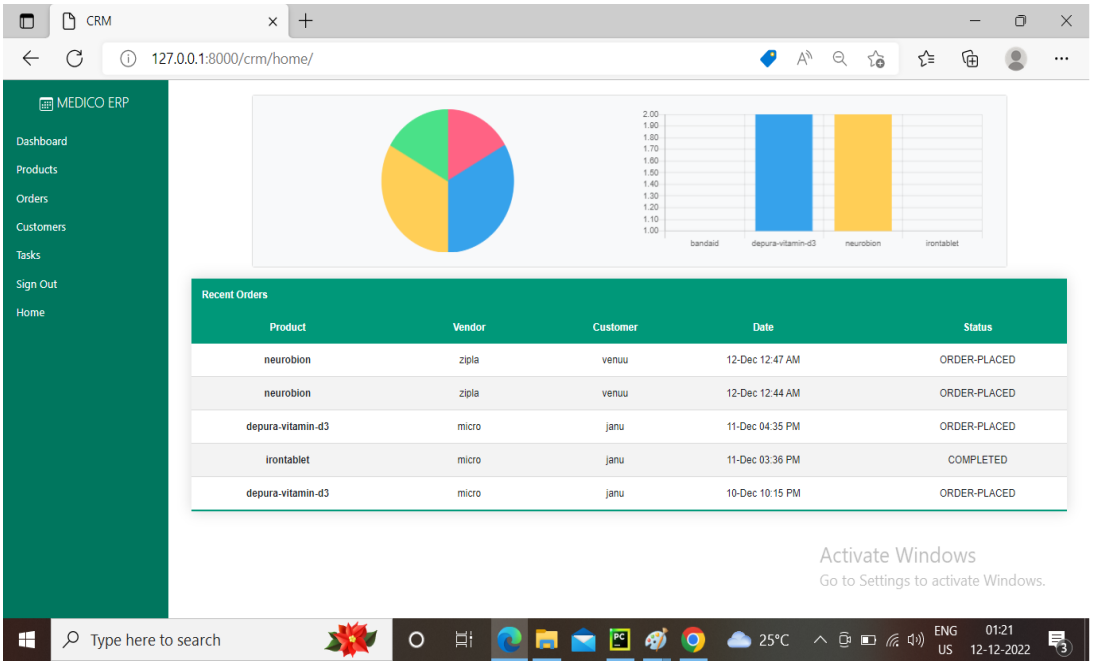
Customer purchase with form:



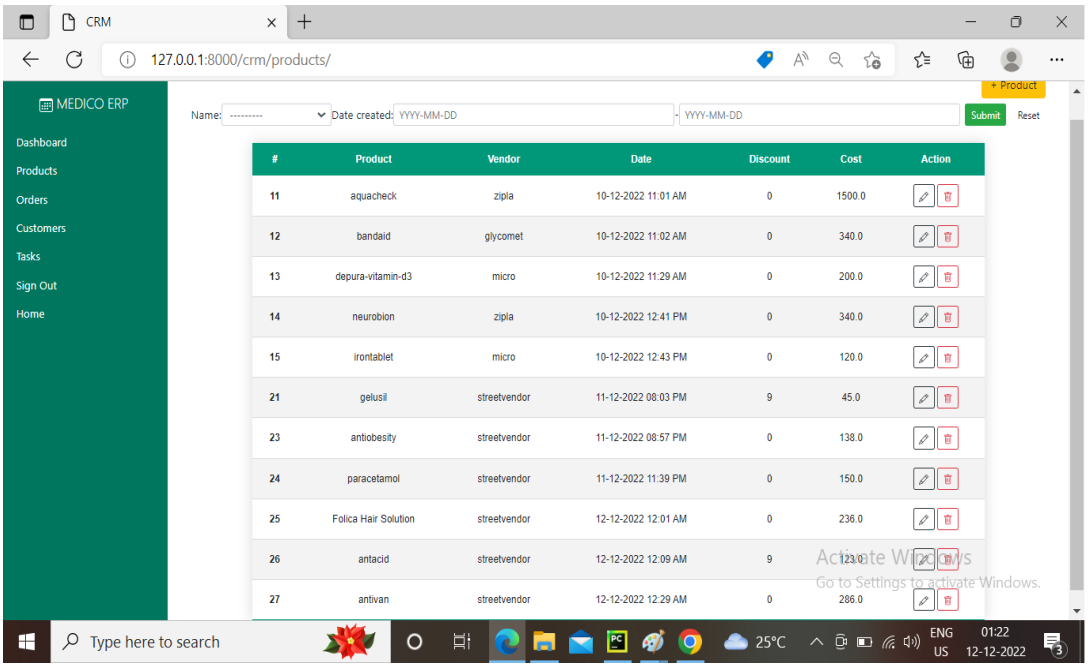
Customer with place order form:



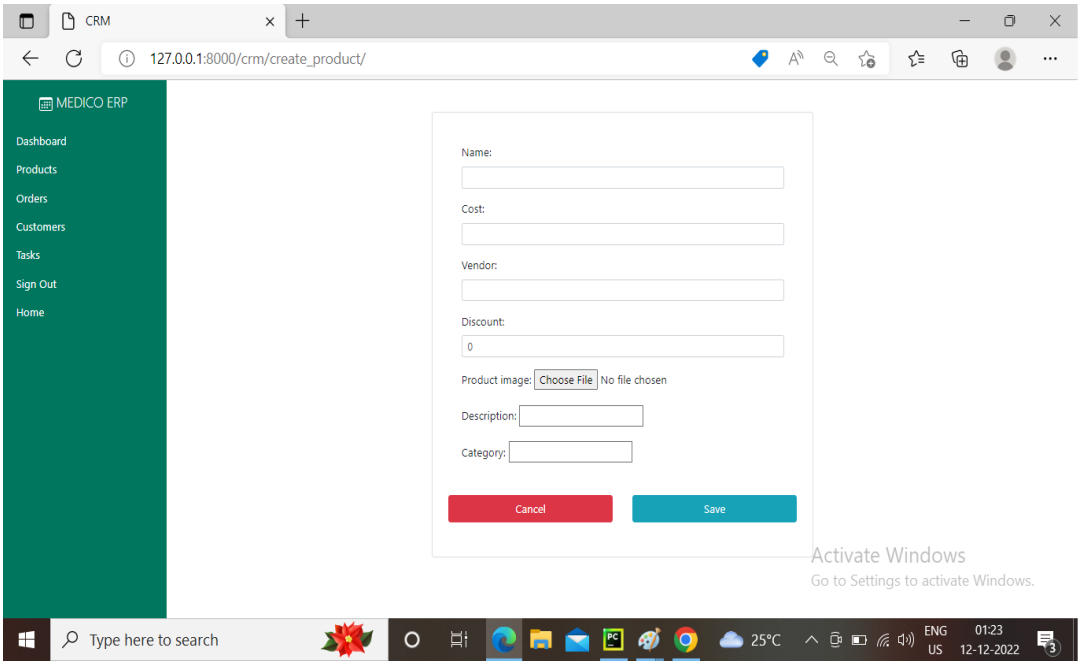
Admin Home page:



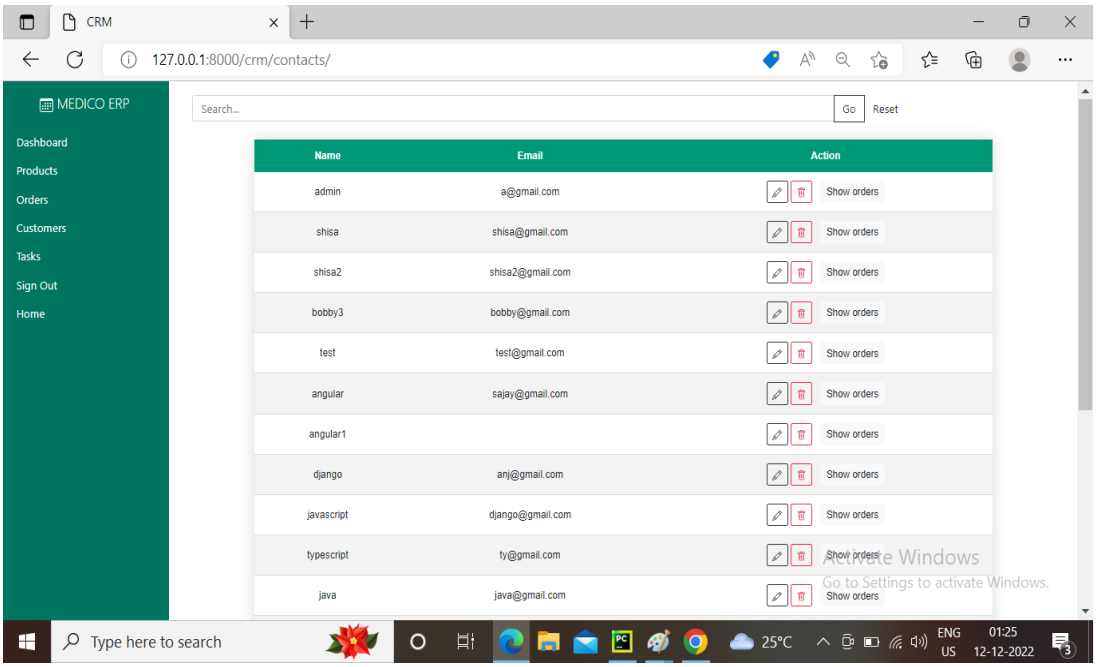
Product list:



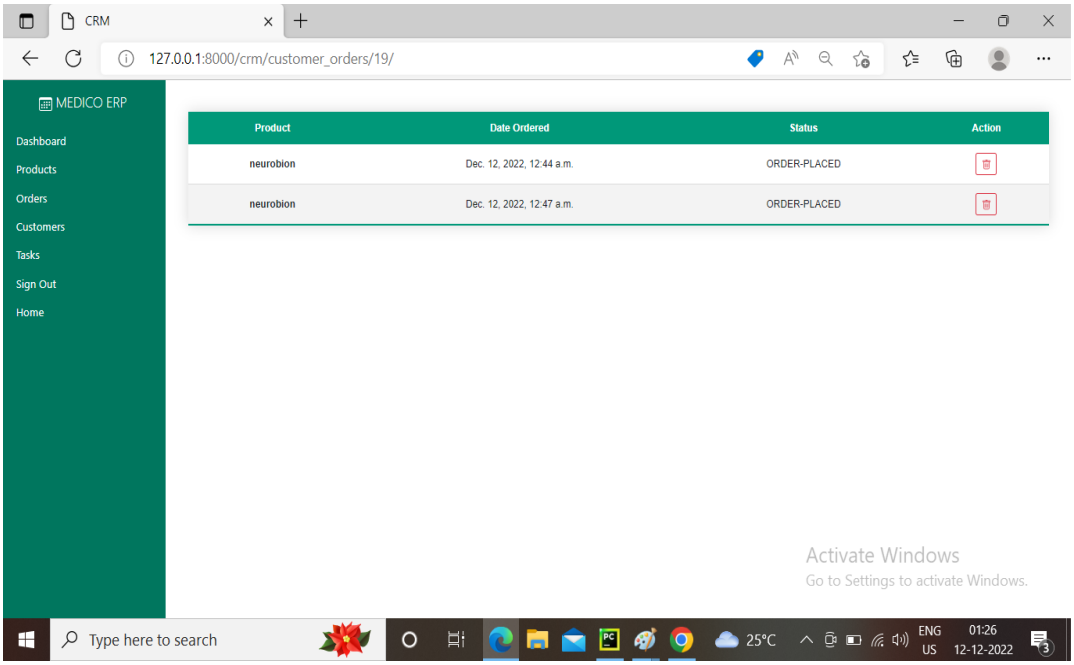
Product add and manage:



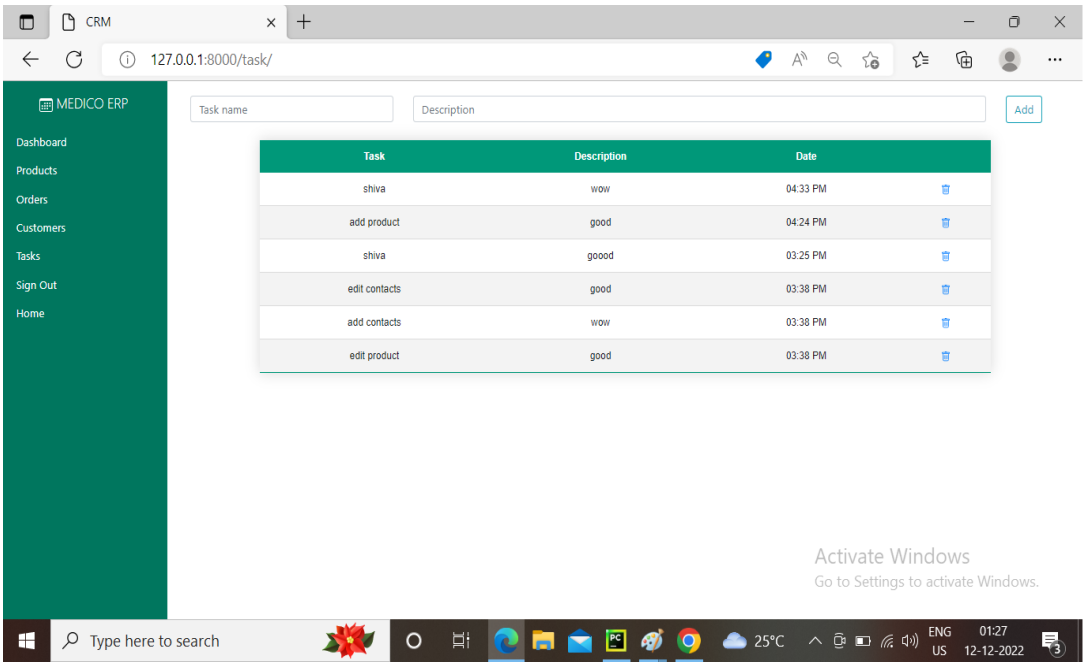
View registered customer:



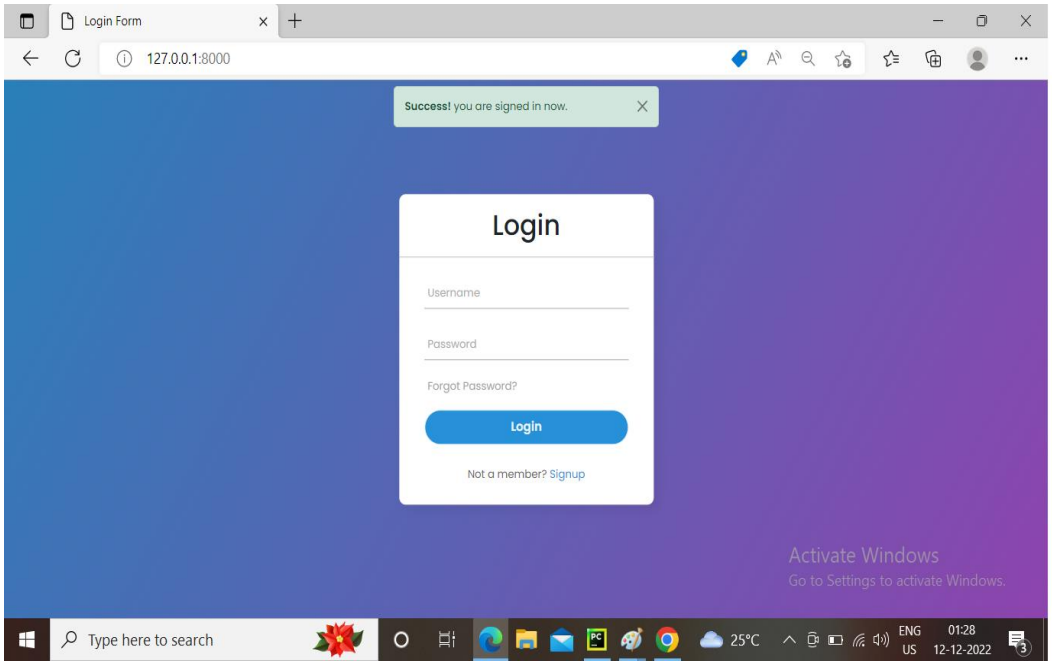
View orders from customers:



Add and delete task:



Sign out page:



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