



# GROCERY MANAGEMENT SYSTEM

MINI PROJECT – 2nd review on, 3rd Sep - 2016



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# INTRODUCTION

- A grocery store is a retail store that primarily sells food. A grocer is a bulk seller of food.
- As pollution around the world has increased buying food on the road side is not advisable.
- Whether in charge of a small individually owned grocery store or one that is part of larger chain maintaining a grocery store successfully involves considerable responsibility.

# ABSTRACT

- **"Health is wealth"**. As the saying goes from our ancient times. Eat healthy and stay healthy as of now a days its very difficult to have healthy food.
- Grocery store managers must ensure that the store runs smoothly that items are priced comparatively and that customers are satisfied.
- people are unable to find time to household works like buying grocery. So by this platform we provide grocery .
- This is an Internet based application that can be accessed throughout the web.
- This system can be used to search for all grocery and fresh vegetables which are available in the market



# LITERATURE REVIEW

- Grocery store managers must ensure that the store runs smoothly that items are priced comparatively and that customers are satisfied.
- Previously it is developed by P.Riteesh which is super market management system.
- Drawbacks of super market management system is if we cancelled the ordered item the money is not returned i.e they didn't maintained cancelation option.
- In grocery management system we overcome the drawback and we create a option called wallet.



## **EXISTING SYSTEM:**

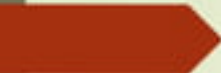
- A grocery store is a retail store that primarily sells food. A grocer is a bulk seller of food.
- Grocery stores often offer non-perishable food that is packaged in cans, bottles and boxes, with some also having fresh produce, butchers, delis, and bakeries.
- As pollution around the world has increased buying food on the road side is not advisable. Whether in charge of a small individually owned grocery store or one that is part of larger chain maintaining a grocery store successfully involves considerable responsibility.
- Grocery store managers must ensure that the store runs smoothly that items are priced comparatively and that customers are satisfied.



## **PROPOSED SYSTEM:**

- Understanding of key concepts involved in effective grocery store management is imperative for any manager dedicated to the success of his store.
- Particularly if the manages the small grocery store inventory requires more than simply keeping enough of every item in stock.
- This is a internet based application that is accessed through web This system can be used to search for all grocery and fresh vegetables which are available in the market.





## SYSTEM REQUIREMENTS:

## HARDWARE REQUIREMENTS:

- ▶ System : Pentium IV 2.4 GHz.
- ▶ Hard Disk : 40 GB.
- ▶ Ram : 512 MB.

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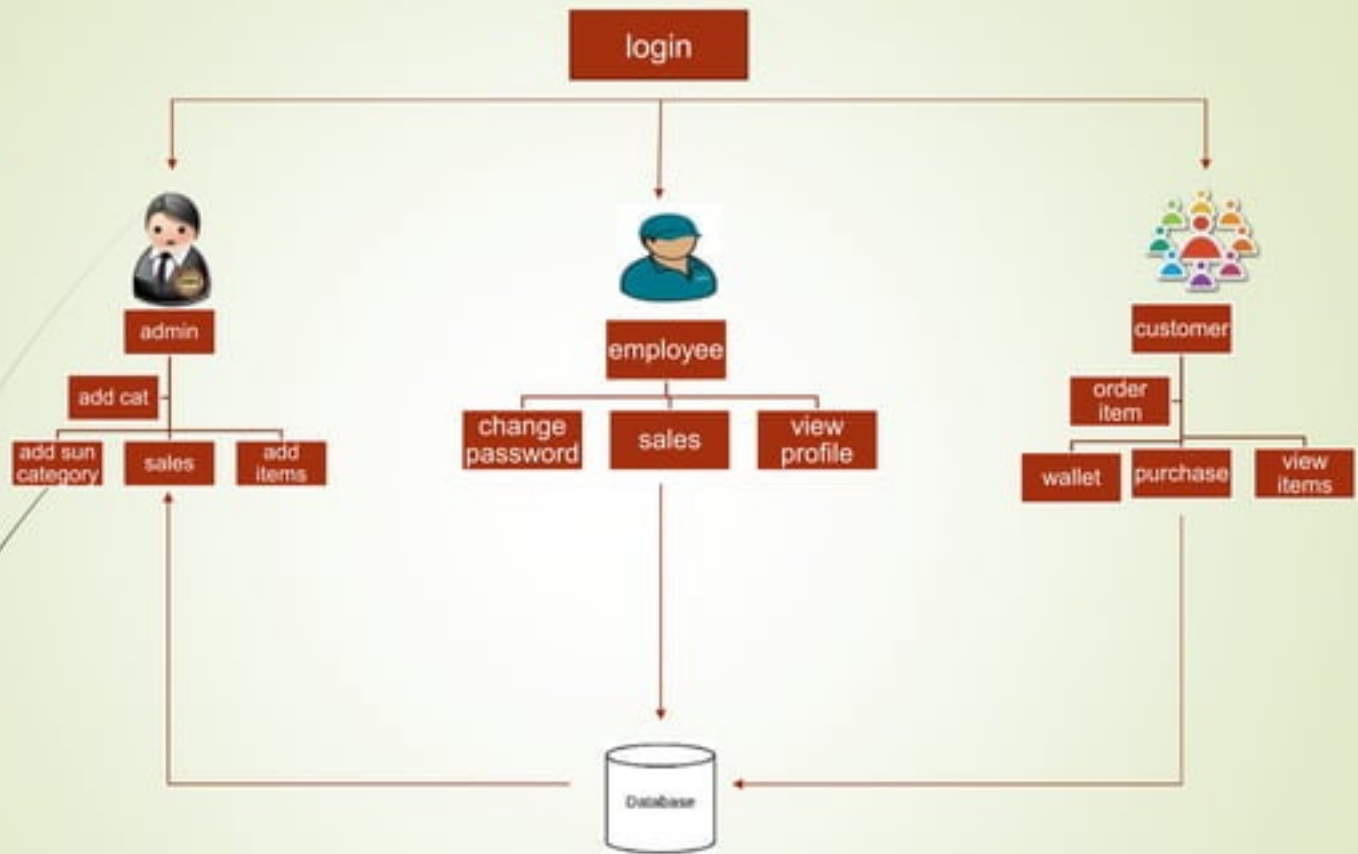


## **SOFTWARE REQUIREMENTS:**

- Operating system : - Windows XP.
- Coding Language: J2EE
- Data Base : MYSQL

# SYSTEM ARCHITECTURE







## MODULES

- Employee Module
- Administrator Module
- User Module
- Payment option Module

Contd..



## MODULES DESCRIPTION

### ➤ **Employee Module:**

- In this employee module the employee mainly receives the customers requirement and have to process on customers request.
- He basically works on the available products and daily checks the stock availability on time and informs the administrative in charge about the products availability.
- He delivers the stock ordered by the customer with proper packing and in time delivery.



## Administrator Module:

- In this administration of whole company is to be maintained.
- The complaints and suggestions dropped by customers must be checked and required steps are to be implemented.
- Supervision of employee and the requirement of business must be checked and required steps to be taken.



## USER MODULE

- The user must have the personal account and using his login details customer first check the products availability and orders the required products.
- If the server is busy then customer has to retry once again and continue his request.
- He can check on various products availability and choose the products required.





## PAYMENT OPTION MODULE

- We have to ways of payment options
- Pay now
- Cash on delivery
- Customer can pay in two cases when he orders the stocks and after he receives the stock. We provide credits and debit card facility i.e on line banking system. We provide various bank payments.



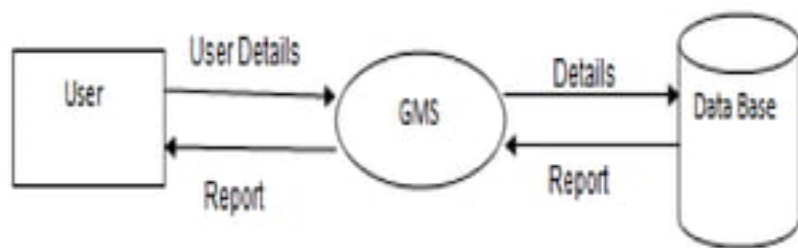
## DATA FLOW DIAGRAM:

- It is a simple graphical formalism that can be used to represent a system in terms of input data to the system, various processing carried out on this data, and the output data is generated by this system
- The data flow diagram (DFD) is one of the most important modeling tools. It is used to model the system components.

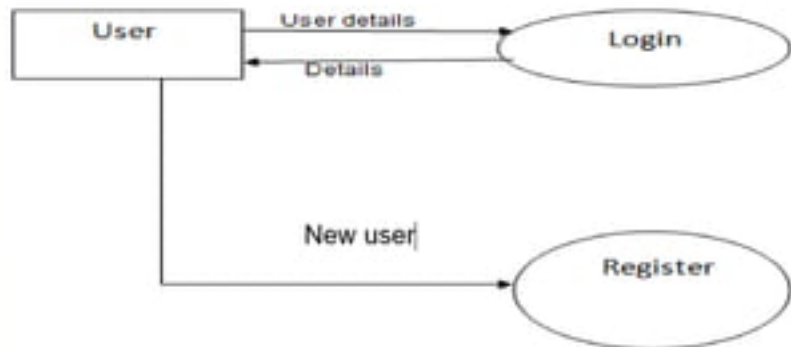
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# User

