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Advance Store Management System (ASMS)

In partial fulfilment of the requirements for the degree of

Bachelor of Science in Computer Science

Supervisor: Taimoor Aamir

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Certificate

We accept the work contained in the report titled.

"ASMS"

Written by

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as a confirmation to the required standard for the partial fulfilment of the degree of Bachelor of Science in Computer Science.

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July 27, 2021

DECLARATION

We hereby declare that this project report is based on our original work except for citations and quotations which have been duly acknowledged. We also declare that it has not been previously and concurrently submitted for any other degree or award at Bahria University or other institutions.

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Date : July 27, 2021

Specially dedicated to
my beloved grandfather, grandmother, mother, and father
(KEWAN KHALID)
my beloved grandfather, grandmother, mother, and father
(ALI HAMZA)

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We would like to thank everyone who has contributed to the successful completion of this project. We would like to express our gratitude to my project supervisor, Mr. Taimoor Aamir for his invaluable advice, guidance, and his enormous patience throughout the development of the project.

In addition, we would also like to express my gratitude to our loving parents and friends who had helped and given me encouragement.

KEWAN KHALID
ALI HAMZA

ASMS

ABSTRACT

The product “Sahulat Dukan” here in referred as ASMS is a Web Based System which will be helpful and useful for the Employee, Consumers and Administrator SDASMS will ease their workload. ASMS would implement the basic Functionality of a store management. It would create more job opportunities and help to arrange the data in more efficient way. ASMS would help to save time and the pressure of work. It would have a good performance and have a good response time. SDASMS would ease their work by using HTML, CSS, Bootstrap, C#, ASP.Net MVC for the ease of Employee, Consumers and Administrator. ASMS would be addressing complexities so, they can easily do what they want as for Consumers there is a function from which they can redesign their product according to their requirement, for Employee ASMS set online attendance system and a website through this they would easily take a leave and for Admin and manager ASMS made a function through which they can easily calculate the profit of everyday.

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CHAPTER 1

INTRODUCTION

1.1. Background

Before ASMS there is no system available which can redesign the electronic items according to the client requirements it would also mark the attendance of the employee and they can easily take leave via online. This system would also be helpful for Administrator they can easily calculate the daily profit of the store and they would not need any paper for it.

1.2. Problem Statements

Now a day the work is difficult for all. As manger have to calculate the profit of their everyday sale and for this they have to do the paper work and our consumers or clients are the main source of any store so every store should have to fulfil all the demands and desire of the clients so, the basic problem of them are when they want to buy any product they shop according to their mind set but there is no system available which will help them to set their products according to their requirement and also if we talk about our Employees so they are the main assets of any store or company so store should give them a facility to give a leave via online through a company system.

1.3. Aims and Objectives.

The objectives of web-based and application software system are the following.

- To implement basic functionality of a store management system
- To create more job opportunities
- To manage data in more efficient way
- To save time and avoid work pressure.

To provide variety to the customer, Employers and Administrator

1.4. Scope of Project

- It is a web-based system.
- Manage data in more efficient way.
- New idea and would manage all problems of store.
- Client can redesign product with own choice.
- Employee will take leave online.
- Attendance system of Employee would be online.
- Admin will count profit easily of everyday.

CHAPTER 2

SOFTWARE REQUIREMENTS SPECIFICATION

2.1. Functional Requirement

Functional Requirement characterize the essential framework conduct. Basically, they are what the framework does or should not do and can be idea of as far as how the framework reacts to inputs. Functional Requirement generally characterize on the off chance that/at that point practices and incorporate estimations, information, and business measures.

- Administration
- Employee
- Client

2.1.1 Administration

The administration is the main block of any industry or firms because it has all the rights and have the authority to do anything. Admins have a right to make or delete the account Admin can check the record of any employee at any time. He has a right to upgrade the salary of employee he can check the attendance of employee too. Admin would see the daily in and out sale of a store. Admin would also apply and set a new rule for the faculty.

2.1.2 Employee

Employees are the main assets of any store or company so store should give them a facility to give a leave via online through a company system. Employee would easily take their leaves through the provided system. They should mark their attendance through the thumb scanner if they want a leave urgently then they can easily get it without any steps or procedure. Employee would easily see their monthly attendance through the provided portal of a “Sahulat Dukan”.

2.1.3 Client

Before ASMS there is no system available which can redesign the electronic items according to the client requirements so, ASMS provide a platform where he can easily design their tool according to their requirement Customer do not use to go anywhere because ASMS provide the customer all their essential needs.

2.2. Non-Functional Requirements:

Non-functional Requirements characterize framework ascribes, for example, security, unwavering quality, execution, practicality, versatility, and convenience. They fill in as limitations or limitations on the plan of the framework across the various excesses.

2.2.1. Software Quality Attribute

- **Availability**
  The service for the customer or client should always be available and the portal of the employee would always be there for their use and admin would also see the daily routine and activity of the employee and shop through the portal.

- **Maintainability**
  The admin would maintain and set the problem if any problem occurs.

- **Correctness**
  ASMS would set the correct things for their employee, admin, and customer.

- **Usability**
  The website would satisfy all and will be easy to understand.

2.2.2 External Interface Requirements

- **Customer Interfaces**
  - Login Page
  - Home Page
  - Admin Panel
  - Employee Dashboard

- **Software Interfaces**
  - Windows
  - Browser support Bootstrap, HTML, CSS

2.2.3 Software Interfaces

Following are the software used for the "Sahulat Dukan"

Table 2. 1 Software Interfaces Used

Software used	Description
Operating system	We have chosen the Windows operating system for its best support and customer friendliness.
Database	To save the Employee records, Product records we have chosen SQL database.
Dot.Net MVC framework	To implement the project, we have chosen Dot.Net MVC Framework.

Table 2.1 explains the tools which are required for the software development like database, Dot Net framework and other.

2.3. Use Case Diagrams:

A use case diagram at its simplest is a representation of a customer's interaction with the system that shows the relationship between the customer and the different use cases in which the customer is involved. A use case diagram can identify the different types of customers of a system and the different use cases and will often be accompanied by other types of diagrams as well. The use cases are represented by either circles or ellipses.

2.3.1. Registration Use Case

Figure.2.1 explains that Employee will register on our application by filling their fields. After this Employee will perform their services in the application.

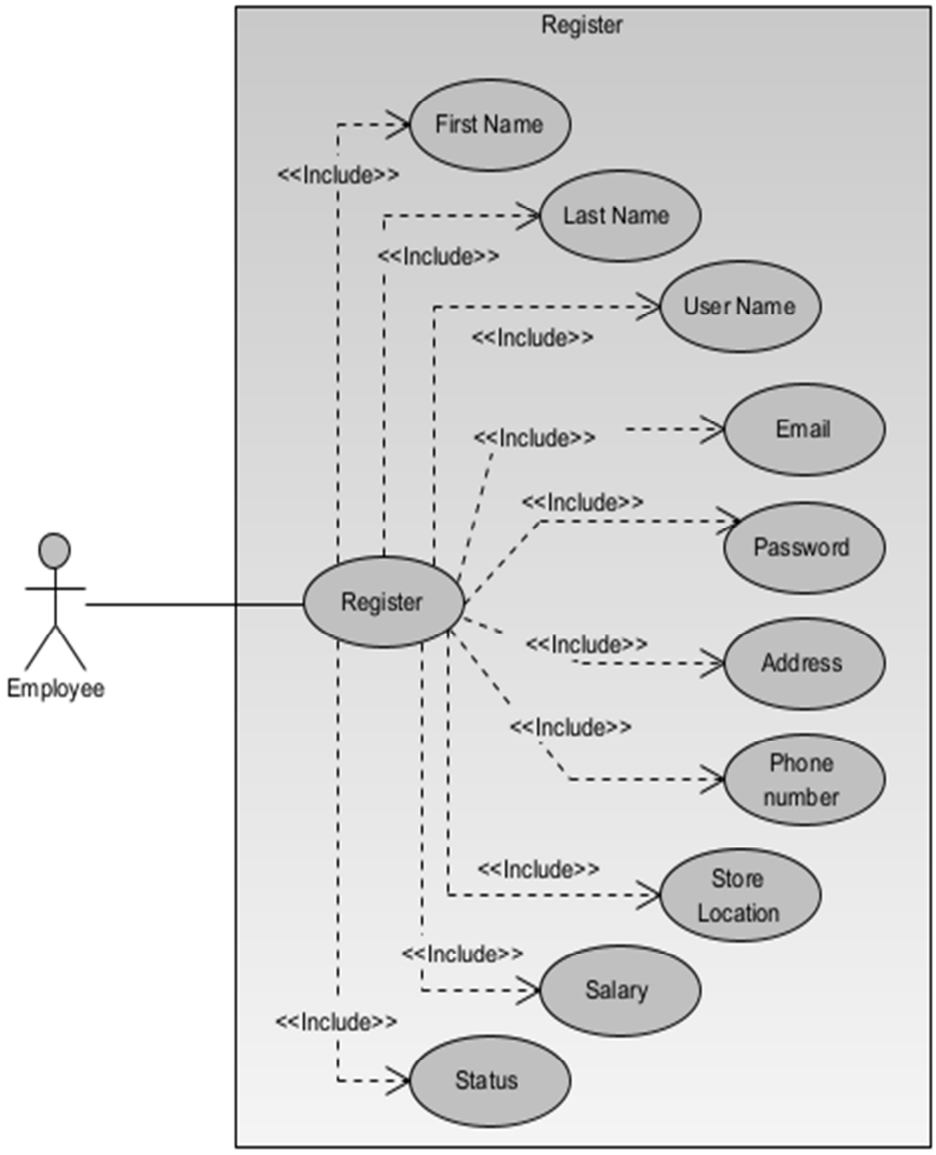

Figure 2. 1 Registration Use Case

2.3.2. Employee Use Case

Figure 2.2 explains the employee functionalities which they can perform on the application after registration.

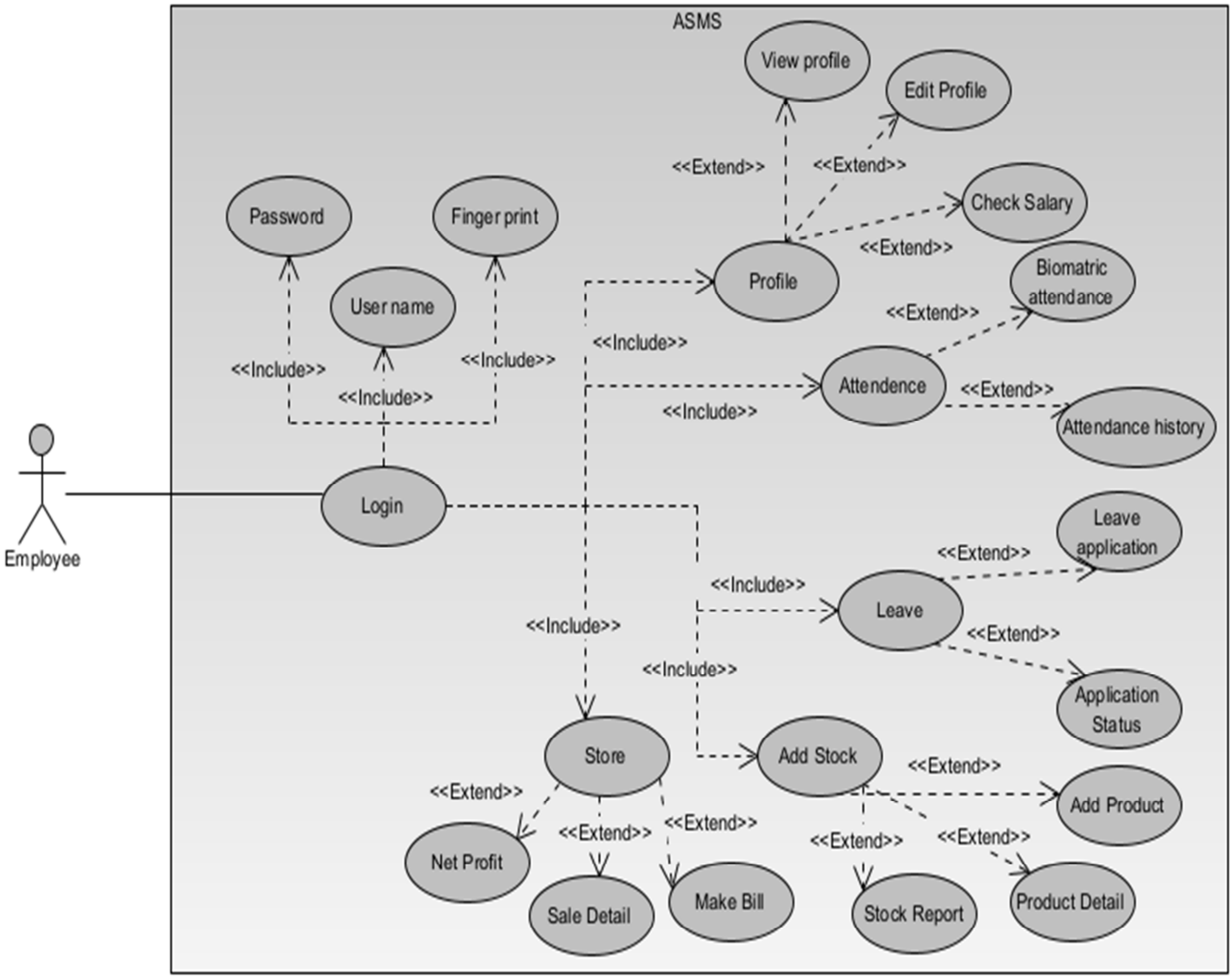

Figure 2. 2 Employee Use Case

2.3.3. Login Use Case

Figure 2.3 explains the login into the system by using username, password, and fingerprint.

