**COMPUTER STORE SYSTEM**

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**ABSTRACT :**

**• It takes more time to transfer customers to needed**

**departments. So performance of the current system is slow.**

**• Now the current system is running automatically by**

**a machine that transfer the customer to specific department**

**called department selection machine.**

**• That machine works in the actual store**

**• when the customer enter the store he select the department**

**he needs on the machine .**

**• Then the machine send the employee of the needed**

**department to receive the customer.**

**THE SYSTEM INCLUDE :**

**• Customer**

**• Employee : to interact with customer in the actual store**

**• Admin : to interact with customer that buys products**

**online .**

**and collect reports from all of the departments.**

**• Suppliers: to supplies material to the actual store.**

**• Department selection machine : to interact with customer and transfer him/her to the needed department .**

**Overview :**

**computer store system that includes an actual store and**

**online shopping (website).**

**The overall aim of this project is to practice to create a**

**system in real world , also designing the context Diagram**

**and various levels of Data Flow Diagrams for these**

**systems, relying on the good analysis for the project ,**

**determining the Data and Process Modelling.**

**PRIMARY KEY :**

**CUSTOMER : CUS\_NAME**

**ADMIN : ADM\_NAME**

**DEPARTMENT SELECTION MACHINE: DSM\_NAME**

**EMPLOYEE: EMP\_NAME**

**SUPPLIER : SUP\_NAME**

**Context Diagram :**



**LEVEL 0 :**



**PROCESS 1 : REGISTER**



**PROCESS 2 : DISPLAY DIPARTMENT**



**PROCESS 6 : RETURN ORDER**