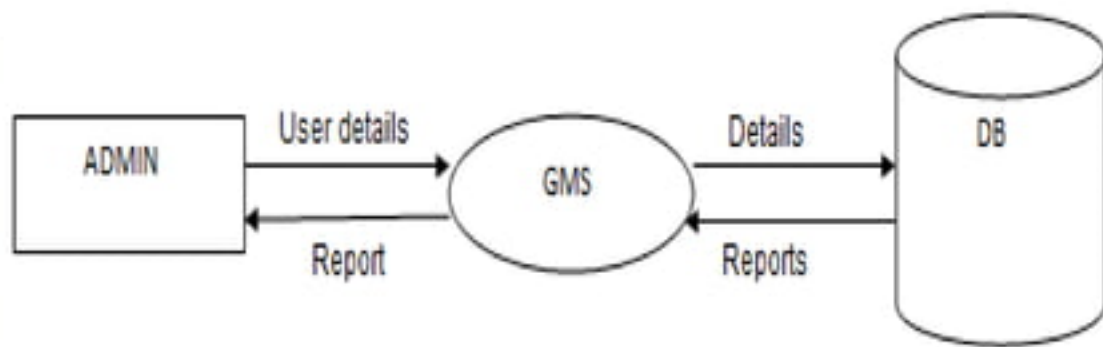
level 0



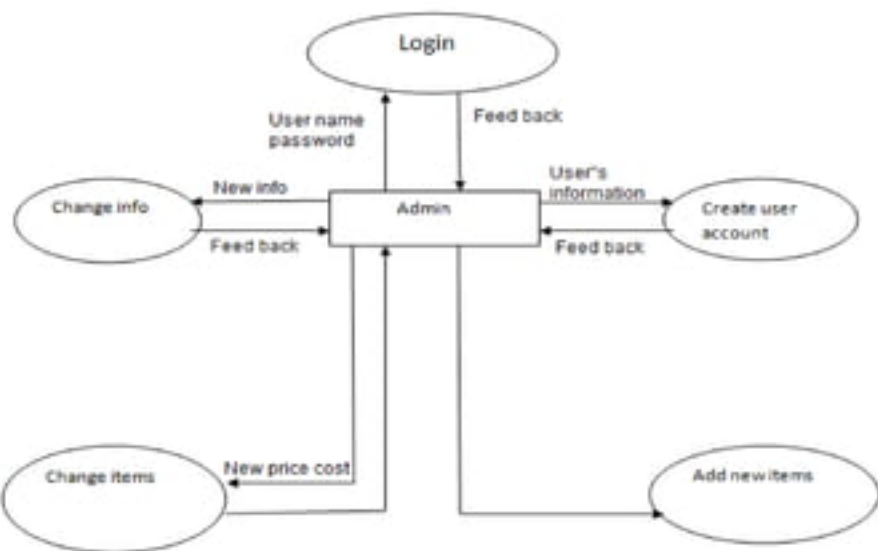
## Level 1



## admin

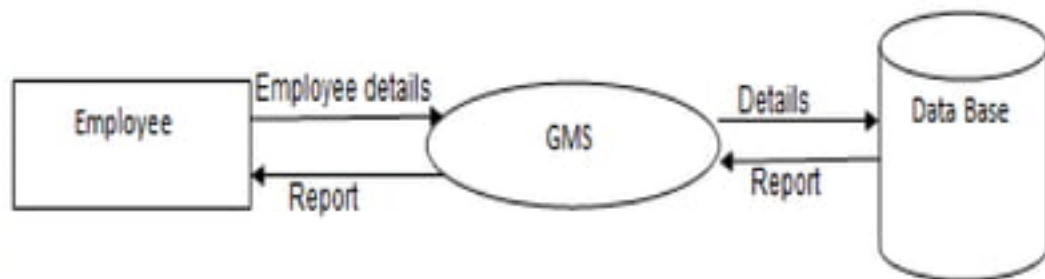


# Level 1

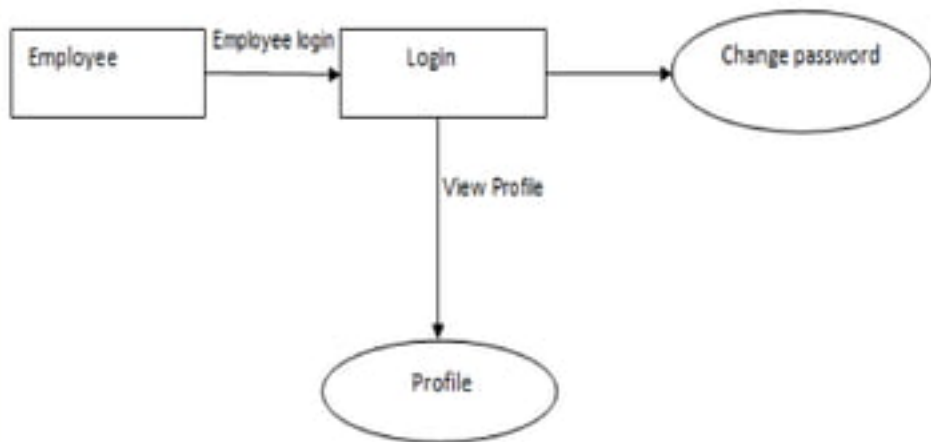


# Employee

level 0

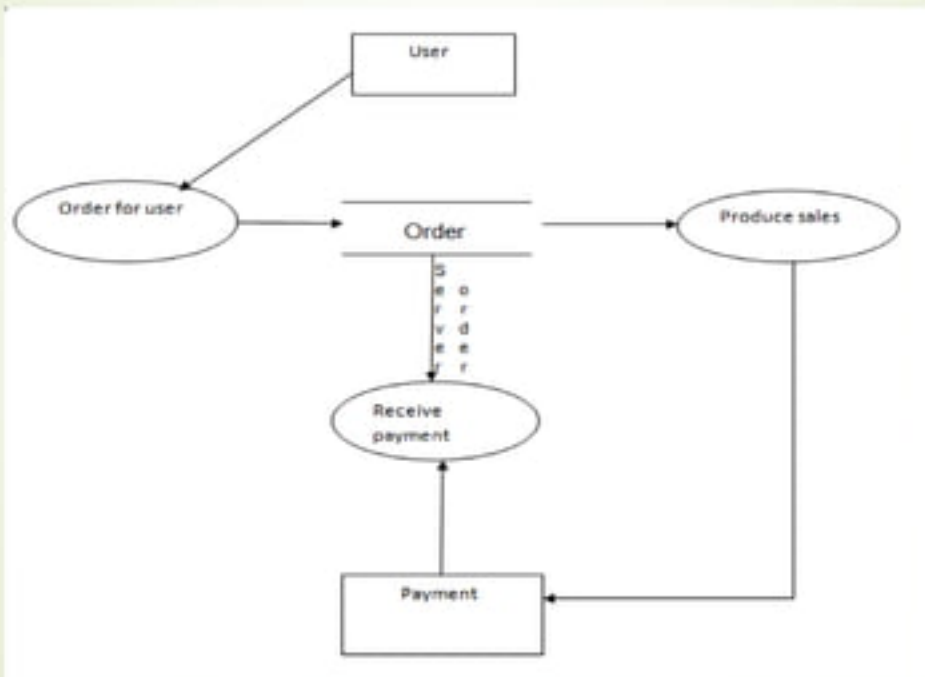


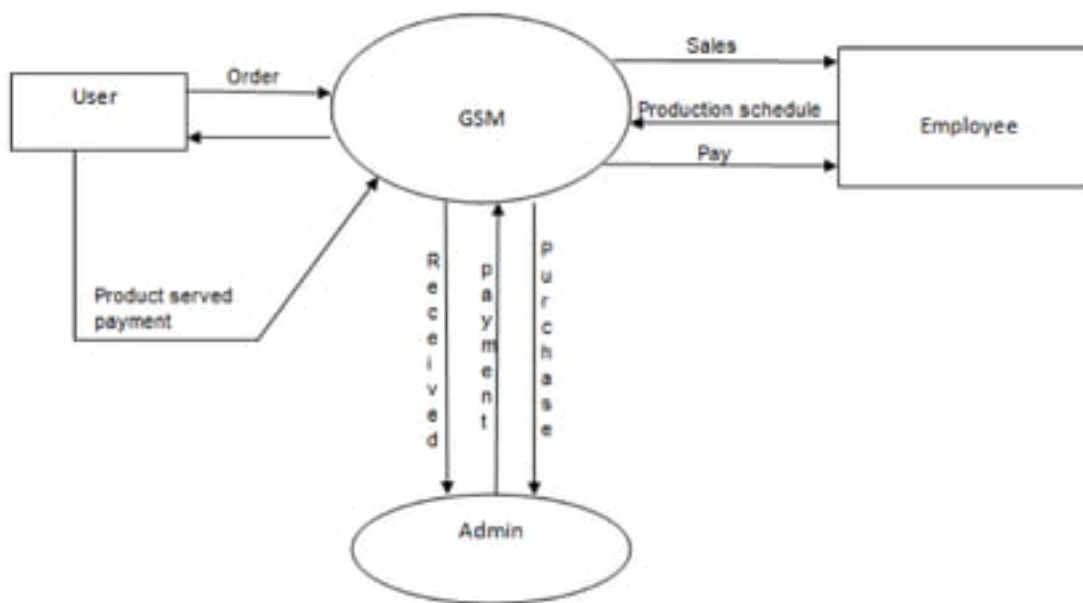
## Level 1





# payment







## USE CASE DIAGRAM:

- A use case diagram in the Unified Modeling Language (UML) is a type of behavioral diagram defined by and created from a Use-case analysis.
- Its purpose is to present a graphical overview of the functionality provided by a system in terms of actors, their goals (represented as use cases), and any dependencies between those use cases.
- The main purpose of a use case diagram is to show what system functions are performed for which actor. Roles of the actors in the system can be depicted.

contd..