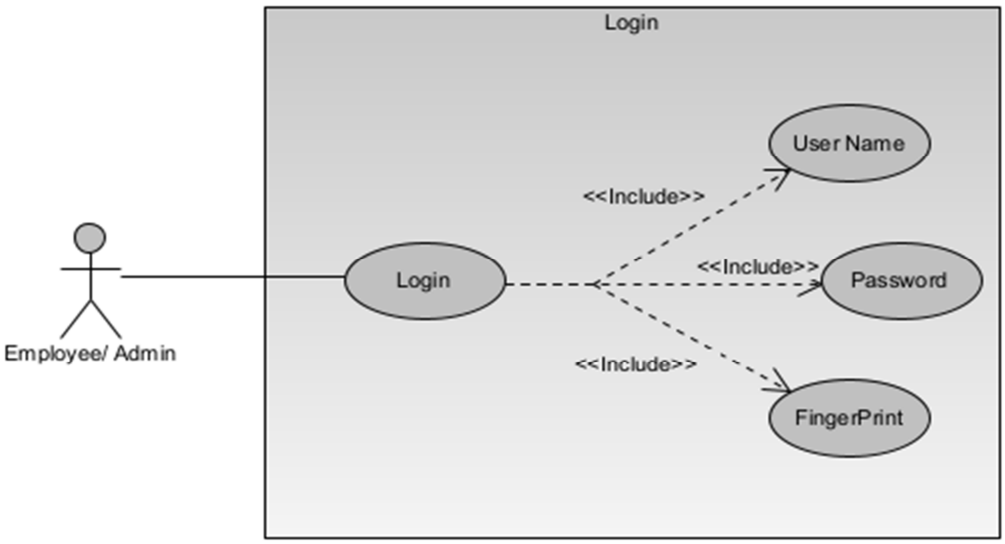

Figure 2. 3 Login Use Case

2.3.4. ID:4(Administrator Use Case)

Figure 2.4 explains that the admin can perform any function in the application. Admin has full access to the application.

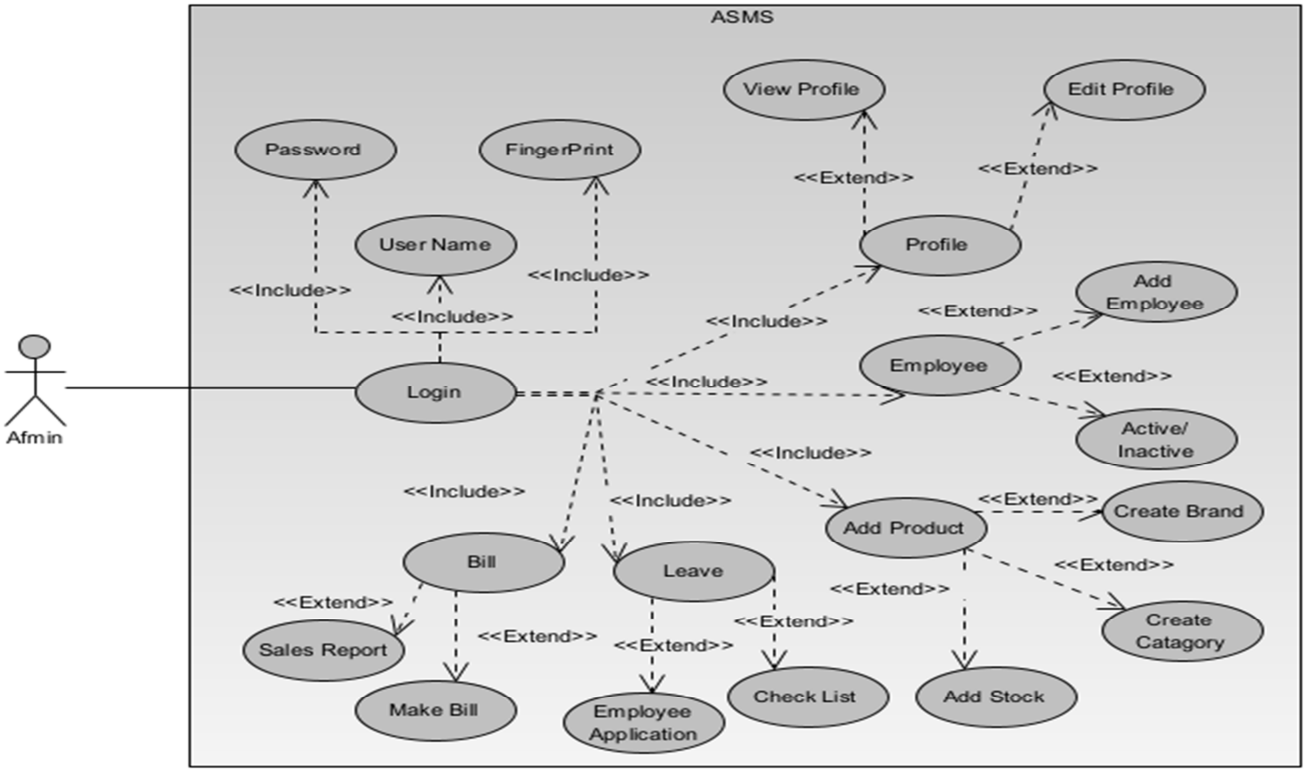

Figure 2. 4 Admin Use Case

2.3.5. Customer Use Case

Figure 2.5 explains that customers can see and search specific city store and can also see the price of the products.

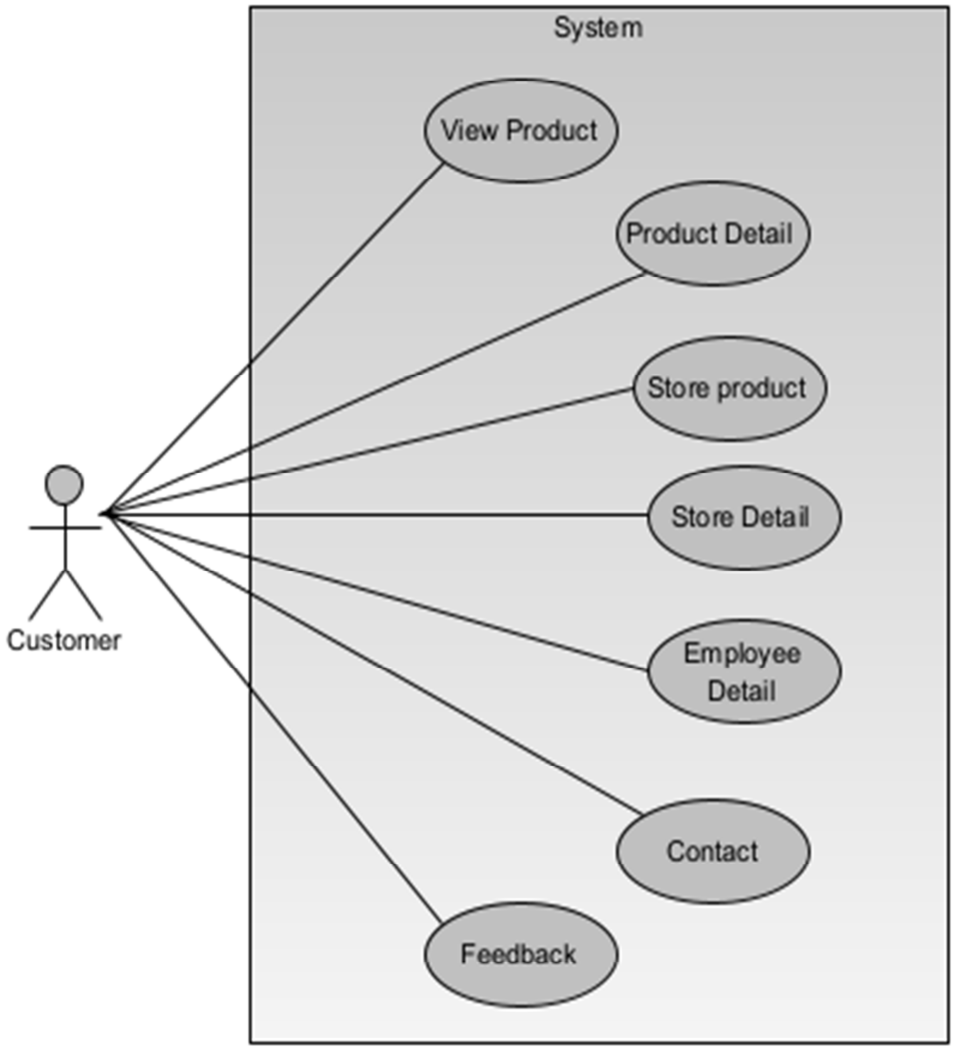

Figure 2. 5 Customer Use Case

2.3.6. Add Product Use Case

This figure 2.6 explains that employee adding a new product to inventory by login.

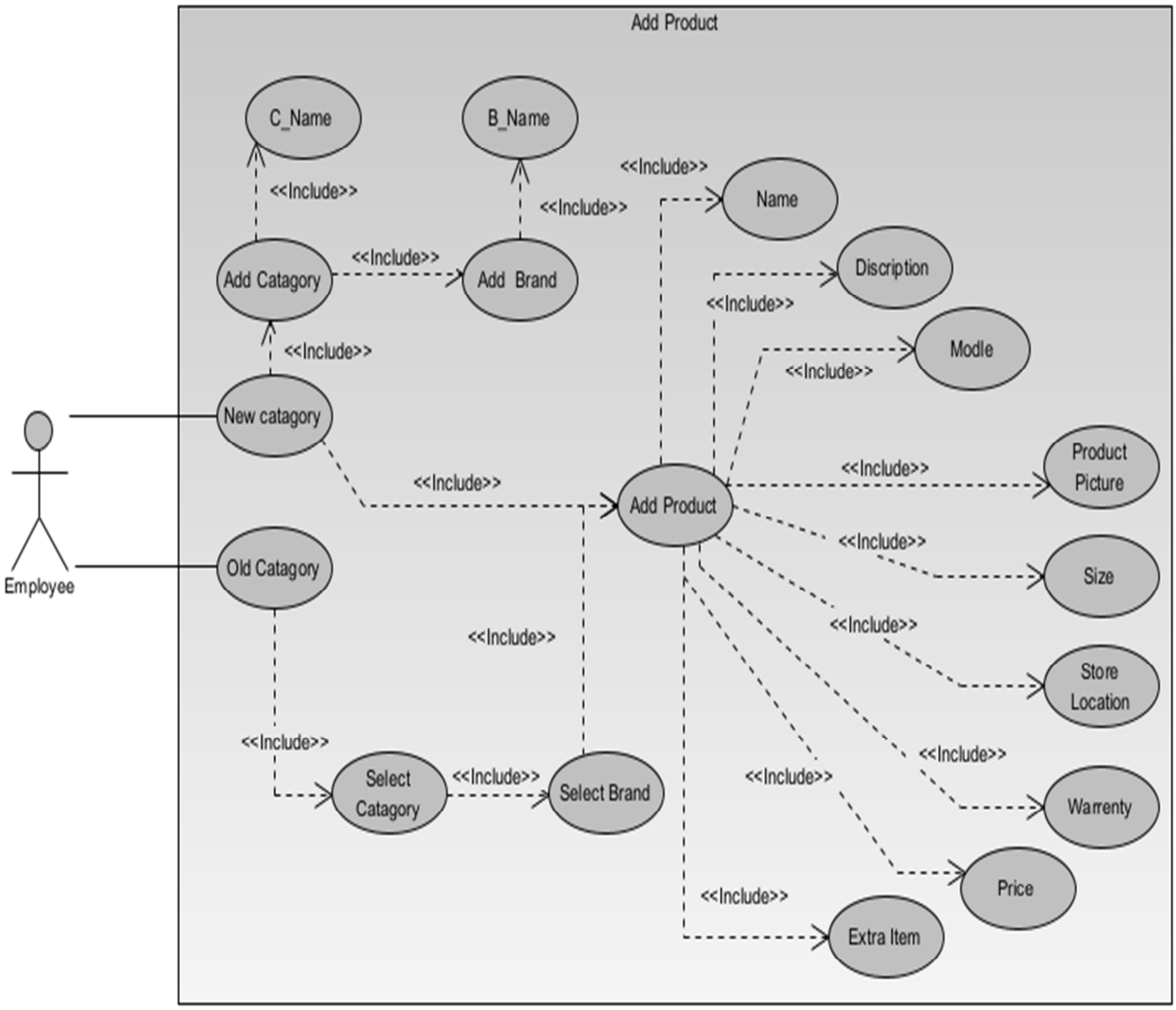

Figure 2. 6 Employee Use Case

2.4. Usage Scenarios:

2.4.1. Registration (Table Explain):

This table explains the registration scenario and tells all the registration employee which can register on our application.

Table 2. 2 Table of Registration

Use Case Title	Registration
Use Case Id	01
Actor:	registration
Description:	
In this system all the customer and employees register to create a new account to login	
Pre-Conditions: Employees want to make a new account	
Task Sequence:	
1. The new employees must get a new email id and password	
2. Employee will provide some type of data: • Username • Password • Fingerprint To the system and the system will perform the operation for the registration of the customer or employees.	
3.System will check and accept all given information	
4. After checking all information sent back to the customer or employee	
5. When all processes execute the username and password sent to the admin The employee can change the password when he wants.	
Expectation:	
1.If the employee provided username is matching with someone else the system refuses and demand another username	
2.The password must be case sensitive, and the password contain numbers and symbols.	
Post-Condition: Employee will provide Email, Username, Password, Phone Number, Address, Fingerprint.	
Author: KEWAN KHALID, ALI HAMZA	

2.4.2. Admin (Table Explain):

This table 2.3 explains the admin functionalities

Table 2. 3 Table of Registration

Use Case Title	Admin
Use Case Id	02
Description:	
Administration is the highest authority of the website. They have all rights to make employee accounts, check store products, accept or reject leave application, check everyday profit of the store.	
Pre-Conditions: Administrator has the full rights, and they are the owner of website.	
Task Sequence:	
1. Admin has full rights to make and reject or accept employee leave application.	
2. Admin can check everyday profit of the store.	
3. Update the website.	
1. Admin can create employees' account.	
2. Admin can check status of every product availability or not.	
Expectation: The customer cannot be creating account without administrator	
Post Conditions: Administrator has the full control over all the functions of the Website	
Authority: Admin	
Author: KEWAN KHALID, ALI HAMZA	

2.4.3. Customer:

This table 2.4 explains that the customer functionalities can see the products

Table 2. 4 Table Customer

Use Case Title	Customer
Use Case Id	03
Actor:	Customer
Description:	
In this system customer can view location of every store, check bills, store detail, rate the store and comment to the store service.	
Pre-Conditions: Customer have not made account to purchase products	
Task Sequence:	
1. Customer can directly come into the store and purchase products. There is no condition to make account and then purchase products.	
2. Customer can rate the store service on the website.	
3. Customer can give any review about the store or his recommendation.	
4. Customer can check store detail about which store contain which types of products.	
5. Customer can check store location on the website.	
Post-Condition: Customer can buy product direct through the store.	
Authority: Administrator	
Author: KEWAN KHALID, ALI HAMZA	

2.4.4. Employee:

This table 2.5 explains that the customer can search anything if he wants to give review and comments, he must be logged in to the system.

