Drug Store Management System

Abstract

As everything is digitizing in todays world medicines are most important to deliver in a faster phase ,it is hard to find medicines in different in various location so we came up with Online pharmacy is a web based application. Users can post requirements for medicine. Users can purchase medicine online. Medicine delivery provided by the nearest associate store. As per prescription, users can search medicine and useful information. This application can provide information for daily consumption of medicine. This application provides logins to the users. They can maintain their account.

INDEX

| List of Figures | İ |
|---|-----|
| Abstract | iii |
| 1. INTRODUCTION | 7 |
| 1.1.Scope | 7 |
| 1.2.Existing System | 7 |
| 1.3.Proposed System | 7 |
| 2. SYSTEM ANALYSIS | 8 |
| 2.1.Functional Requirement Specifications | 8 |
| 2.2.Performance Requirements | 8 |
| 2.3.Software Requirements | 9 |
| 2.4.Hardware Requirements | 9 |
| 3. SYSTEM DESIGN | 10 |
| 3.1.Architecture Design | 11 |
| 3.2.Modules | 6 |
| 4. SYSTEM IMPLEMENTATION | 15 |
| 5. OUTPUT SCREENS | 18 |
| 6. CONCLUSION AND FUTURE SCOPE | 23 |
| BIBLIOGRAPHY | 23 |
| Appendix-A:.lava Technology | 24 |

1. INTRODUCTION

Medical Store Management System is a java based web application deployed on tomcat, developed for medical shops. The project is mainly concerned with purchasing and selling medicines, maintaining their inventory and generating sales invoices.

1.1.Scope

Take the whole medical store online so that it is reachable to customers 24/7. Providing online pharmacy services and going towards cashless transactions and which will impart a wider visibility to the customers.

1.2. Existing System

The existing system is time consuming and requires more man power to function well. Its scope is limited to the local area and for fixed timing. All the data management involving product availability, searching, billing and other report generation are done manually which indeed are very time consuming.

1.3. Proposed System

The proposed system user-friendly system will completely revolutionize the industry . Searching for products, order placing, billing and product stock can be maintained by a single click. The order placed can be easily tracked At any time. The payment of the order can also be done by credit cards.

2. SYSTEM ANALYSIS

This System Analysis is closely related to requirements analysis. It is also "an explicit formal inquiry carried out to help someone (referred to as the decision maker) identify a better course of action and make a better decision than he might otherwise have made." This step involves breaking down the system in different pieces to analyze the situation, analyzing

project goals, breaking down what needs to be created and attempting to engage users so that

definite requirements can be defined.

2.1. Functional Requirement Specification

The System after careful analysis has been identified to be present with the following

modules.

A. Administrator module

B. Visitor module

C. User module:

D. Payment module

E. Shopping cart module

F. Discussion Board module

2.2.Performance Requirements

Performance is measured in terms of the output provided by the application. Requirement

specification plays an important part in the analysis of a system. Only when the requirement

specifications are properly given, it is possible to design a system, which will fit into required

environment. It rests largely with the users of the existing system to give the requirement

specifications because they are the people who finally use the system. This is because the

requirements have to be known during the initial stages so that the system can be designed

according to those requirements. It is very difficult to change the system once it has been

designed and on the other hand designing a system, which does not cater to the requirements

of the user, is of no use.

The requirement specification for any system can be broadly stated as given below:

• The system should be able to interface with the existing system

• The system should be accurate

• The system should be better than the existing system

The existing system is completely dependent on the user to perform all the duties.

2.3.Software Requirements:

□ **Operating System**: Microsoft Windows

Technology: Java Server Pages (Jsp's).

□ **Front-End**: HTML,CSS

□ **Back-End**: My Sql

□ **Web-Server**: Apache-Tomcat

□ **Platform**: Advanced Java Concepts (J2EE).

2.4. Hardware Requirements:

Processor : Intel based system

RAM : Min. 512 MB

3. SYSTEM DESIGN

Systems design is the process of defining the architecture, components, modules, interfaces, and data for a system to satisfy specified requirements. One could see it as the application of systems theory to product development. Object-oriented analysis and design methods are becoming the most widely used methods for computer systems design.