Add category

Sub category

Add items

View Profile

View items

Order items

View profile

Change password

Log out

Wallet

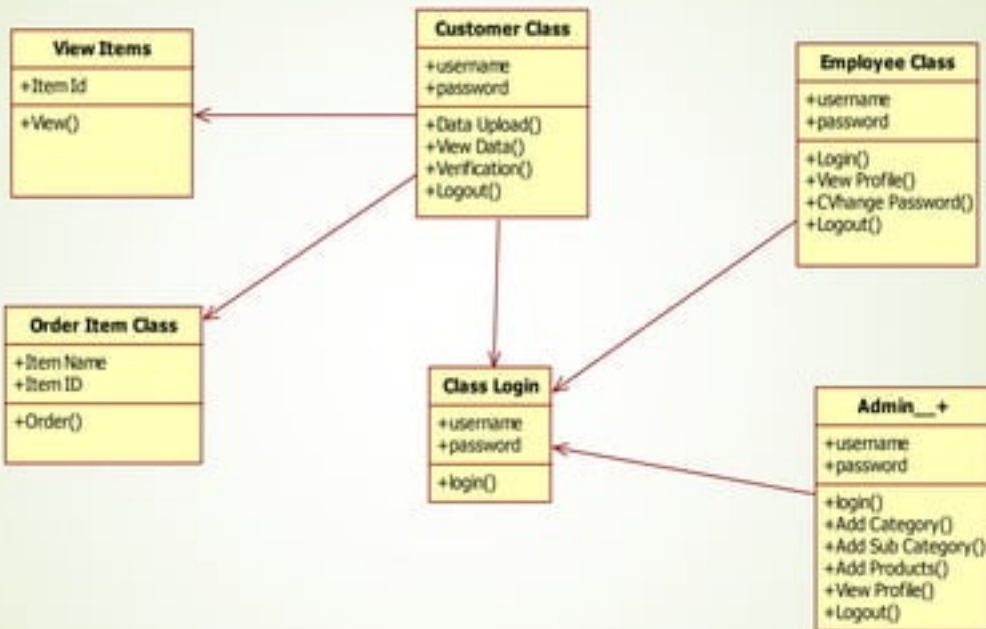




## CLASS DIAGRAM:

- In software engineering, a class diagram in the Unified Modeling Language (UML) is a type of static structure diagram that describes the structure of a system by showing the system's classes, their attributes, operations (or methods), and the relationships among the classes. It explains which class contains information.

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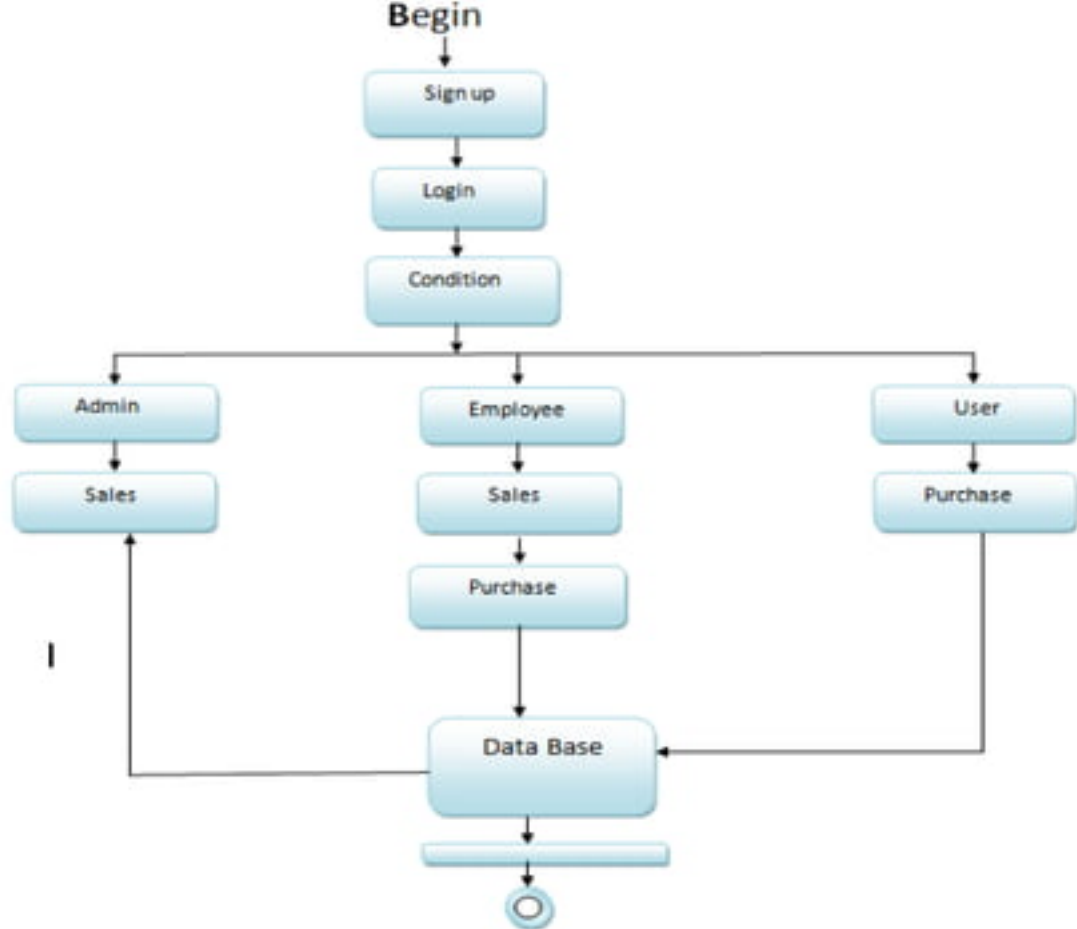




## **ACTIVITY DIAGRAM:**

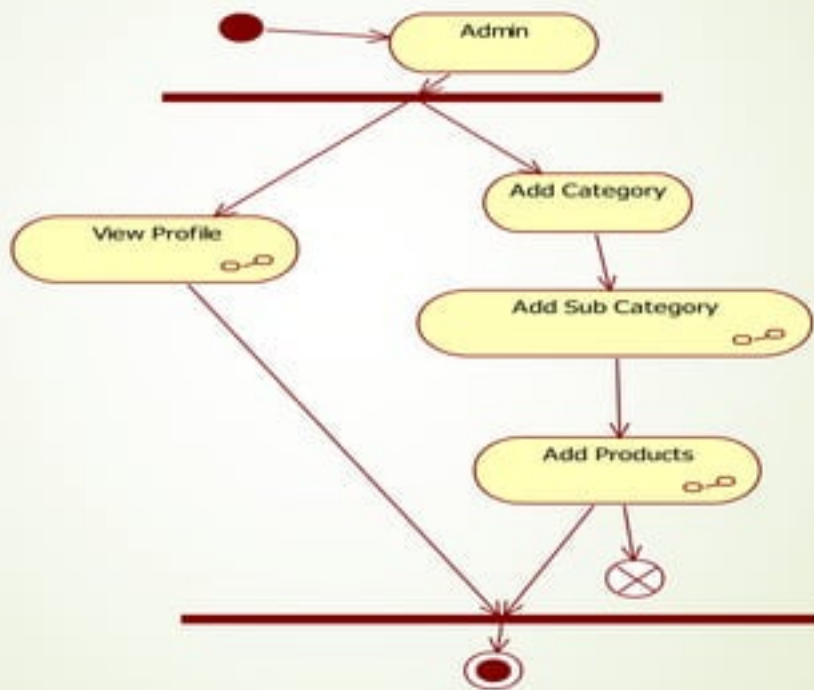
- Activity diagrams are graphical representations of workflows of stepwise activities and actions with support for choice, iteration and concurrency.
- In the Unified Modeling Language, activity diagrams can be used to describe the business and operational step-by-step workflows of components in a system.
- An activity diagram shows the overall flow of control.