Table 2. 5 Table Customer

Use Case Title	Employee
Use Case Id	04
Actor:	Employee
Description:	
In this system the employee can login, check his profile, add products, fill leave application, take, and check his attendance, check his pay status.	
Pre-Conditions: Employee account can be made by admin.	
Task Sequence:	
1. Employee can check his profile like his name, contact number and his password.	
2. Employee can take his attendance by biometric system.	
3. Employee can check his attendance.	
4. Employee can request for leave by fill the leave form and then admin can accept or reject his leave.	
5. Employee can add products in the system.	
6. Employee can check his pay status.	
Expectation:	
1.Admin can create employee account so there is no doubt of any duplicate employee	
2.Employee must take attendance using biometric system without that he is not able to take his attendance.	
3.The password must be case sensitive, and password contain numbers and symbols.	
4.Employee is verified.	
5.Phone number should be in numbers.	
Post-Condition: Employee will provide his/her credentials to admin and register his/her fingerprint after login.	
Authority: Administrator	
Author: KEWAN KHALID, ALI HAMZA	

CHAPTER 3

DESIGN AND METHODOLOGY

3.1. Methodology

In this project, we will use the Scrum Methodology of Agile development framework because it helps the project to adapt changes per request. In the Agile model, the requirements are decomposed into many small parts that can be incrementally developed. The Agile model also adopts Iterative development. Each incremental part is developed over an iteration. Scrum is a lightweight yet incredibly powerful set of values, principles, and practices. Scrum relies on cross functional teams to deliver products and services in short cycles, enabling:

- Fast feedback
- Continuous improvement
- Rapid adaptation to change.
- Accelerated delivery.

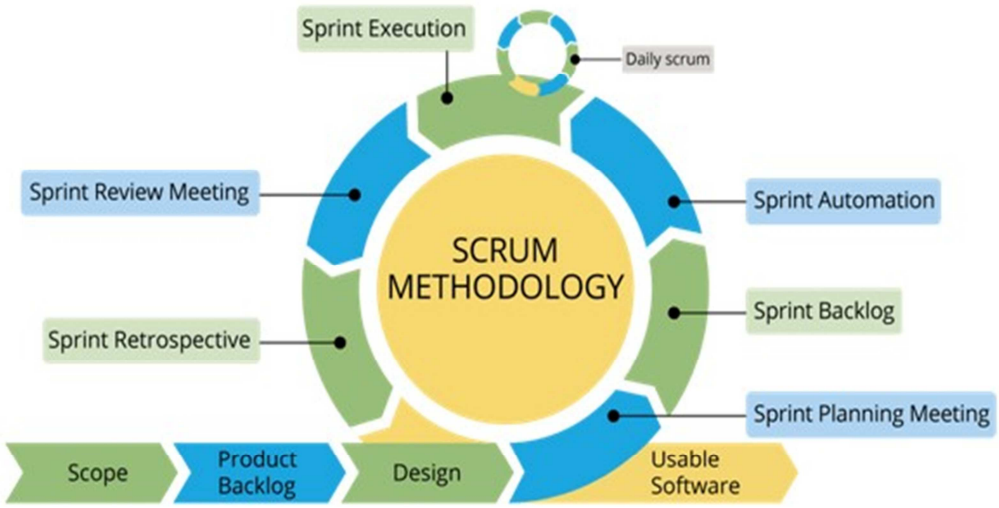

Figure 3. 1 Scrum Methodology

3.2. Design

Third deliverable is all about the software design and methodology (for research-based experiments). In the previous deliverable, analysis of the system is completed. So, we understand the current situation of the problem domain. Now we are ready to strive for a solution for the problem domain by using an object-oriented approach. Following artefacts must be included in this deliverable.

1. Domain Model
2. Sequence Diagram
3. Collaboration Diagram
4. Operation Contracts
5. Design Class Diagram
6. Data Model

3.3. Domain Modelling

Now we discuss these artefacts one by one as for the Domain Model [2]. Domain models represent the set of requirements that are common to systems within a product line. There may be many domains, or areas of expertise, represented in a single product line and a single domain may span multiple product lines. The requirements represented in a domain model include:

- Definition of scope for the domain
- Information or objects
- Features or use-cases, including factors that lead to variation operational/behavioral characteristics.

3.3.1. Domain Model Diagram

The figure 3.1 explains the domain of the whole system in the diagram representation.

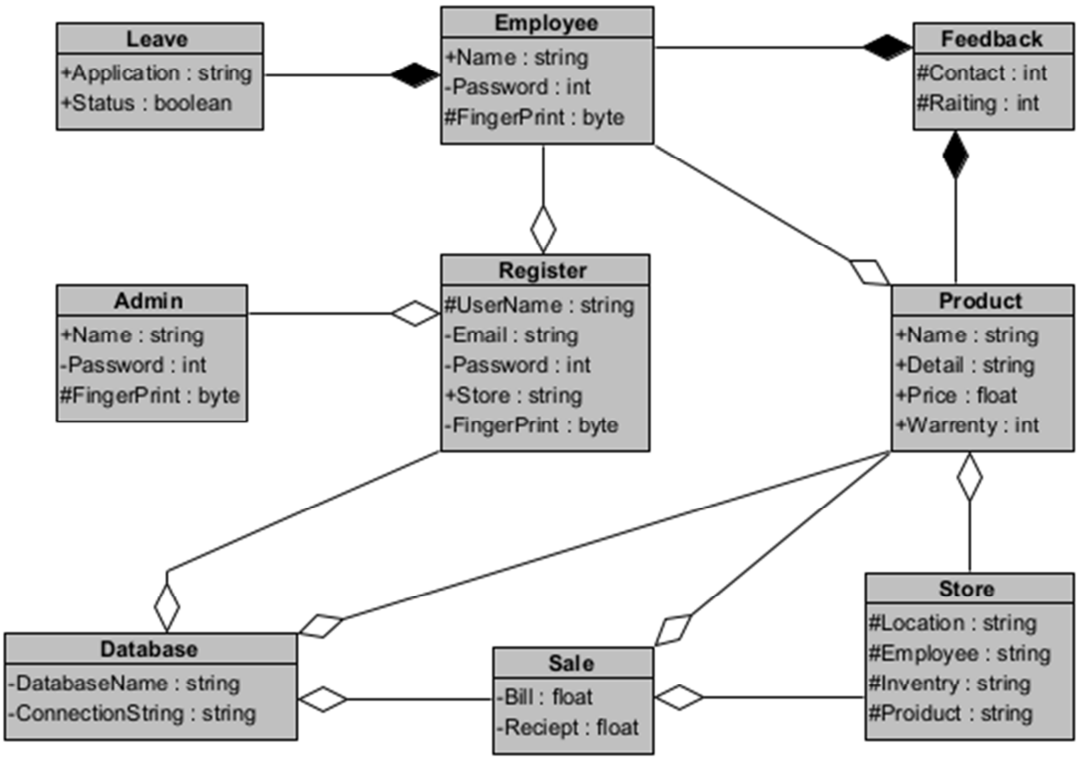

Figure 3. 2 Domain Model

3.4. Sequence Diagram

A Sequence diagram [1] depicts the sequence of actions that occur in a system. The invocation of methods in each object, and the order in which the invocation occurs is captured in a Sequence diagram. This makes the Sequence diagram a very useful tool to easily represent the dynamic behavior of a system.

3.4.1. Sequence Diagram (Registration)

To login in the system customer, the employee must register first. The actor must provide its credentials like username, password fingerprint. the system will check the validation and then save it in the database.

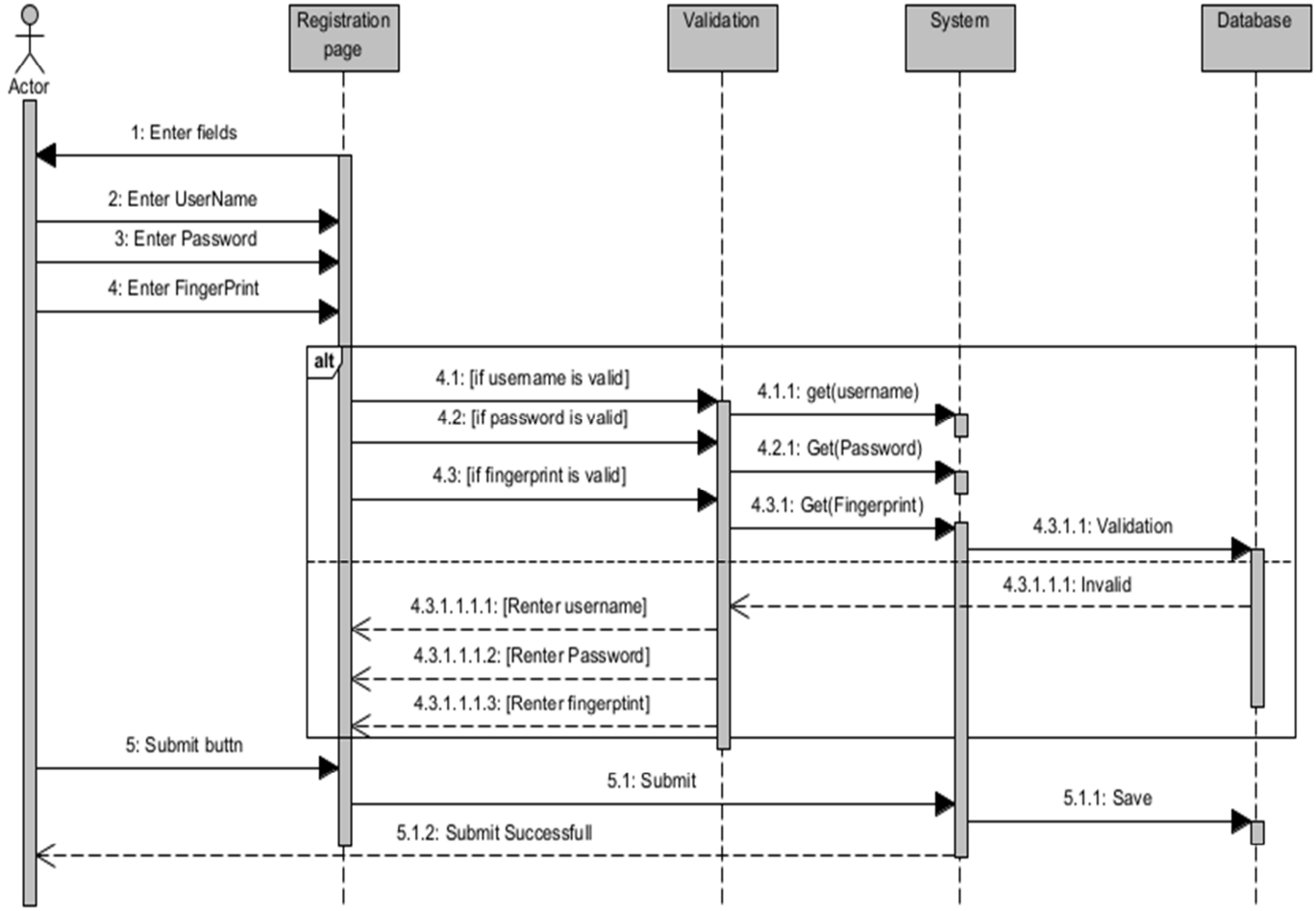

Figure 3. 3 Sequence Diagram TTT- SD -01 Registration

3.4.2. Sequence Diagram (Administration)

The administration first login to the system. Then he can do everything like view, disable, edit profile. He can also see the package and disable them. The admin also has access to the customer reviews and can disable them.