3.1. Architectural Design

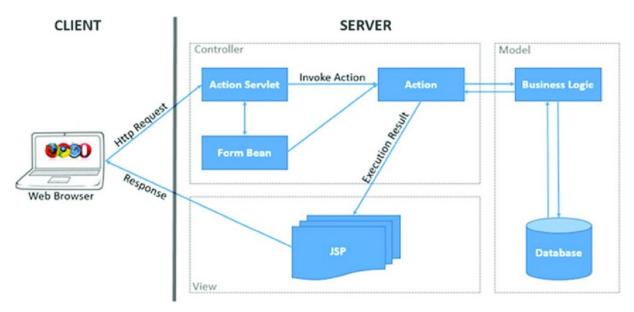


Fig 3.1 Architectural Design

As with a normal page, your browser sends an HTTP request to the web server. The web server recognizes that the HTTP request is for a JSP page and forwards it to a JSP engine. This is done by using the URL or JSP page which ends with .jsp instead of .html. The JSP engine loads the JSP page from disk and converts it into a servlet content. This conversion is very simple in which all template text is converted to println() statements and all JSP elements are converted to Java code that implements the corresponding dynamic behavior of the page. The JSP engine compiles the servlet into an executable class and forwards the original request to a servlet engine. A part of the web server called the servlet engine loads the Servlet class and executes it. During execution, the servlet produces an output in HTML format, which the servlet engine passes to the web server inside an HTTP response. The web server forwards the HTTP response to your browser in terms of static HTML content. Finally web browser handles the dynamically generated HTML page inside the HTTP response exactly as if it were a static page.

3.2. Modules

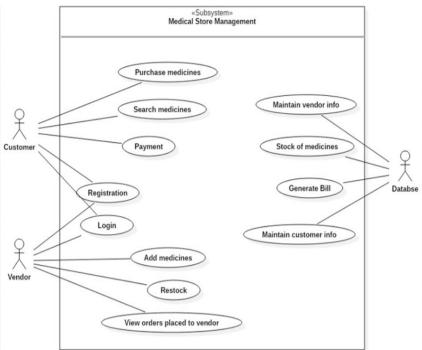
- A. Administrator module: admin has been granted full access with complete permissions towards the system.
- B. Visitor module: He can navigate around the products but cannot place orders
- C. User module: when a visitor sign ups for the website, he becomes the user. He can search around the products, can place orders and do the payment.

- D. Payment module: payment can also be done by credit cards.
- E. Shopping cart module: This module offers to add, delete and modify the products in the cart.
- F. Discussion Board module: A user can send messages or complaints to admin and admin sends replies to users.

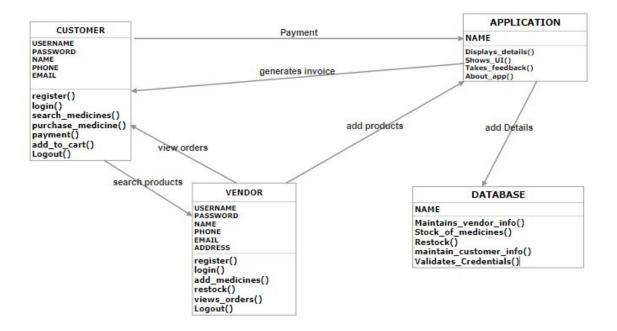
3.3.UML Diagrams

UML Diagrams for our application are as follows:

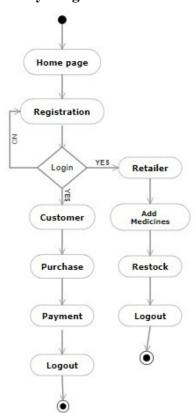
1. Use Case Diagrams



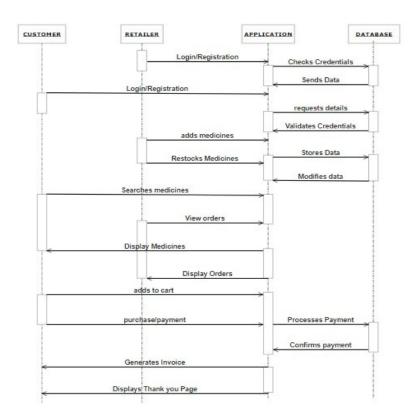
2. Class Diagrams



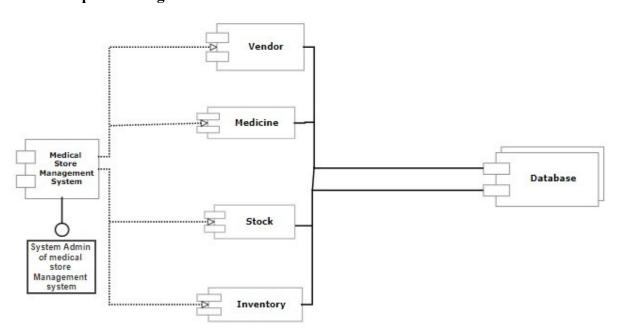
3. Activity Diagram



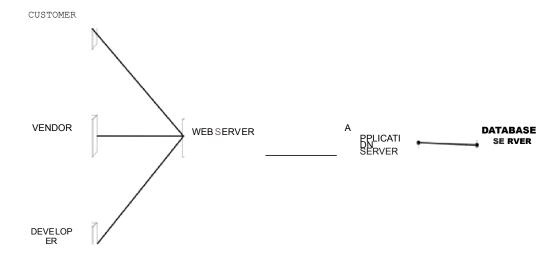
4. Sequence Diagram



5. Component Diagram



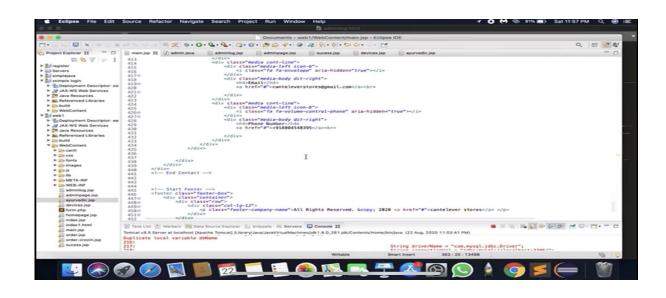
6. Deployment Diagram

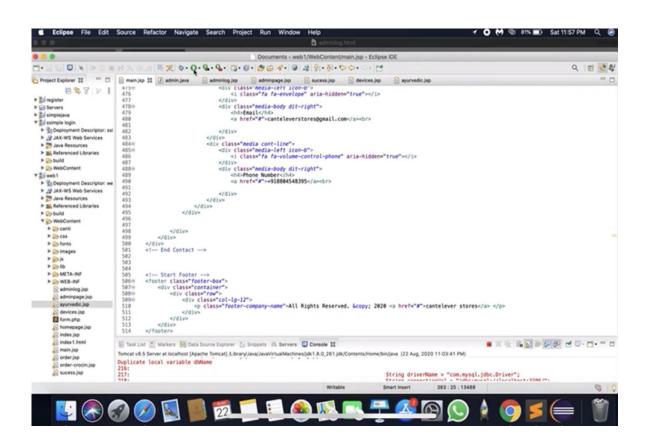


4. SYSTEM IMPLEMENTATION

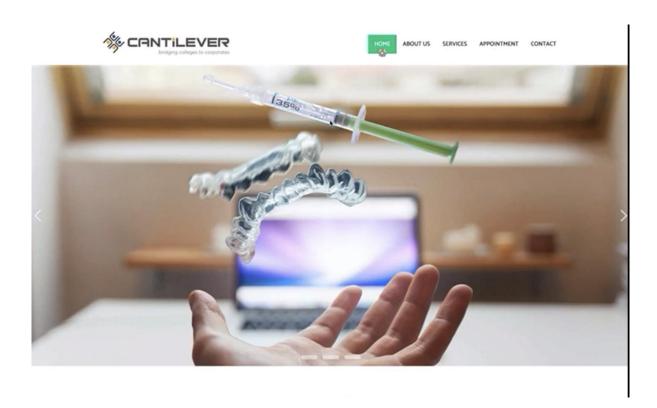
The implementation stage of any project is a true display of the defining moments that make a project a success or a failure. The implementation stage is defined as the system or system modifications being installed and made operational in a production environment. The phase is initiated after the system has been tested and accepted by the user. This phase continues until the system is operating in production in accordance with the defined user requirements.