contd.,





admin



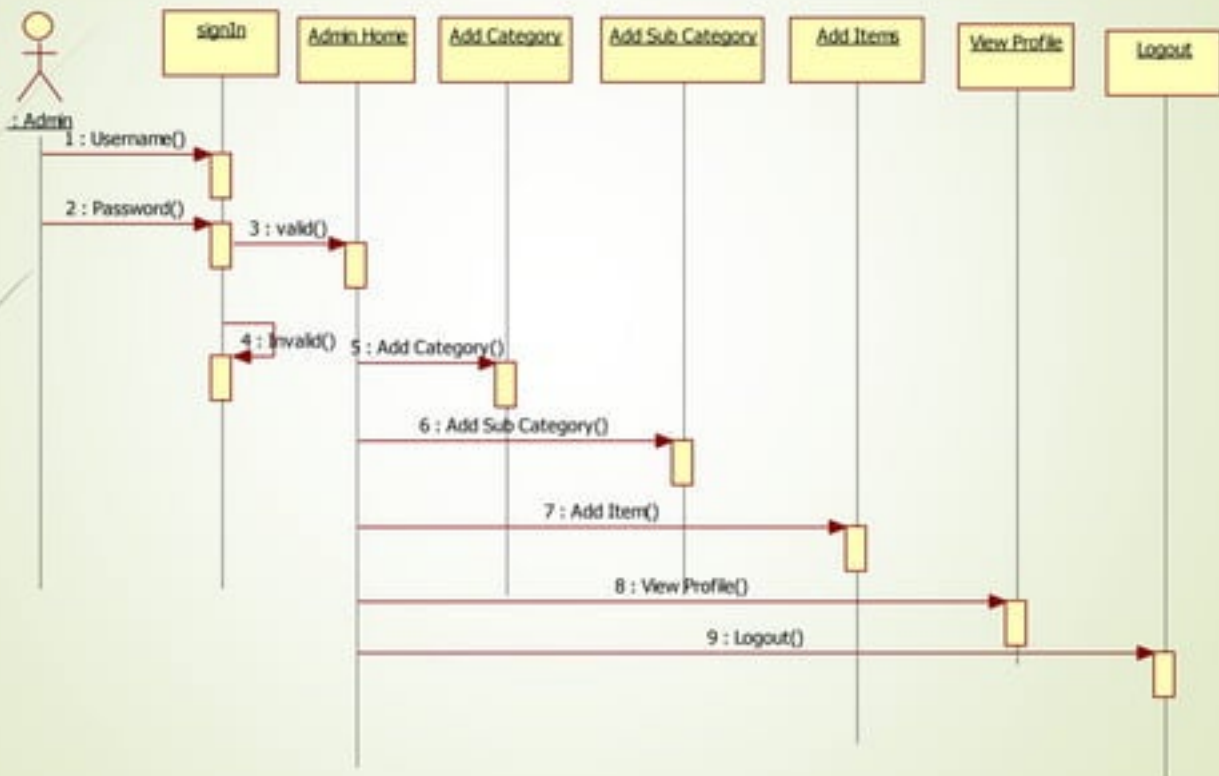


## SEQUENCE DIAGRAM:

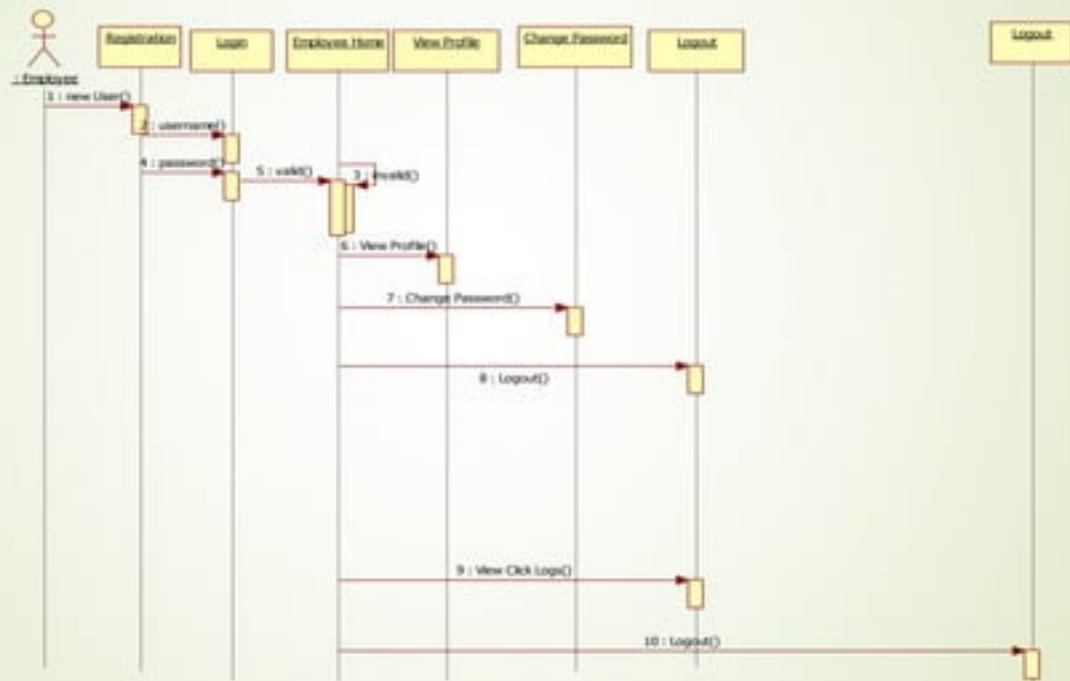
- A sequence diagram in Unified Modeling Language (UML) is a kind of interaction diagram that shows how processes operate with one another and in what order.
- It is a construct of a Message Sequence Chart. Sequence diagrams are sometimes called event diagrams, event scenarios, and timing diagrams.

contd..