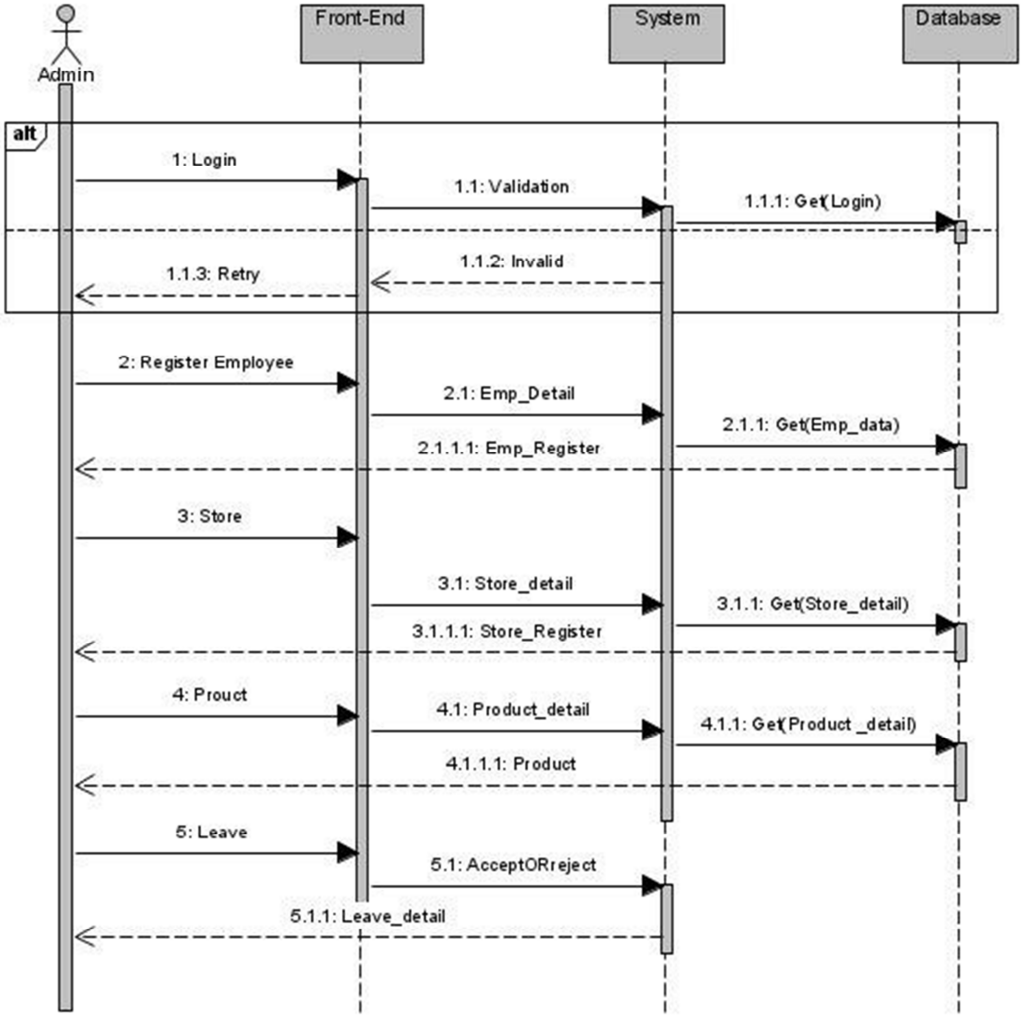

Figure 3. 4 Sequence Diagram TTT- SD -02 Admin

3.4.3. Sequence diagram (Employee)

The Employee first registers to the system and makes his profile where he can add packages and their details. He can also update and disable the package. Also disable his profile.

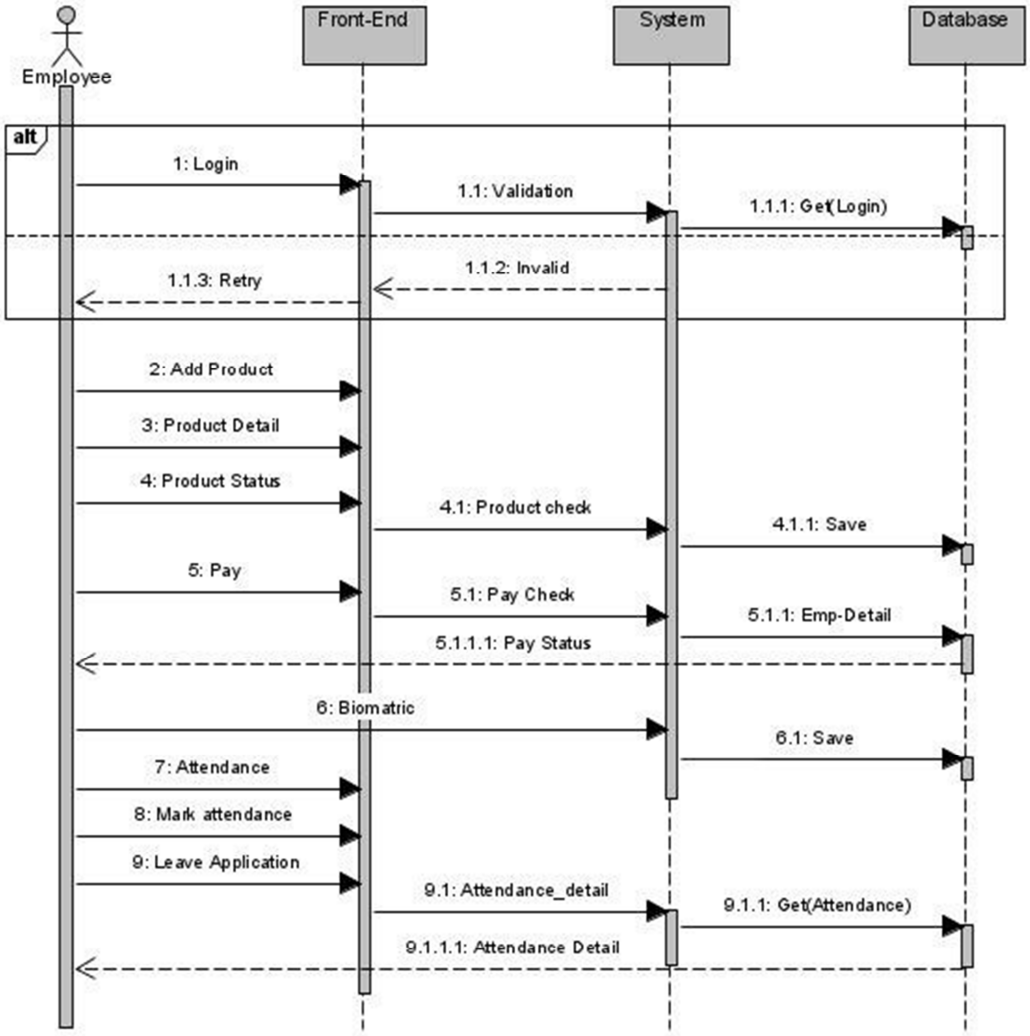

Figure 3. 5 Sequence Diagram TTT- SD -03 Employees

3.4.4. Sequence diagram (Customer)

The customer can search for a package without registration but for contact to employee and to give review customers must register first. After registration, customers can update and disable its account.

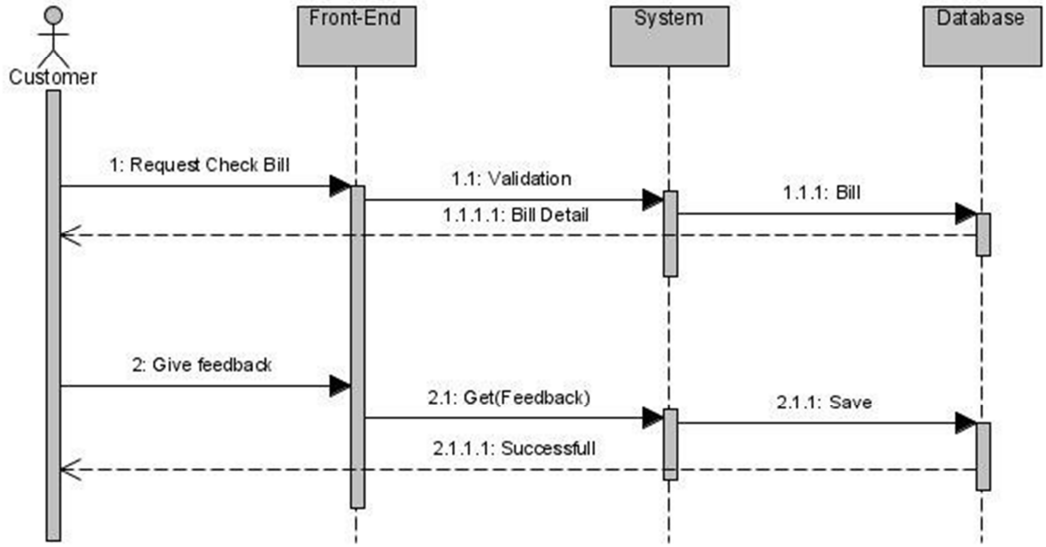

Figure 3. 6 Sequence Diagram TTT- SD -04 Customer

3.4.5. Sequence diagram (Logout)

To logout from the system there is a logout button through which the customer will successfully logout from the system.

.

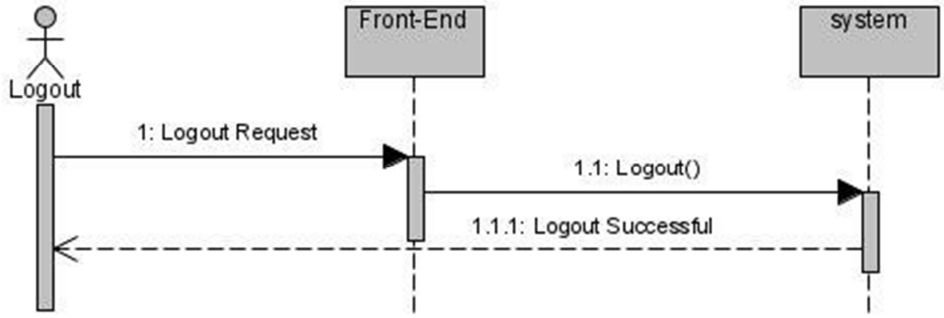

Figure 3. 7 Sequence Diagram TTT- SD -05 Logout

3.5. Collaboration Diagram

A collaboration diagram [3] describes a pattern of interaction among objects; it shows the objects participating in the interaction by their links to each other and the messages that they send to each other.

3.5.1. Collaboration Diagrams

This is explaining the how system work together when we combine the whole system.

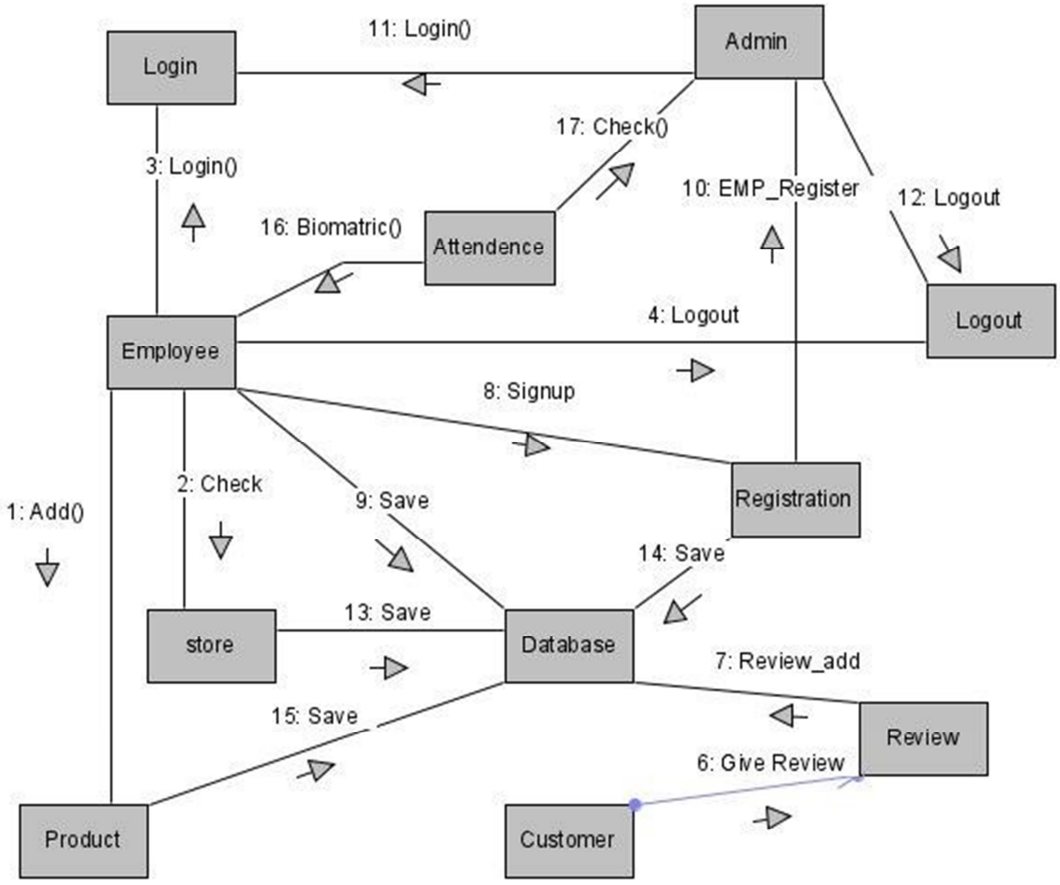

Figure 3. 8 Collaboration Diagram

3.6. Operation Contracts

A UML Operation contract identifies system state changes when an operation happens. Effectively, it will define what each system operation does. An operation is taken from a system sequence diagram. It is a single event from that diagram. A domain model can be used to help generate an operation contract.

3.6.1. Operation Contract Registration

Name: Registration

Responsibilities: Employee will register to access their fields.

Cross References: TTT-SD-01. Registration.

Exceptions: Enter valid credentials according to system requirements.

Preconditions: employee will register by filling their credentials.

Postconditions: Employee was registered on the web application.

3.6.2. Operation Contract Login

Name: Login

Responsibilities: After login can perform their activities

Cross References: TTT-SD-02. Login.

Exceptions: Valid customer

Preconditions: Fill login fields and press login

Postconditions: Both Admin and the employee were performing their activities.

3.6.3. Operation Contract Admin

Name: View Profile

Responsibilities: admin can View profile edit it disable it

Cross References: TTT-SD-03. Administration

Exceptions: If not authorized no access

Preconditions: Fill admin credentials and then login to system

Postconditions: Admin changed anything in application like active/inactive, insert etc.

3.6.4. Operation Contract Employee

Name: Add product

Responsibilities: Employee will add product

Cross References: TTT-SD-04. Employee

Exceptions: If not authorized cannot add product

Preconditions: First register and then login and then go to add product.

Postconditions: Employee were able to create new brand and then add new product

3.6.5. Operation Contract Customer

Name: contact

Responsibilities: Customer can give feedback

Cross References: TTT-SD-05. customer

Exceptions: If not authorized cannot comment

Preconditions: No

Postconditions: Give the comment to the product.

3.6.6. Operation Contract logout

Name: Logout

Responsibilities: Will logout the Employee and admin

Cross References: TTT-SD-06. Logout

Exceptions: No

Preconditions: Go to logout sign

Postconditions: Employee and admin were logout from the web application.

3.7. Design Class Diagram

The class diagram is the main building block of object-oriented modelling. It is used for general conceptual modelling of the structure of the application, and for detailed modelling translating the models into programming code. Class diagrams can also be used for data modelling.

3.7.1. Design Class

This figure is explaining the functionality of each customer in the form of class diagram.