CODE



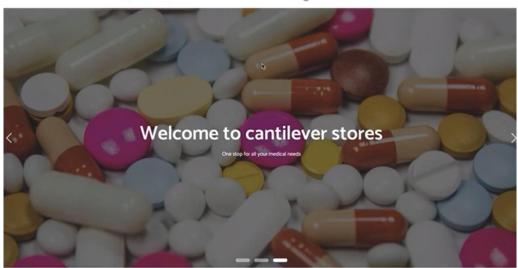


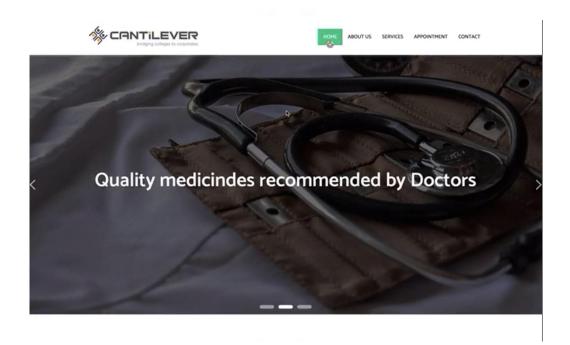
5. OUTPUT SCREENS





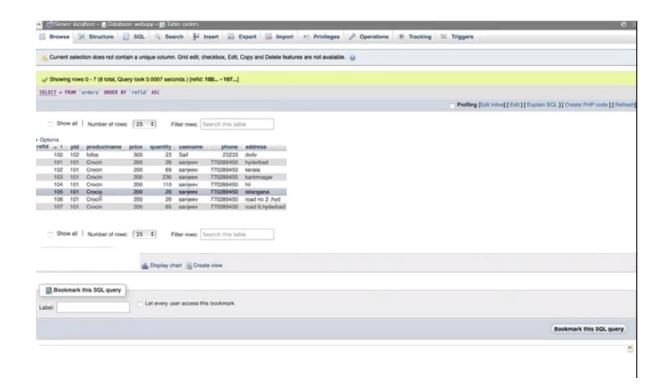






^

Sign in



Sign in



User Name User name

password

SIGN IN

ADMIN

Contact us











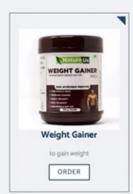
MEDICINES DEVICES AYURVEDIC ORDERS LOGOUT



Products



Here are some of our popular products



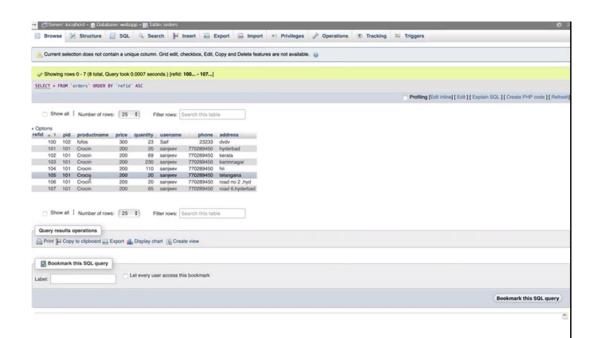


















DEVICES AYURVEDIC

Ł

Product information



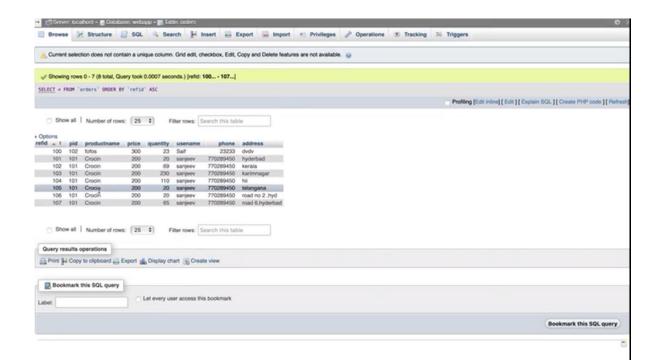


MEDICINES DEVICES

Order placed



Your order has treen places succesfully



6. CONCLUSION AND FUTURE SCOPE

Conclusion

Online Drug Store Management System is an efficient, highly responsive and an extremely accurate system whose main objective is to take the whole medical store online so that it is reachable to customers 24/7. We also aim to going towards cashless transactions which will impart a wider visibility to the customers.

Future Scope

Adding digital prescription and analytics to verify its authenticity

Adding analytics to the transactions to detect frauds

Get meaningful insights from the stored data

Bibliography

- 1. Herbert Schildt, *The Complete Reference Java2* Fifth Edition, Tata McGraw-Hill Edition 2002.
- 2. Grady Booch, James Rumbaugh, Ivar Jacobson. *The Unified Modeling Language User Guide*. Addison-Wesley, Reading, Mass., 1999.
- 3. www.coderanch.com
- 4. www.java.sun.com
- 5. www.w3schools.com
- 6. www.wikipedia.org