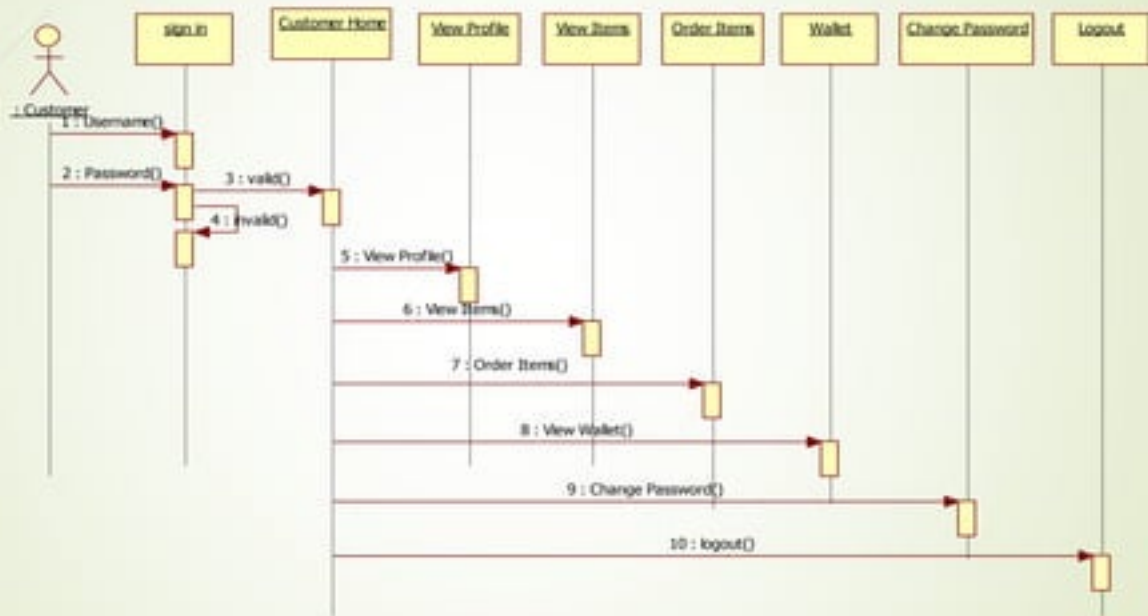
## SEQUENCE DIAGRAM-1 ADMIN



## SEQUENCE DIAGRAM-2 EMPLOYEE



## SEQUENCE DIAGRAM-3 CUSTOMER



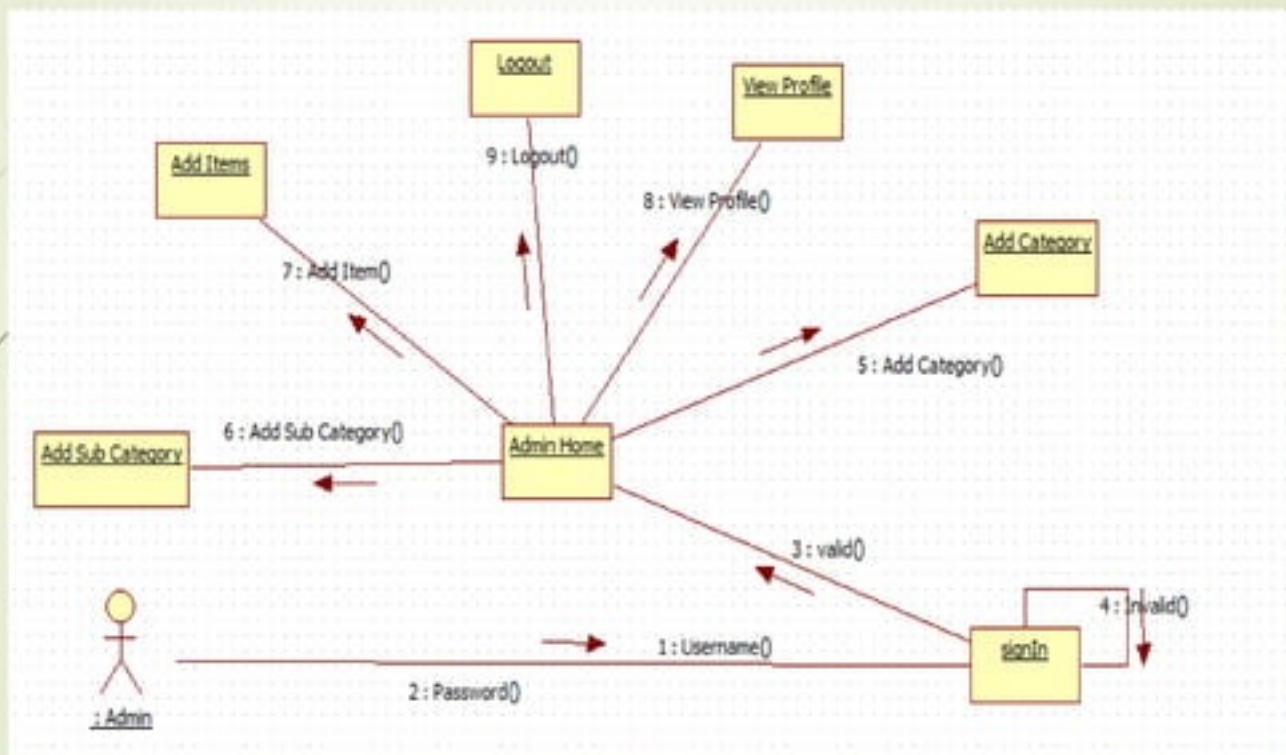


# COLLABORATION DIAGRAM

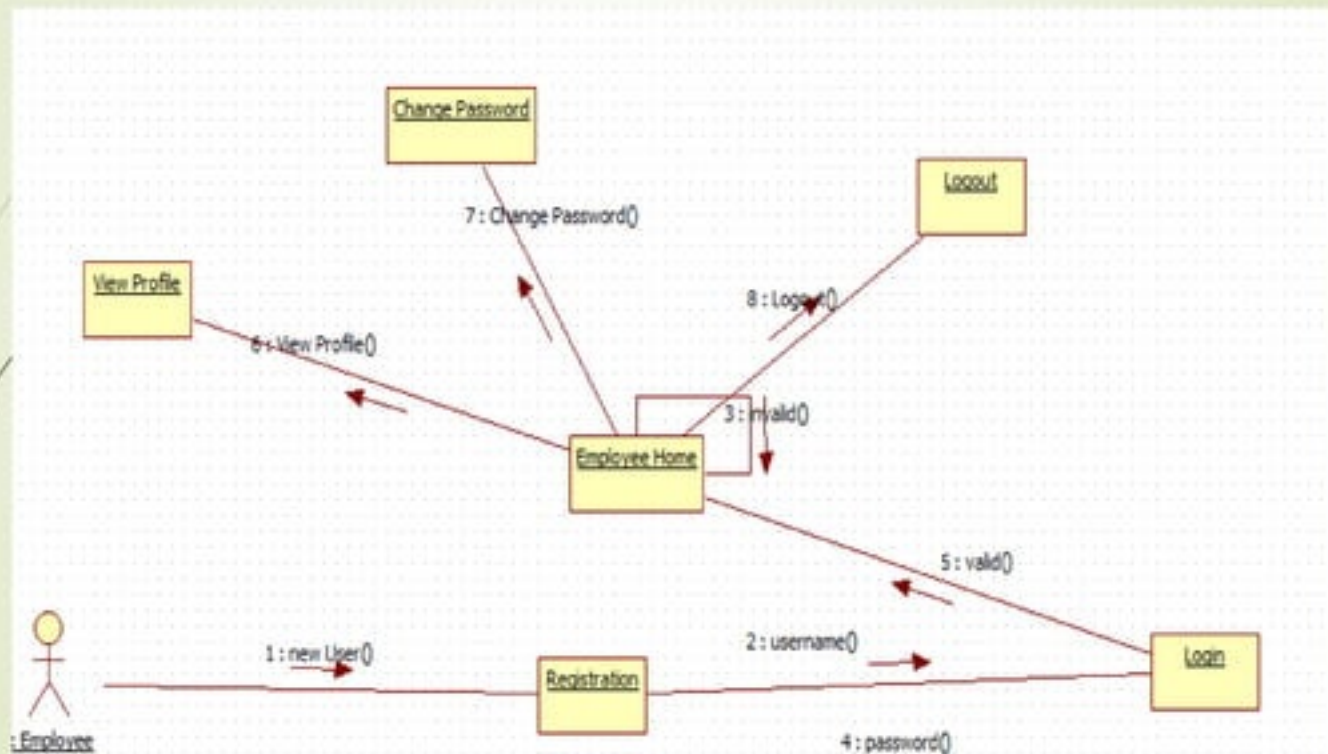
- It is a type of interaction diagram that demonstrates transmission of message between various objects participating in the interactions.
- These diagrams show the objects, links between them and message transmission between them.

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## COLLABORATION DIAGRAM-1 ADMIN