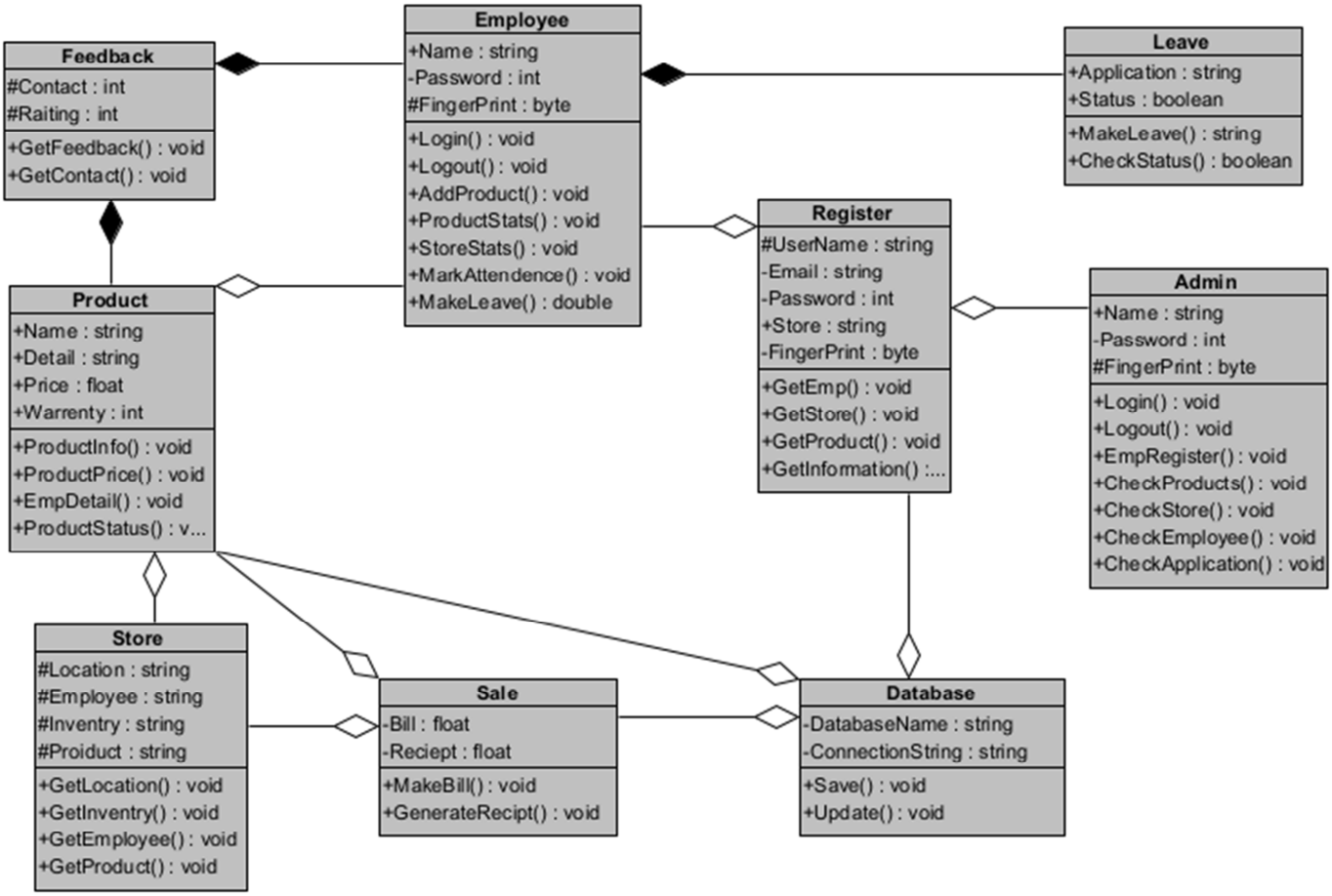

Figure 3. 9 Class Diagram

The table describes the function and overview of the classes.

3.7.2. Table of Class Diagram Functions

This table explains the functions of the class diagram.

Table 3. 1 Class Diagram

Class	Function	Overview
Admin	1. Login () 2. Logout () 3. Emp Register () 4. Check Product () 5. Check Employee () 6. Check Store () 7. Check Application ()	The administration first login to the system. Then he can do everything like view, active/inactive, edit profile. He can also see the products and active/inactive them. The admin also has access to the customer feedback.
Customer	1. Search store () 2. Search Products () 3. Give Feedback ()	The customer can search for specific store for contact to admin and to give feedback customer without registration. After registration customer can login to web application and get all details of employee.

Employee	1. Login () 2. Logout () 3. Add Products () 4. Mark Attendance () 5. Store Status () 6. Product Status ()	The employee registers to the system and makes his profile where he can add products and their details. He can also update.
Register	1. Get data () 2. Save () 3. Validate ()	To login in the system the employee must register first. The actor must provide its credentials like username, password, fingerprint etc. the system will check the validation and then save it in the database.
Products	1. View () 2. Update () 3. Active/Inactive () 4. Search () 5. Add Product () 6. Add Detail ()	In product employee and admin can add update and disable the product. The employee can add product details. The customer can see the list of the product.

Profile	1. View () 2. Update ()	All the customers and administration accounts save in this class. All the account details stored in database customers can view their accounts and can update and disable them.
Contact	1. Adorating () 2. Add Comment () 3. View ()	The customer can share their experience through comment.

3.8. Data Model

The data model is a subset of the implementation model, which describes the logical and physical representation of persistent data in the system.

3.8.1. Entity Relation Diagram

This figure explains the logical relation off our database so we can easily understand.

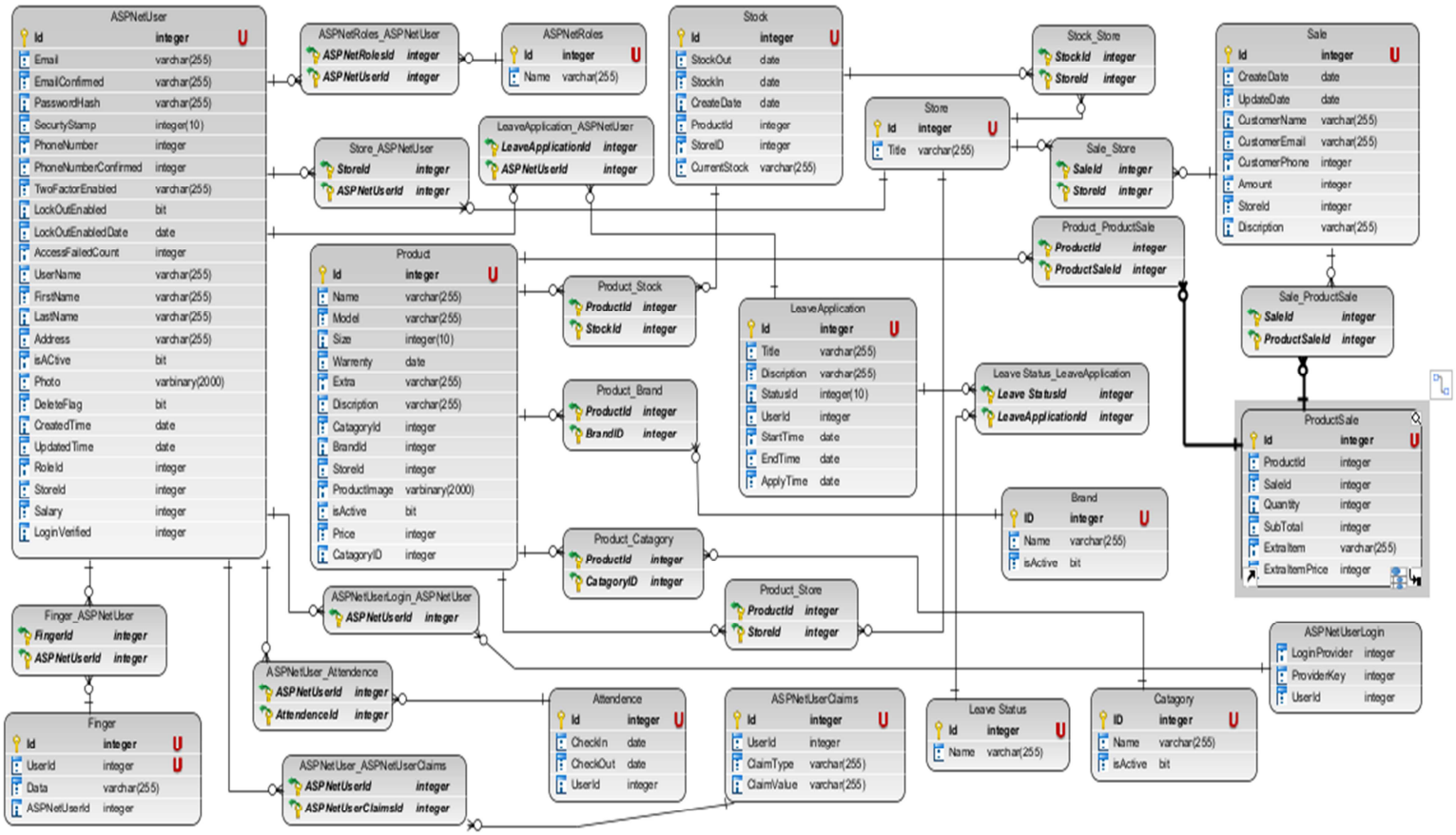

Figure 3. 10 ERD

3.8.2. Database Design

This diagram basically the design of our database with relation of table

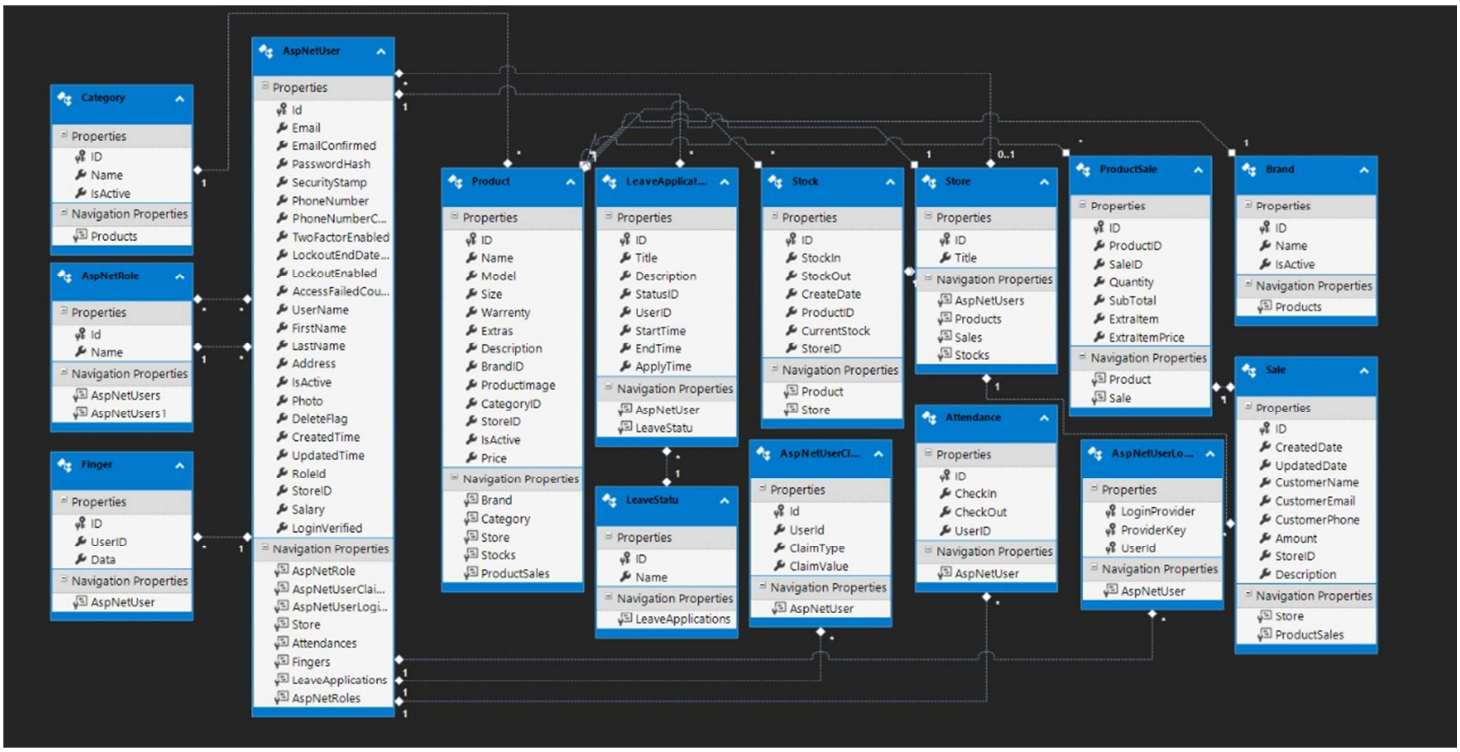

Figure 3. 11 Database

CHAPTER 4

IMPLEMENTATION

4.1. Language use for implementation

Following languages were used for the implementation of the application:

4.1.1. JavaScript

With the help of JavaScript [4], ASP.Net lets you iterate at lightning speed and lets you see your changes as soon as you save it which means you do not have to wait for the build to finish and you can see changes as soon as you save it.

4.1.2. Json

JSON [5] stands for JavaScript Object Notation. JSON is a lightweight format for storing and transporting data. JSON is often used when data is sent from a server to a web page. JSON is "self-describing" and easy to understand.

4.1.3. Bootstrap

Bootstrap [6] is a potent front-end framework used to create modern web applications and web application. It is open-source and free to use yet features numerous HTML and CSS templates for UI interface elements such as buttons and forms. Bootstrap also supports JavaScript extensions.

4.1.4. C#

C# [7] is a modern, general-purpose programming language that can be used to perform a wide range of tasks and objectives that span over a variety of professions. C# is primarily used on the Windows. NET framework, although it can be applied to an open-source platform.

4.2. Framework

4.2.1. ASP.Net MVC

ASP.NET MVC [8]is an open-source web development framework from Microsoft that provides a Model View Controller architecture. ASP.net MVC offers an alternative to ASP.net web forms for building web applications. It is a part of the .Net platform for building, deploying, and running web applications.

4.3. Implementation

As ASMS is a web application so the customer and employee does not need to install it, they just have a web browser and internet connection on their device. Once they open the web site, they are welcomed by the web application home page. there they can see our services. Customers can search for a product of a specific city. Customer can also see the listing of products. If the customer wants to contact any store. They can also see the price and the extra products with the products. Customers can do comments and give feedback to the store.

Employee they must register them from admin side through then they can add any product. For registration they must provide their name, password, and fingerprint. They can add a product details in which they have to give a product name, company, brand, expiry, warranty, and price. Employee can also provide images of products. There is an active and inactive button on the product page where employee can activate and inactive the product. Admin can perform all the functionality like active inactive employee. Admin can also see the details of their profile's admin and can also inactive the products and can also read the feedback.

CHAPTER 5

CUSTOMER MANUAL

5.1 Registration Page

Before login to the web application customers or employees should register himself into the system. For the registration of customer or employee there is register form through which any employee can register by admin.

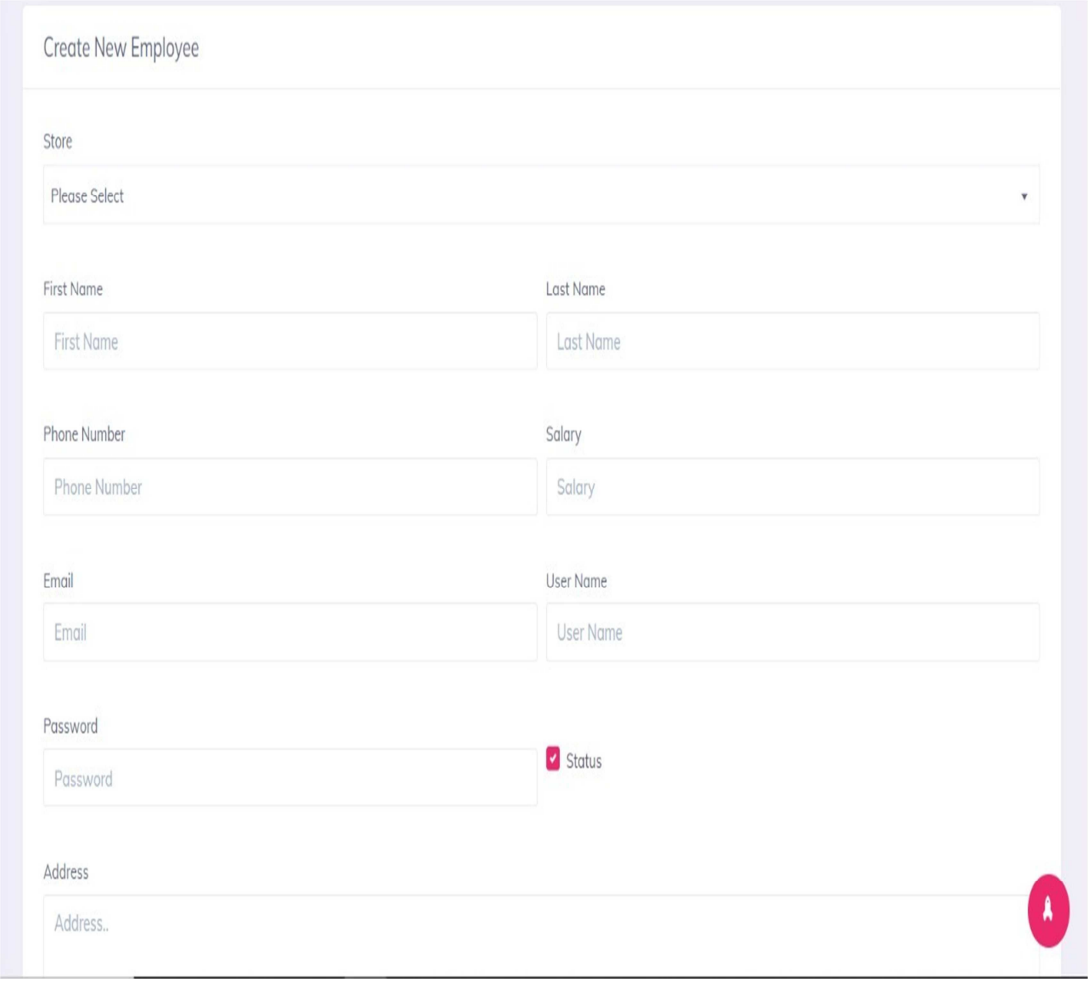

Figure 5. 1 Registration Page

5.2 Login Page

When an employee wants to perform any functionality on the application, they must first log in to the web application. They must enter their username and password to log in to the web application.

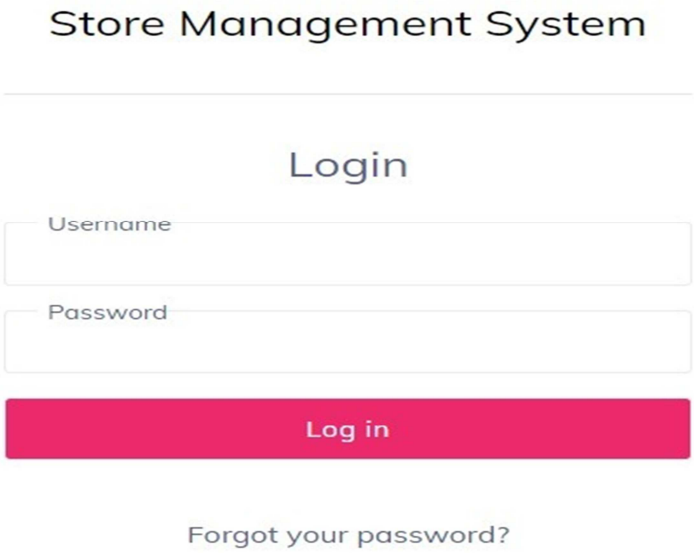

Figure 5. 2 Login Page

5.3 Home Page

When the customers open the web application, they will be directed to the home page where they can see all the features and services they can performed in this application.

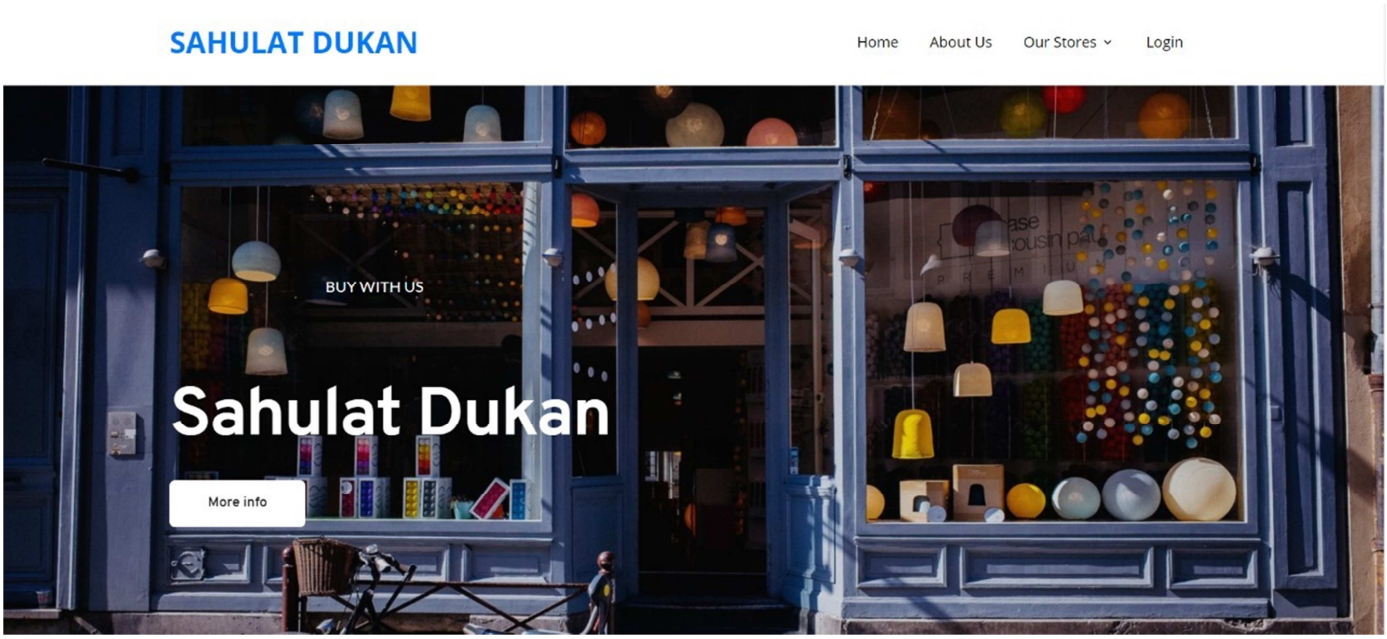

Figure 5. 3 Home Page

5.4 Navigation Bar

Navigation bar navigates to all the store location.

Figure 5. 4 Navigation Bar

5.5 Products

All the products of specific city store are shown separately.

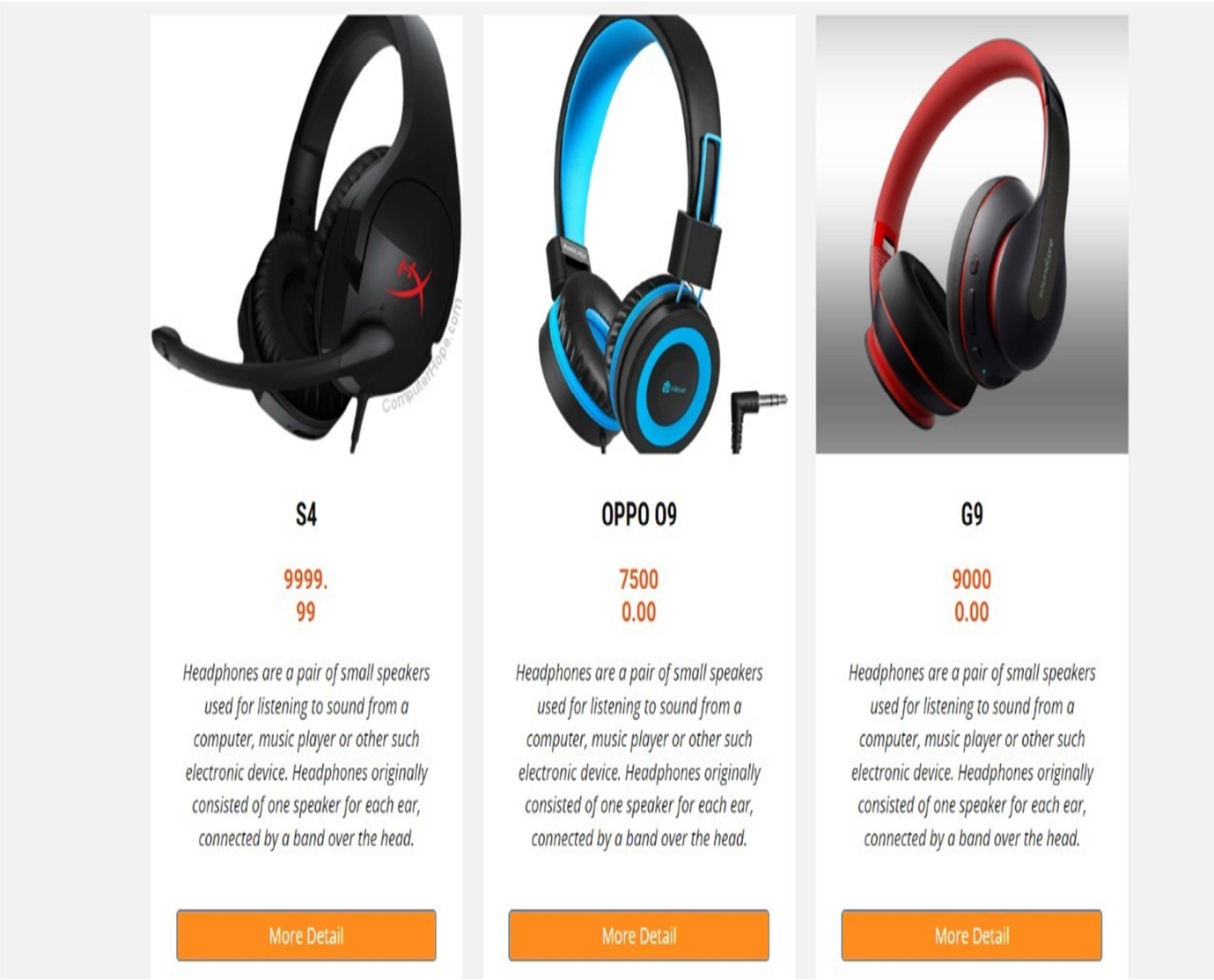

Figure 5. 5 Products

5.6 Products Detail

Every product has specific detail where every single information about product is shown.

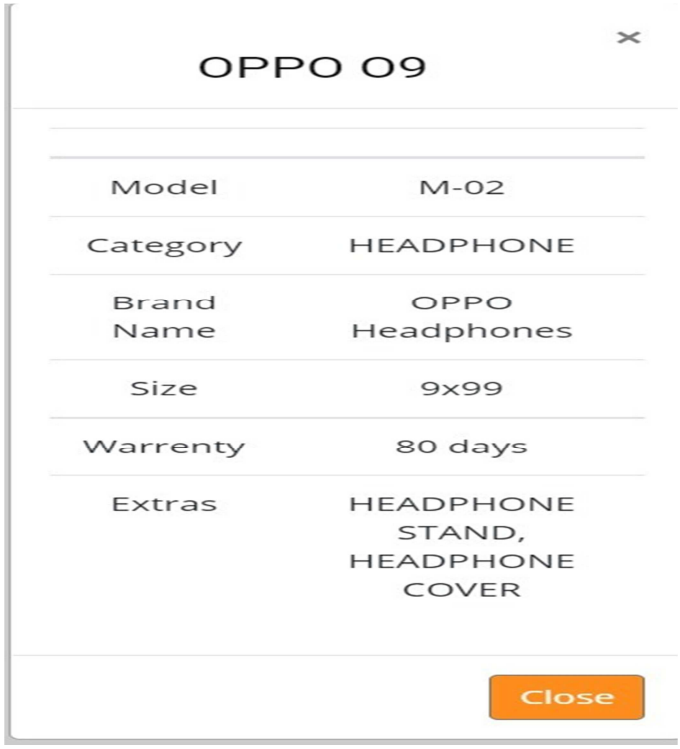

Figure 5. 6 Product Detail

5.7 All Products

All the lists of products are shown separately. If customer click on the products its detail will be displayed at new page.