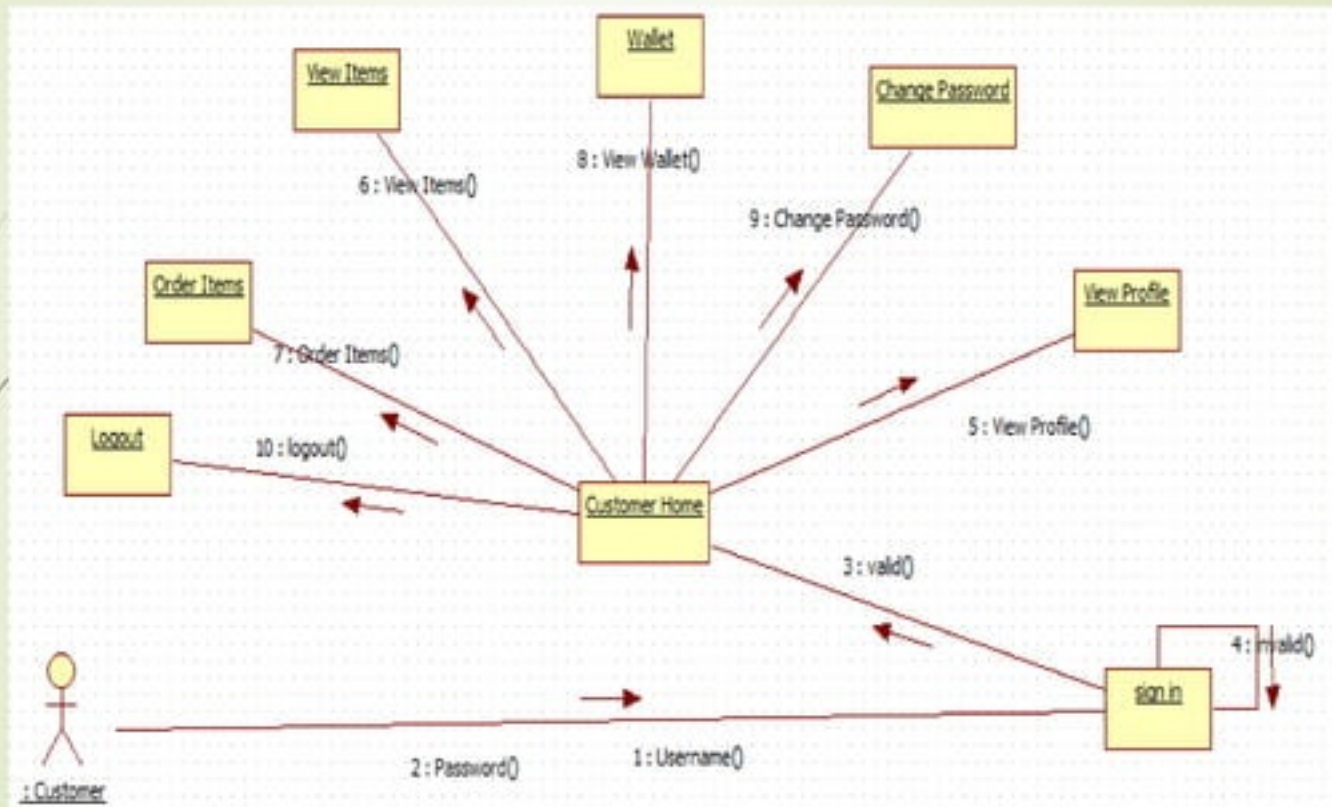


## COLLABORATION DIAGRAM-2 EMPLOYEE



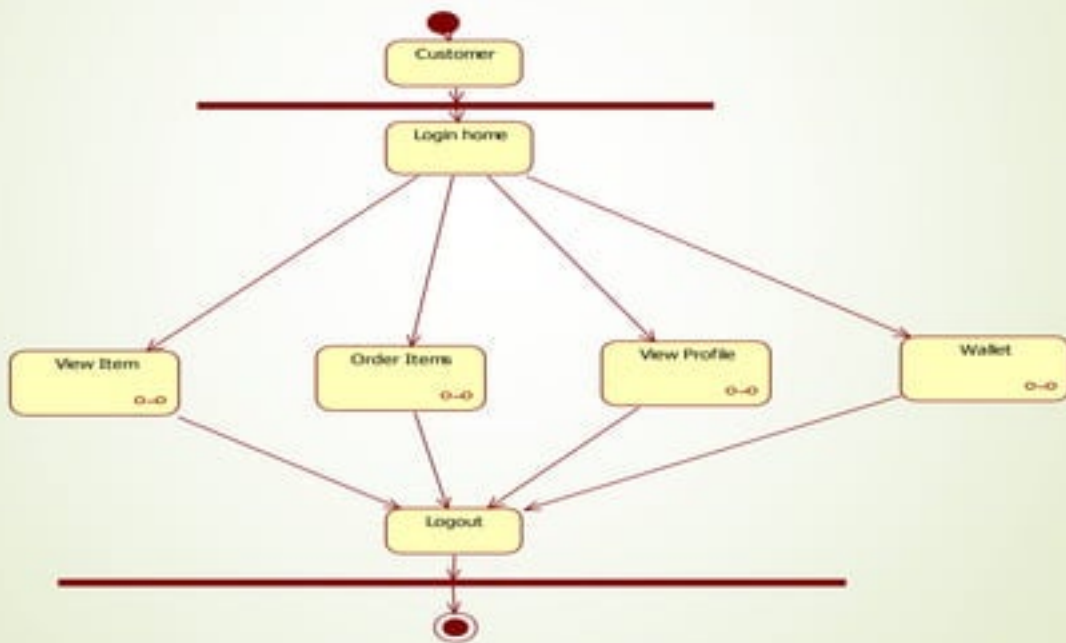


## COLLABORATION DIAGRAM-3 CUSTOMER

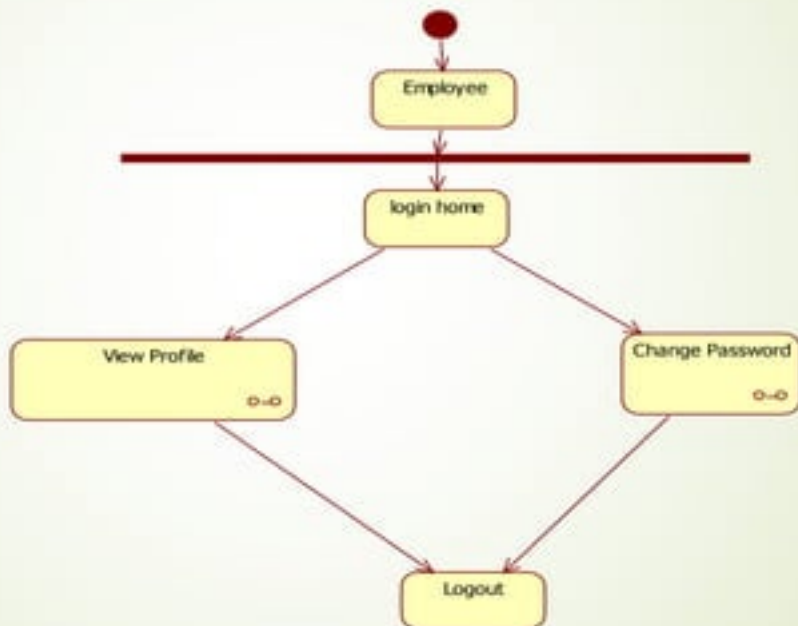


# STATE CHART DIAGRAM

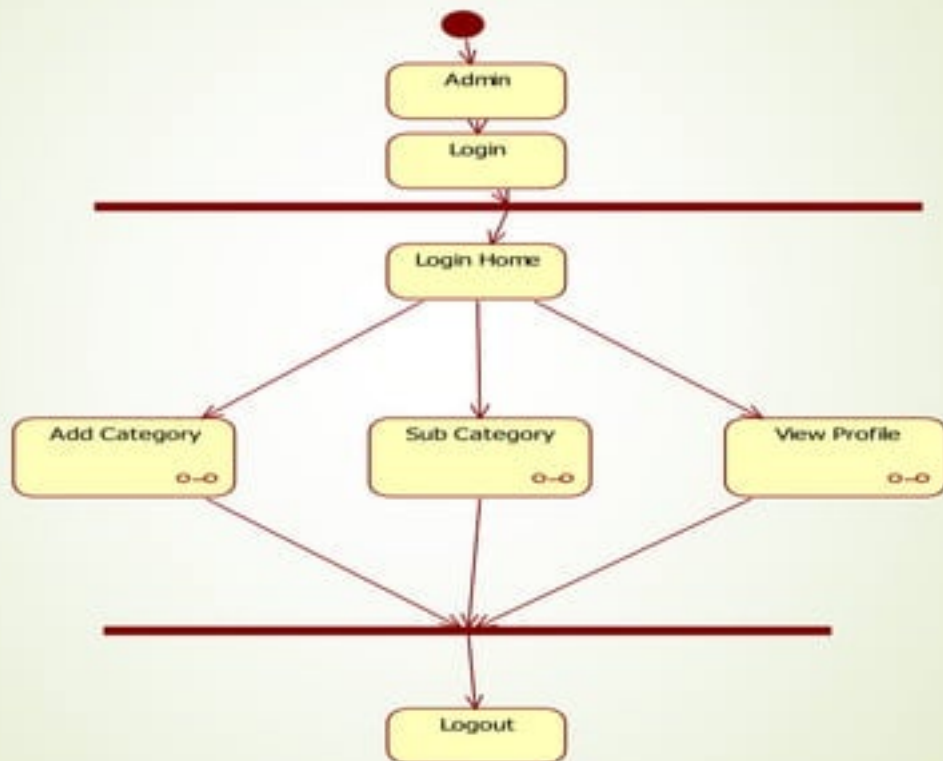
## CUSTOMER



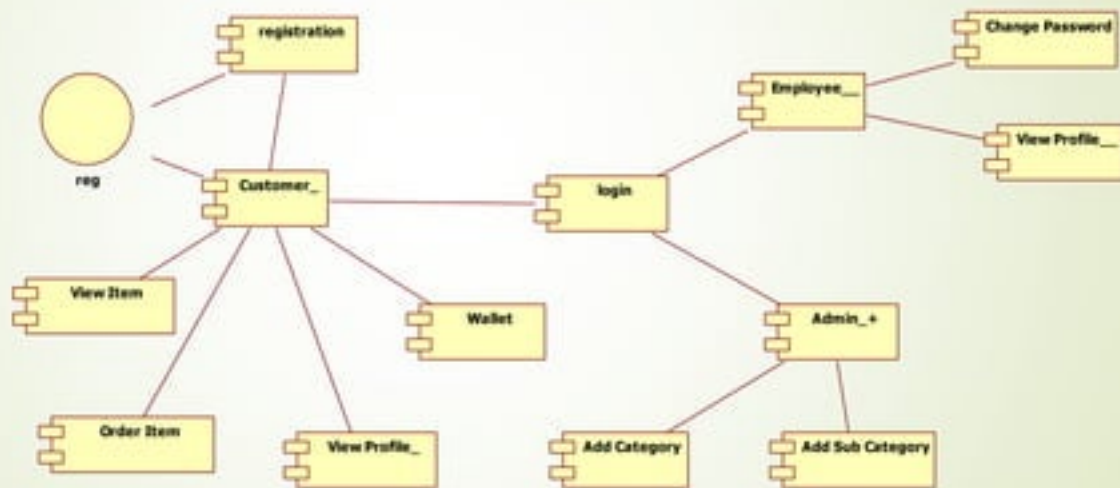
# EMPLOYEE



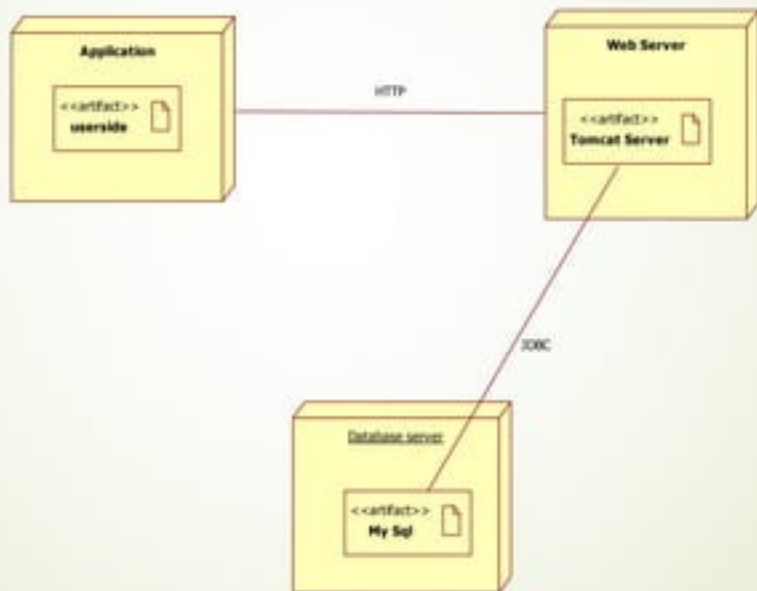
# ADMIN



# Component Diagram



# Deployment Diagram





## TABLES IN GROCERY

- Admin
- Card
- Category
- Customer
- Employee
- Item
- Item order
- Notification
- Status
- Subcategory
- Wallet

contd..



# ADMIN

Field	Type	key	description
uname	Varchar(255)		
Pass	Varchar(255)		



# EMPLOYEE

Field	Type	Key	description
employee_id	Int(255)	PRI	auto_increment
uname	Varchar(255)		
pass	Varchar(255)		
Email	Varchar(255)	UNI	
Gen	Varchar(255)		
Place	Varchar(255)		
Mob	Varchar(255)		
Status	Varchar(255)		

# CUSTOMER

Field	Type	Key	description
Customer_id	Int(255)	PRI	Auto_increment
Uname	Varchar(255)		
Pass	Varchar(255)		
Email	Varchar(255)	UNI	
Gen	Varchar(255)		
Place	Varchar(255)		
Mob	Varchar(255)		



## CATEGORY

Field	Type	Key	discription
Category_id	Int(225)	PRI	Autoincrement
cname	Varchar(225)		



## ITEM

Field	Type	Key	description
Item_id	Int(225)	PRI	Auto_increment
Iname	Varchar(225)		
qua	Int(225)		
mes	Varchar(225)		
cost	Int(225)		
pic	Varchar(225)		
subcat	Int(225)		
datee	Varchar(225)		

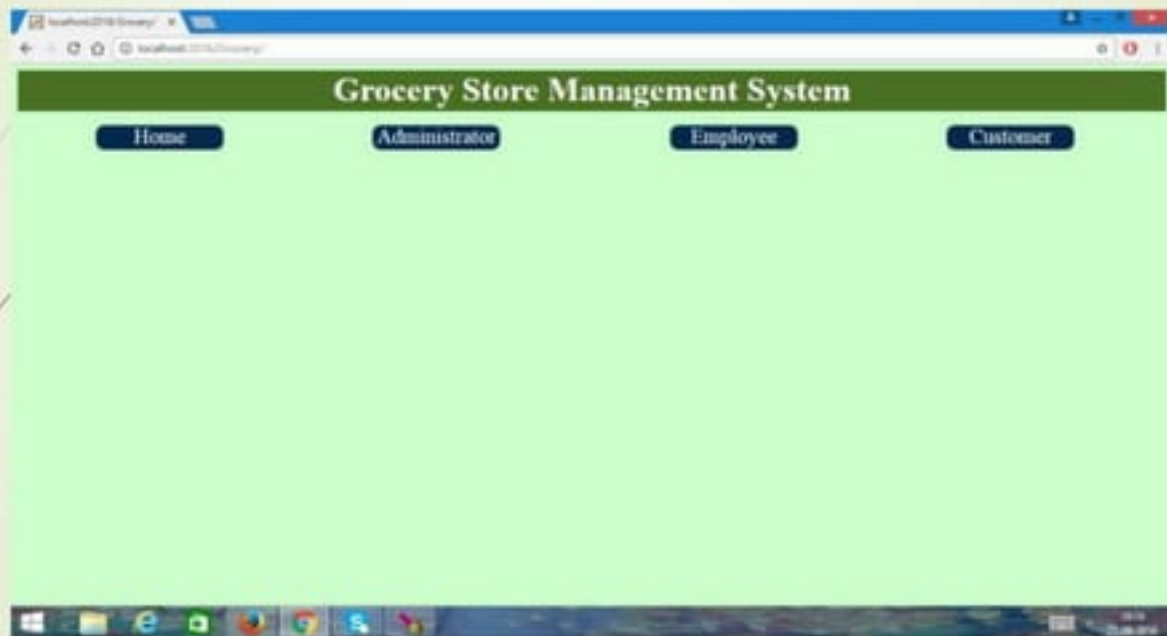


# NOTIFICATION

Field	Type	Key	discription
cid	Int(225)		
Eid	Int(225)		
Note	Varchar(225)		
Status	Varchar(225)		
datee	Varchar(225)		

# SCREEN SHOTS

## WELCOME PAGE



# LOGIN PAGE



The screenshot displays a web browser window with the address bar showing a local host URL. The page title is "Grocery Store Management System". Below the title, there is a navigation bar with four buttons: "Home", "Administrator", "Employee", and "Customer". The main content area is light green and features a section titled "Administrator Login". This section contains two input fields labeled "Username" and "Password", and a "Login" button below them. The browser's taskbar at the bottom shows various application icons.

**Grocery Store Management System**

[Home](#) [Administrator](#) [Employee](#) [Customer](#)

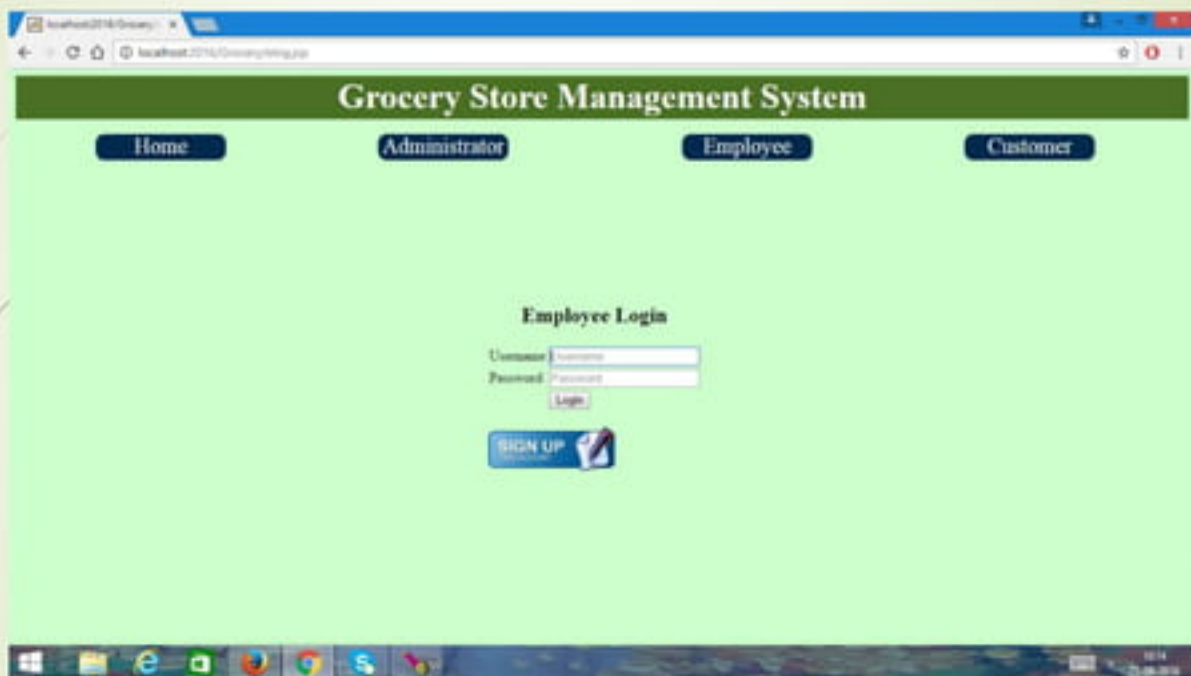
**Administrator Login**

Username:

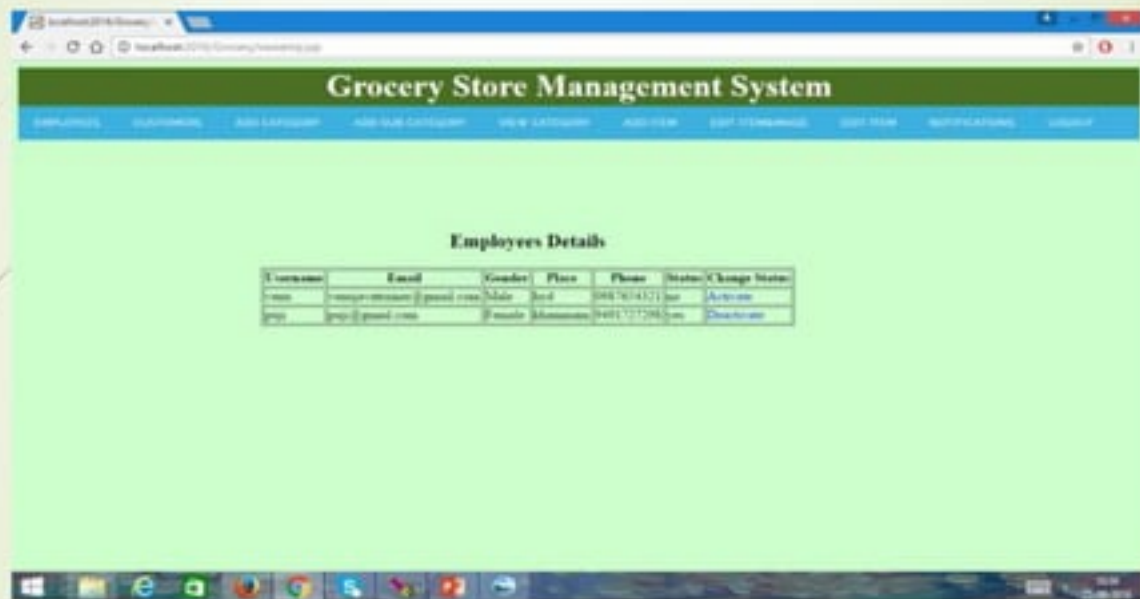
Password:







# EMPLOYEE DETAILS



**Grocery Store Management System**

EMPLOYEES CATEGORIES ADD NEW CATEGORY ADD NEW CATEGORY VIEW CATEGORY ADD ITEM EDIT ITEM/DELETE EDIT ITEM NOTIFICATIONS LOGIN

**Employees Details**

Username	Email	Gender	Place	Phone	Status	Change Status
man	man@gsms.com	Male	Ind	9887674321	Act	<a href="#">Activate</a>
woman	woman@gsms.com	Female	Madurai	9887674321	Act	<a href="#">Deactivate</a>