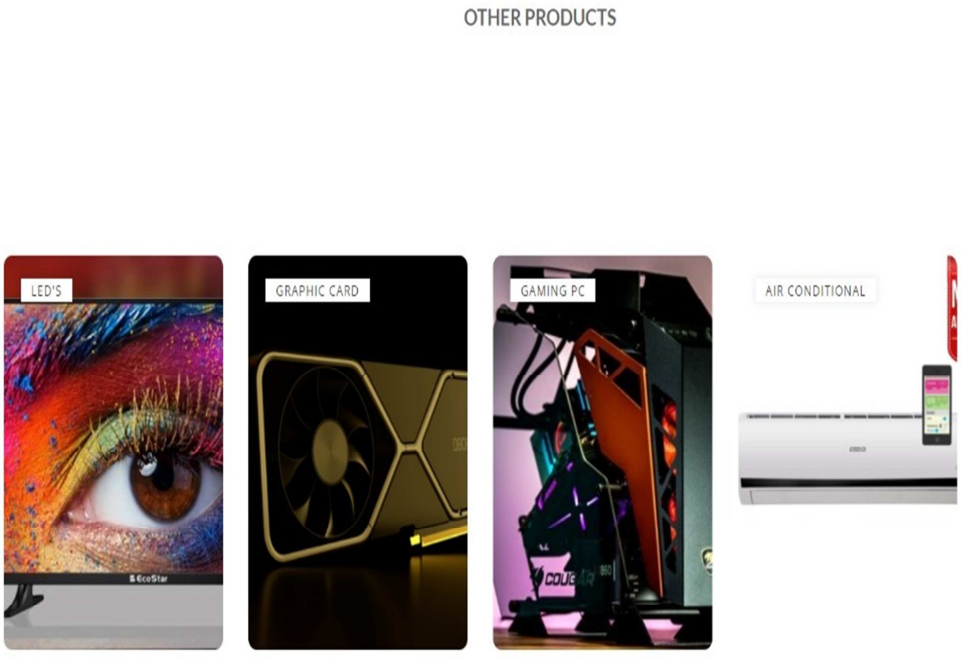

Figure 5. 7 Package

5.8 Contact Us

Customer can provide their feedback and if they have any query, they can contact us using this page.

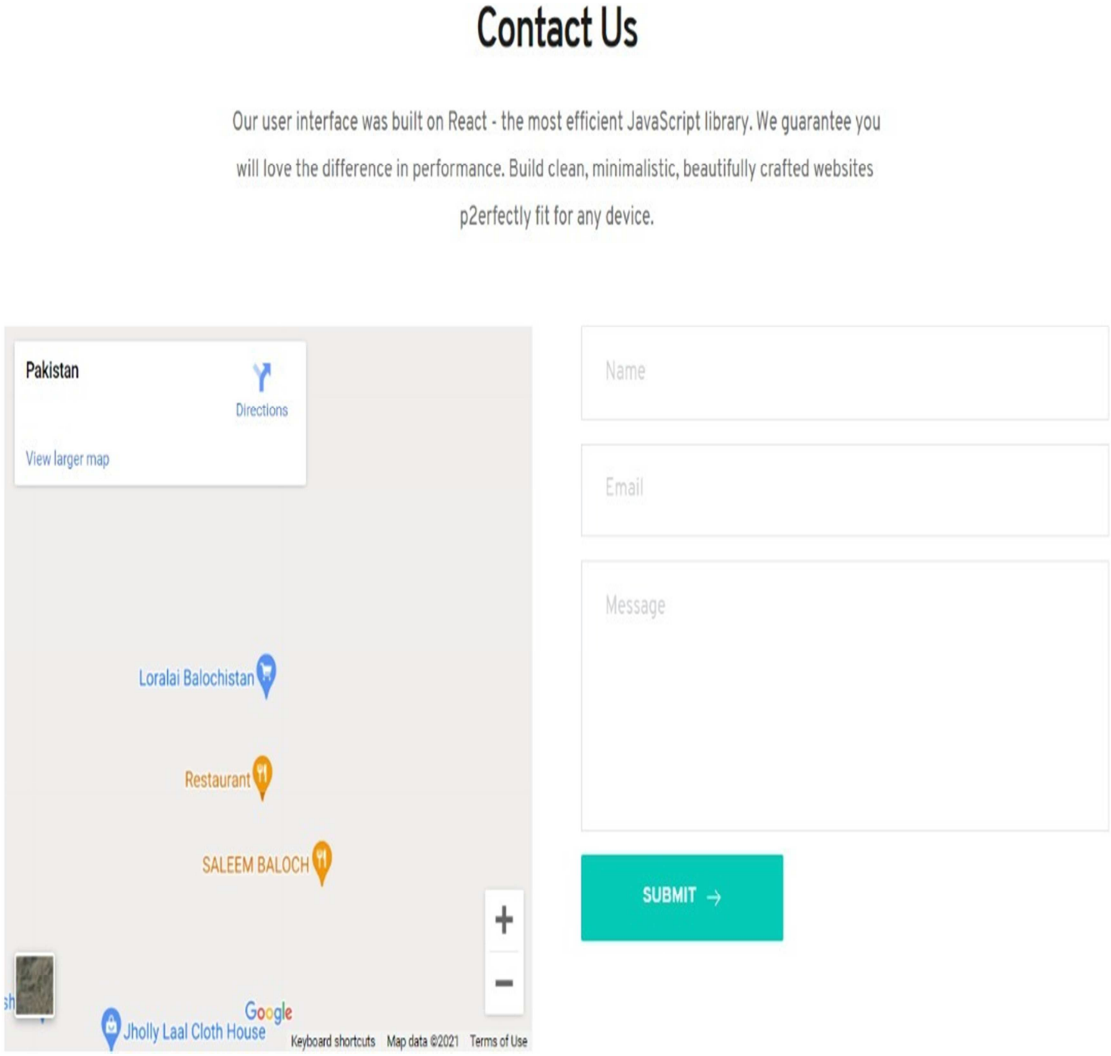

Figure 5. 8 Contact Us

5.9 Admin Panel

See all the service of customers and employee. Admin can add a new product. Edit and disable the customers and employees. Admin can count total traffic of the web application.

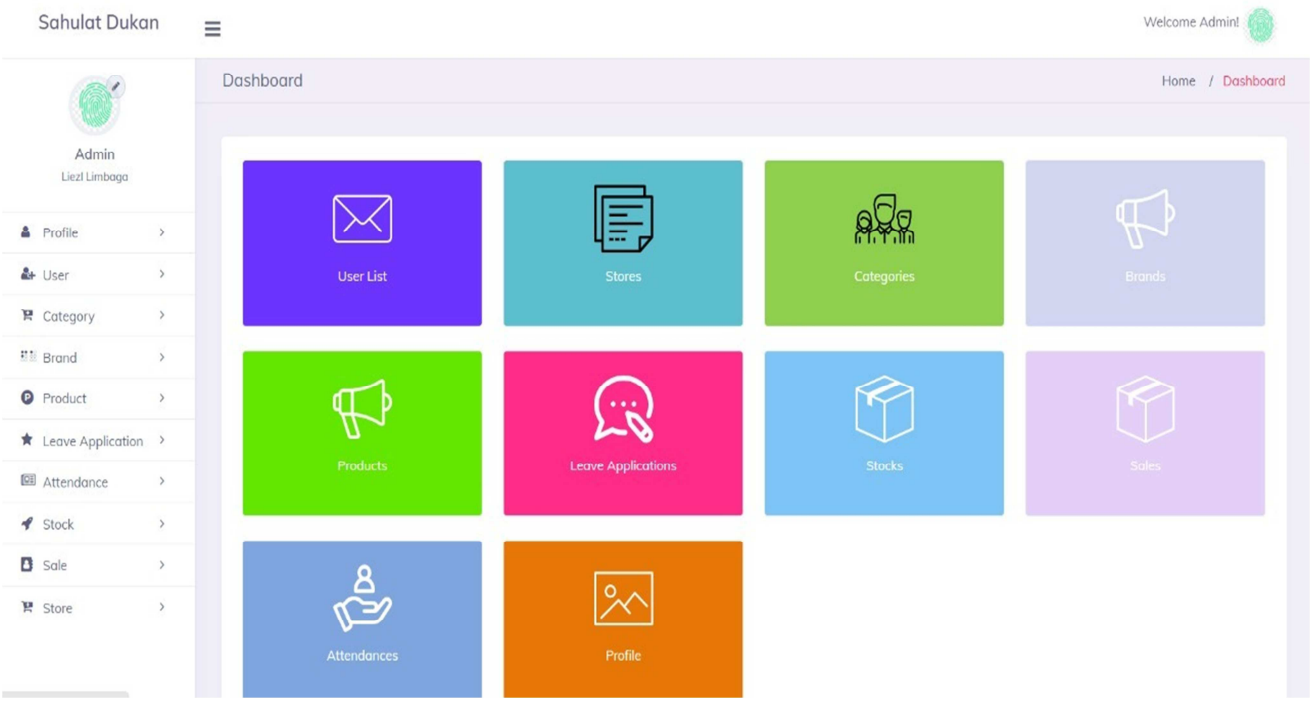

Figure 5. 9 Super Admin

5.10 Employee list

Show all details of the employee in the admin panel. Admin can also activate and inactive the customers.

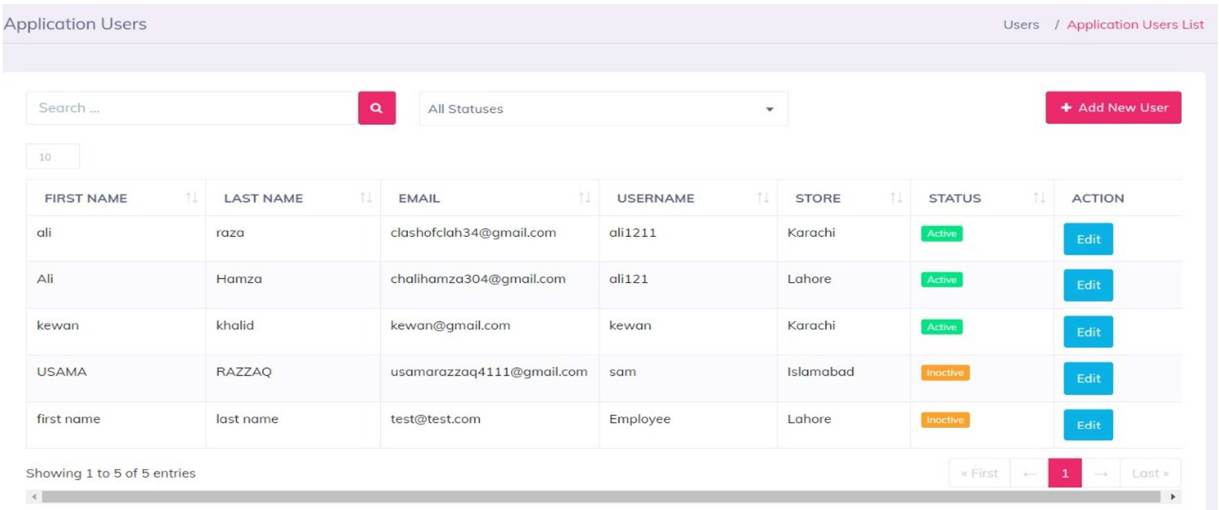

Figure 5. 10 Customer Active/Inactive

5.11 Employee Profile

Amin have the authority to add new employee.

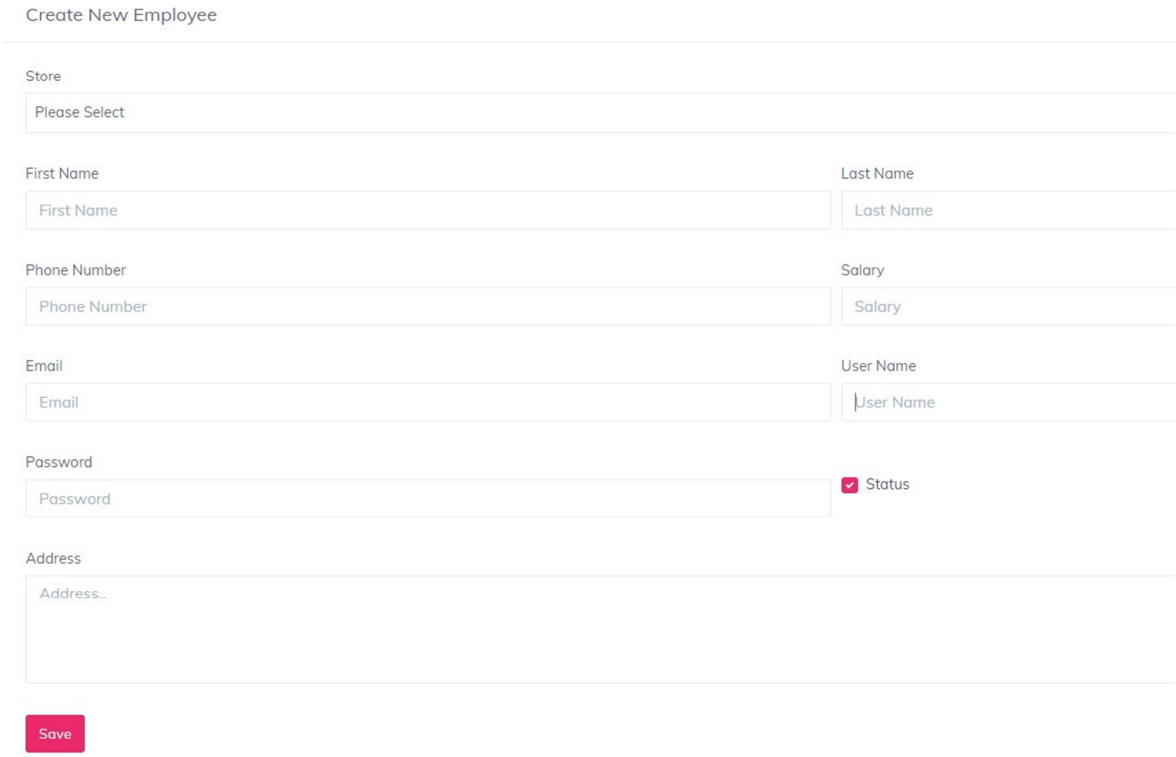

Figure 5. 11 Employee Registration

5.12 Create Category

Super admins create new category. After creating the category, it will show to every employee. Employees make their listing in the product.