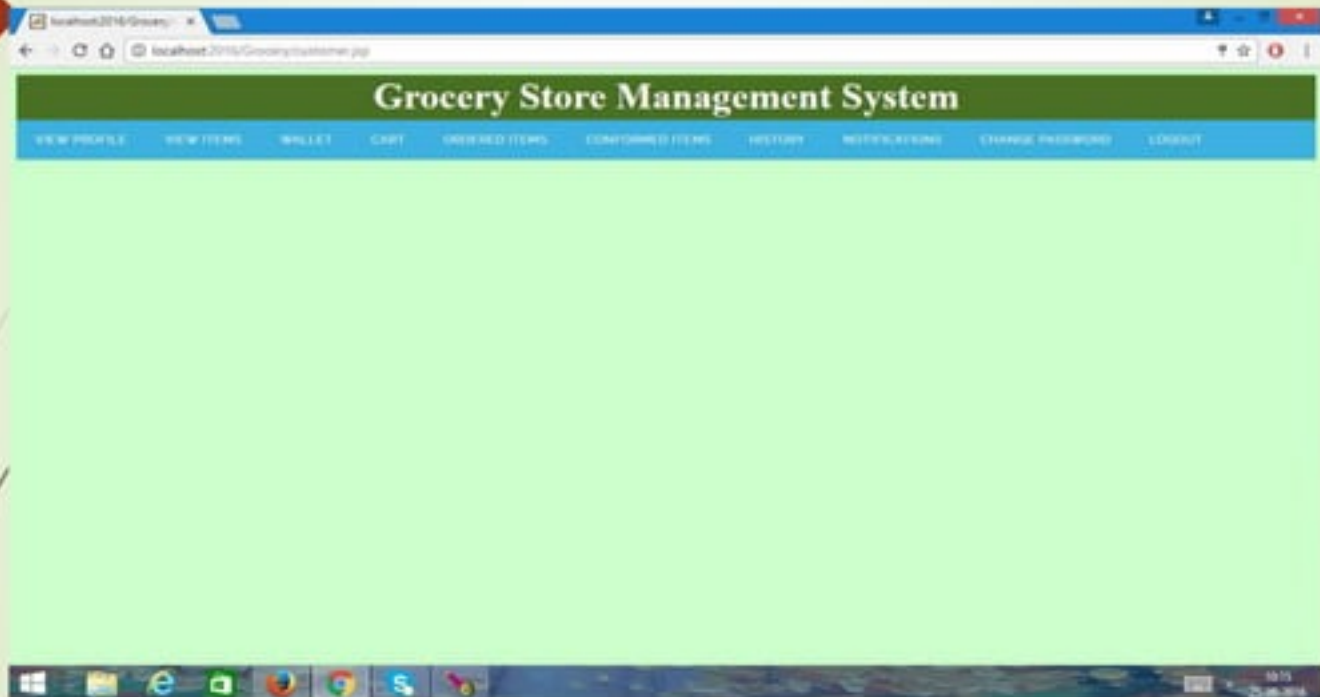
localhost:2016/Grocery/

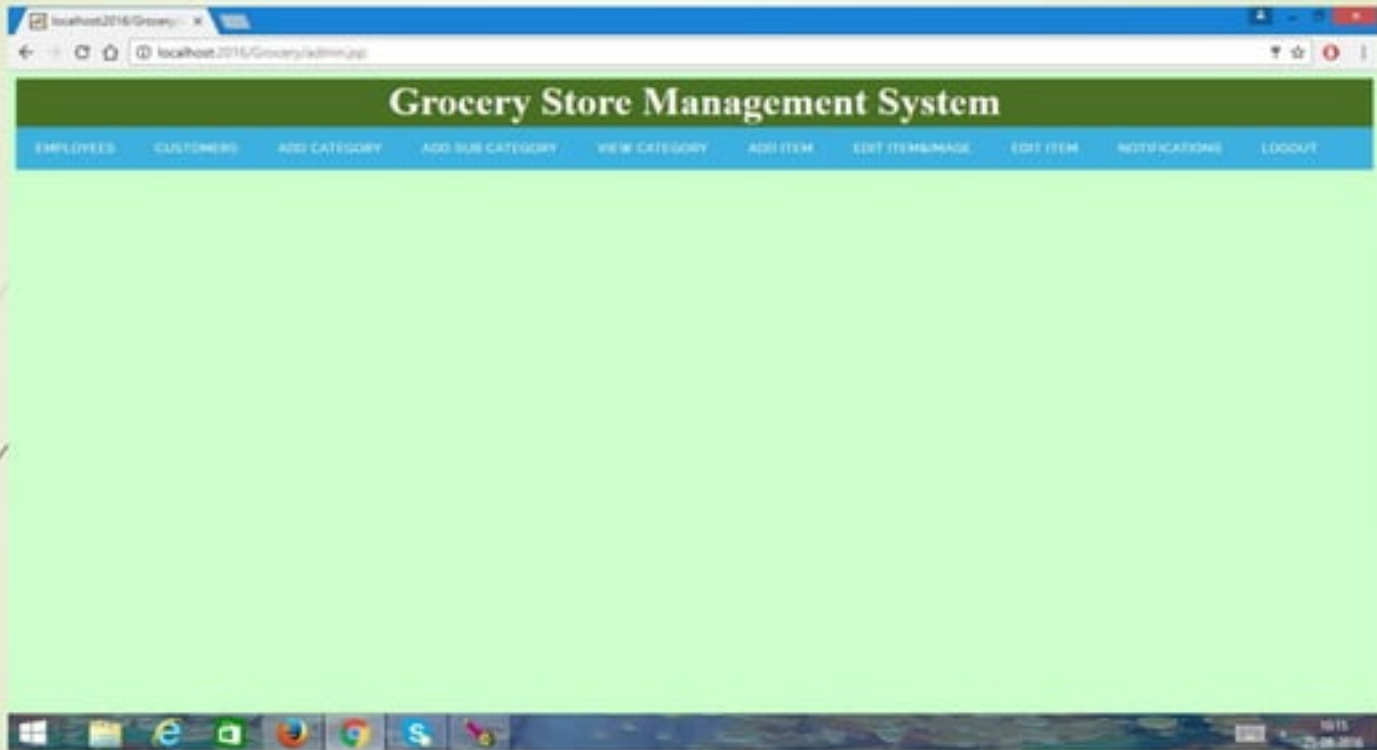
## Grocery Store Management System

EMPLOYEES CUSTOMERS ADD CATEGORY ADD SUB CATEGORY VIEW CATEGORY ADD ITEM EDIT ITEM DELETE ITEM ADD CATEGORY EDIT ITEM LOGOUT

### Category Details

Category Name	View SubCategory	Edit
vegetables	View SubCategory	EDIT
Meats	View SubCategory	EDIT













localhost2016/Grocery

localhost2016/Grocery/viewItems.jsp

# Grocery Store Management System

[VIEW PROFILE](#)[VIEW ITEMS](#)[WALLET](#)[CART](#)[ORDERED ITEMS](#)[COMPLETED ITEMS](#)[HISTORY](#)[NOTIFICATIONS](#)[CHANGE PASSWORD](#)[LOGOUT](#)

View All

vegetables

Fruits



**potato**

Available : 7 kg  
Price: 10



**mushrooms**

Available : 9 kg  
Price: 25



**almonds**

Available : 1 kg  
Price: 1000



**cashew nuts**

Available : 1 kg  
Price: 1400



**pista**

Available : 1 kg  
Price: 1000



**kinkomb**

Available : 1 kg  
Price: 500



localhost:2016/Grocery/

## Grocery Store Management System

[VIEW PROFILE](#) [VIEW ITEMS](#) [WALLET](#) [CART](#) [ORDERED ITEMS](#) [CONFIRMED ITEMS](#) [HISTORY](#) [NOTIFICATIONS](#) [CHANGE PASSWORD](#) [LOGOUT](#)

### Purchase History

Item Name	Quantity	Cost	Total Cost	Status	Action	Date
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Windows taskbar: 16:17 25.06.2016



localhost:2016/Grocery

## Grocery Store Management System

EMPLOYEES CUSTOMERS ADD CATEGORY ADD SUB CATEGORY VIEW CATEGORY ADD ITEM EDIT ITEM NAME EDIT ITEM NOTIFICATIONS LOGOUT

### Category Details

Category Name	View SubCategory	Edit
vegetables	<a href="#">View SubCategory</a>	<a href="#">Edit</a>
fruits	<a href="#">View SubCategory</a>	<a href="#">Edit</a>



**Grocery Store Management System**

[VIEW PROFILE](#) [NEW ITEMS](#) [WALLET](#) [CART](#) [ORDERED ITEMS](#) [COMPLETED ITEMS](#) [ABOUT](#) [NOTIFICATIONS](#) [CHANGE PASSWORD](#) [LOGOUT](#)

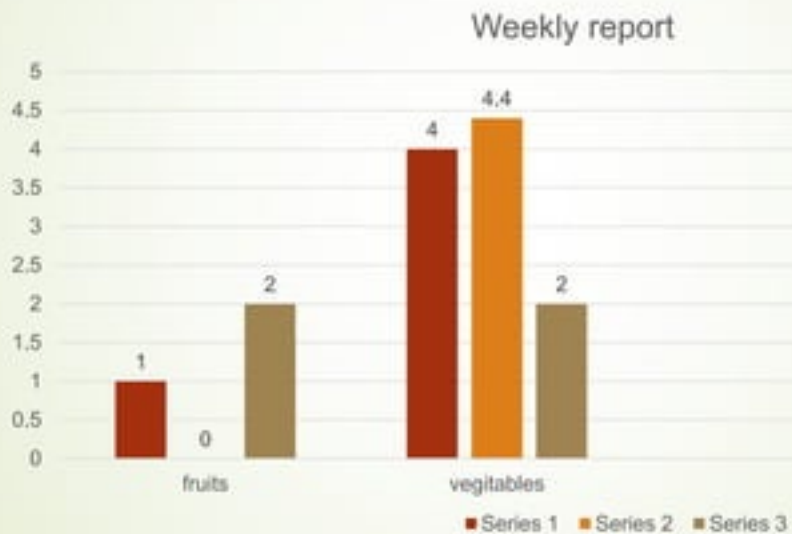
**Payment not Done Items**

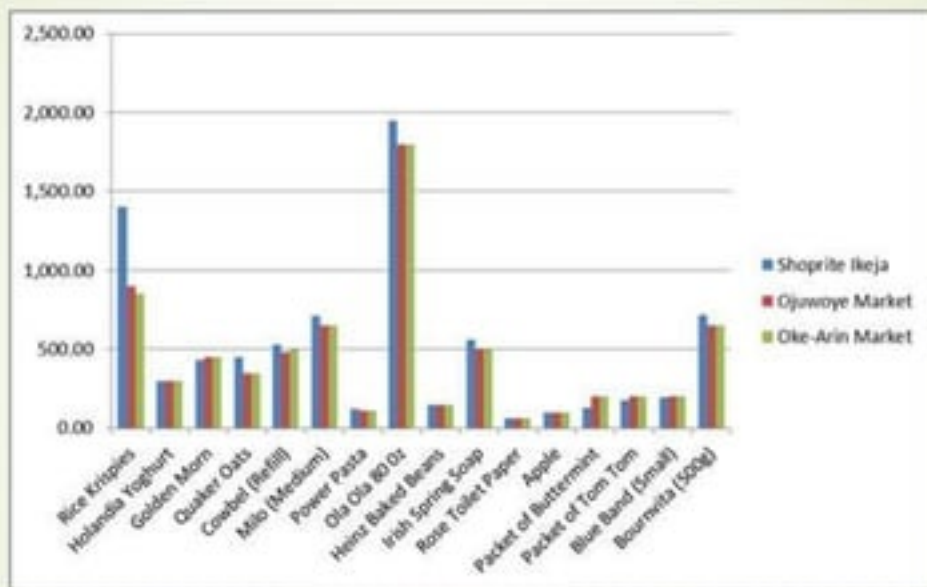
Item Name	Quantity	Cost	Total Cost
mushrooms	1 kg	20	20
		Total Cost	20

**Paid Items**

Item Name	Quantity	Cost	Total Cost	Remove
potatoes	1 kg	10	10	
		Total Cost	10	

# REPORT GENERATION



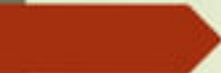


# TEST CASES

admin

Test case id	Test case	Expected output	Exhibiting output	result
1	No entry in user name field	It will show an error message	Please enter username	Pass
2	Enter correct username and password	Admin must be login	Admin page	Pass
3	Adding grocery items	Add to category and sub category	New items added	pass





## user

Test case id	Test case	Expected output	Exhibiting output	result
1	Enter correct username and password	User must be login	User page opened	Pass
2	Phone number field is empty	Alert message	Enter your number	Pass
3	Placed order	Order conformation	The information is in conformed items	pass

# employee


Test case id	Test case	Expected output	Exhibiting output	result
1	Enter correct user name and password	Employee login	Employee login page opened	Pass
2	Employee must view order	Employee process the order	Order successfully accepted	pass

## payment

Test case id	Test case	Expected output	Exhibiting output	result
1	Order place by pay on pic up	Order must be placed	Please make the payment at the time of pic up	Pass
2	If order placed by card payment enter correct card no and cvv no	Order must be placed	Payment done	pass



# conclusion

- By implementing this grocery management system we are getting the more flexibility for the users
  - which can operate from the home itself by implementing the pay and pickup and pay now options
- 

## REFERENCE

- [www.goggle.com](http://www.goggle.com)
- Hoovers (2008a), Industry Profile: Grocery Stores and Supermarkets, available at: [http://premium.hoovers.com.proxy1.cl.msu.edu:2047/subscribe/ind/fr/profile/basic.xhtml?ID = 84](http://premium.hoovers.com.proxy1.cl.msu.edu:2047/subscribe/ind/fr/profile/basic.xhtml?ID=84) (accessed May 20).



*Thank You*