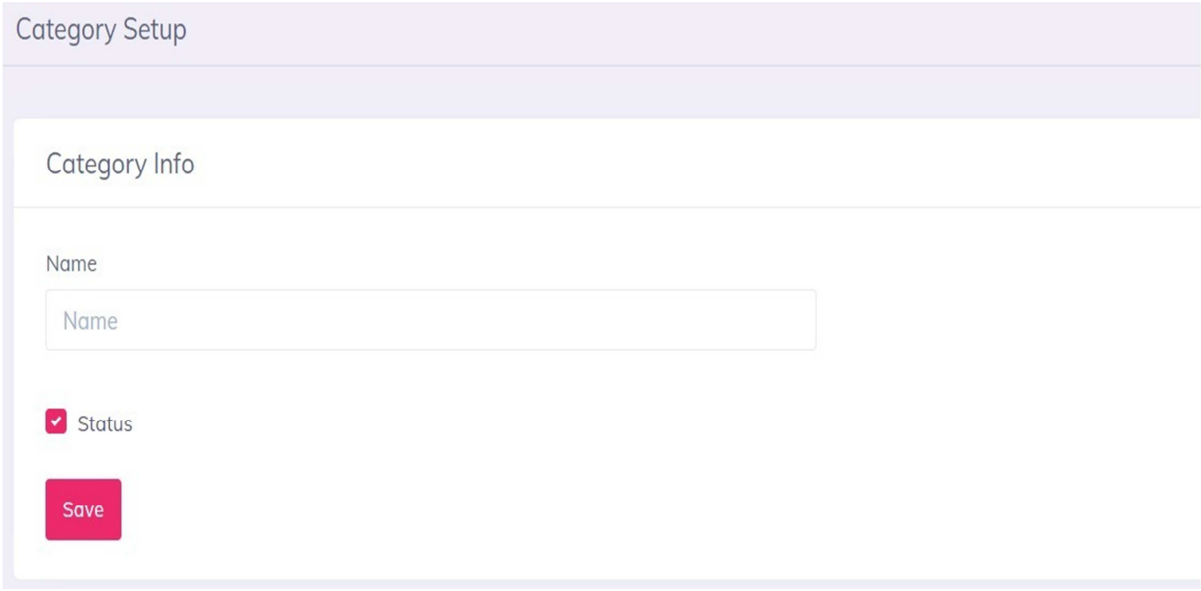

Figure 5. 12 Create Category.

5.13 Product List

Super admin can see all the listing details. Super admin can active and inactive the list

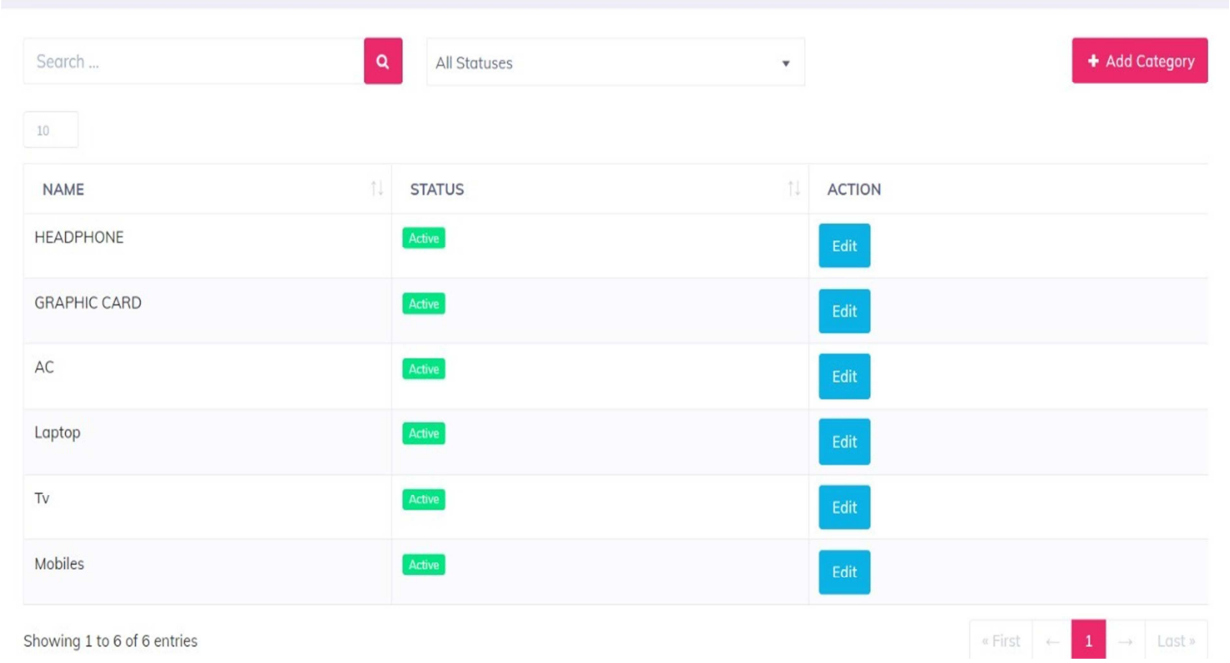

Figure 5. 13 Product List

5.14 Create Brand

Super admin can add new brand of product.

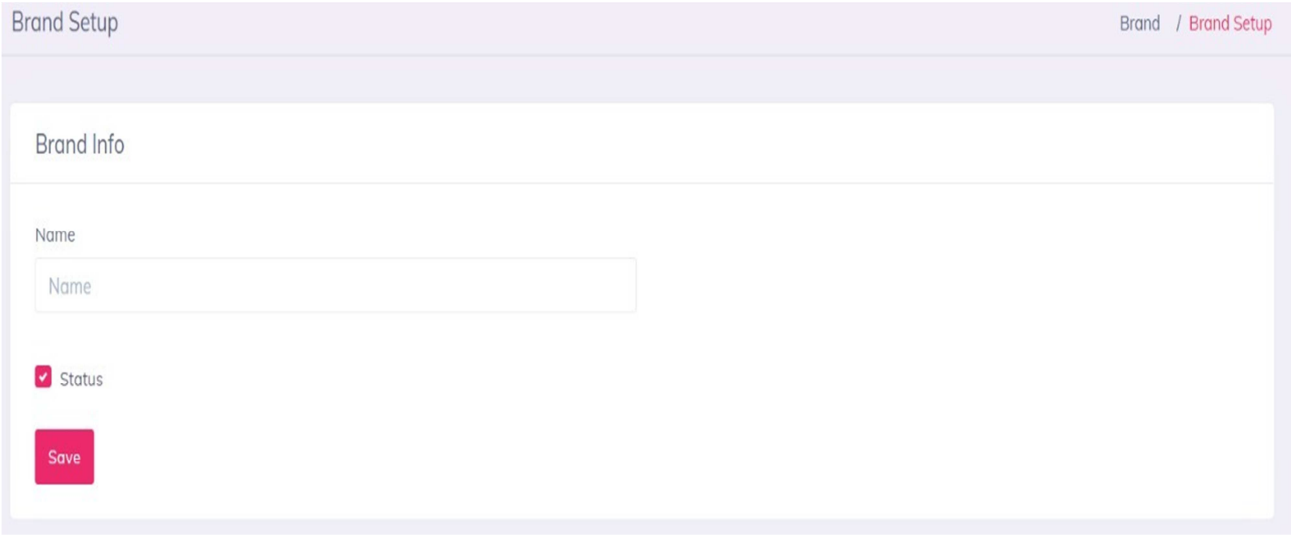

Figure 5. 14 Interested Customer.

5.15 Brand list

Admin can see all the brand registered. Admin can activate and inactive the package.

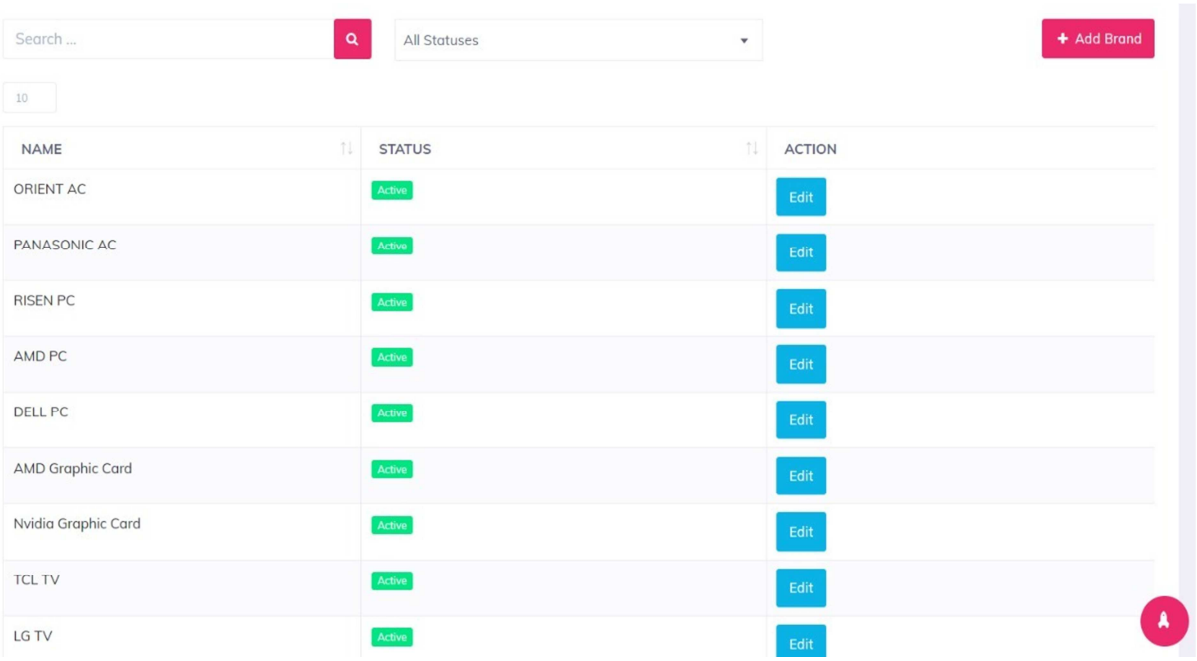

Figure 5. 15 Comment list

5.16 Add Product

Admin and employee can add new product and add detail of their product.

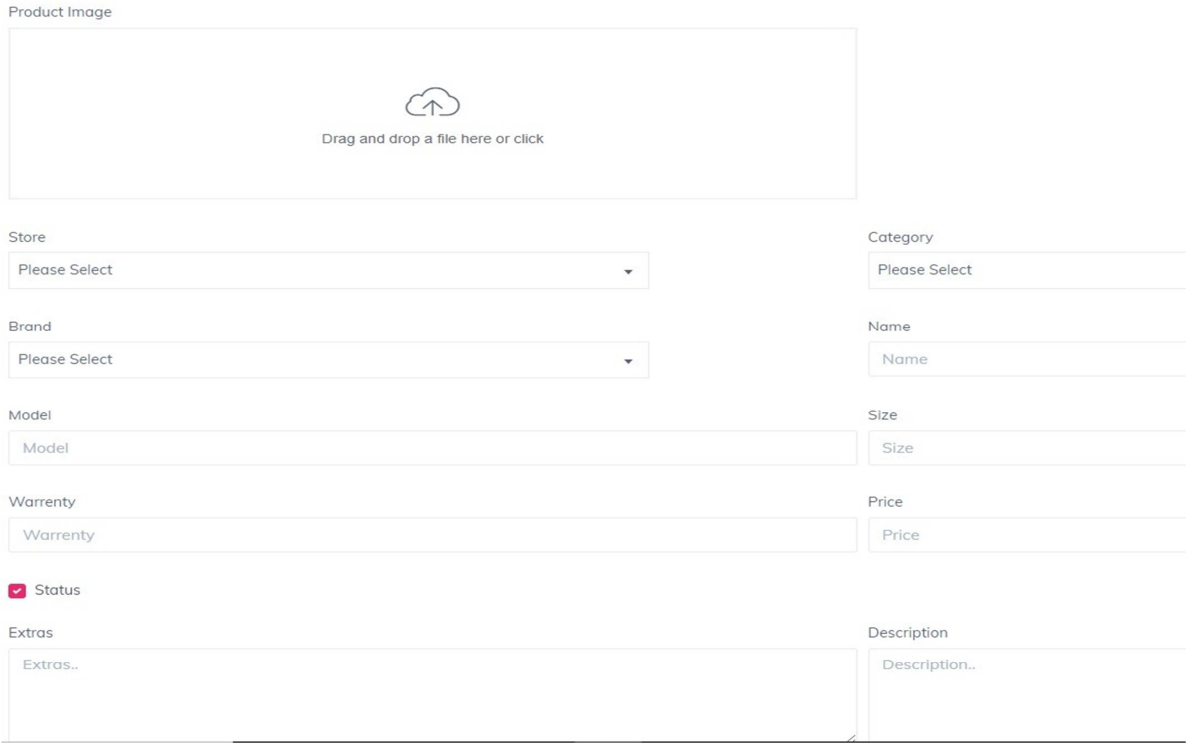

Figure 5. 16 Add Product

5.17 Product List

Employees and admin add new product and see the list of all products.

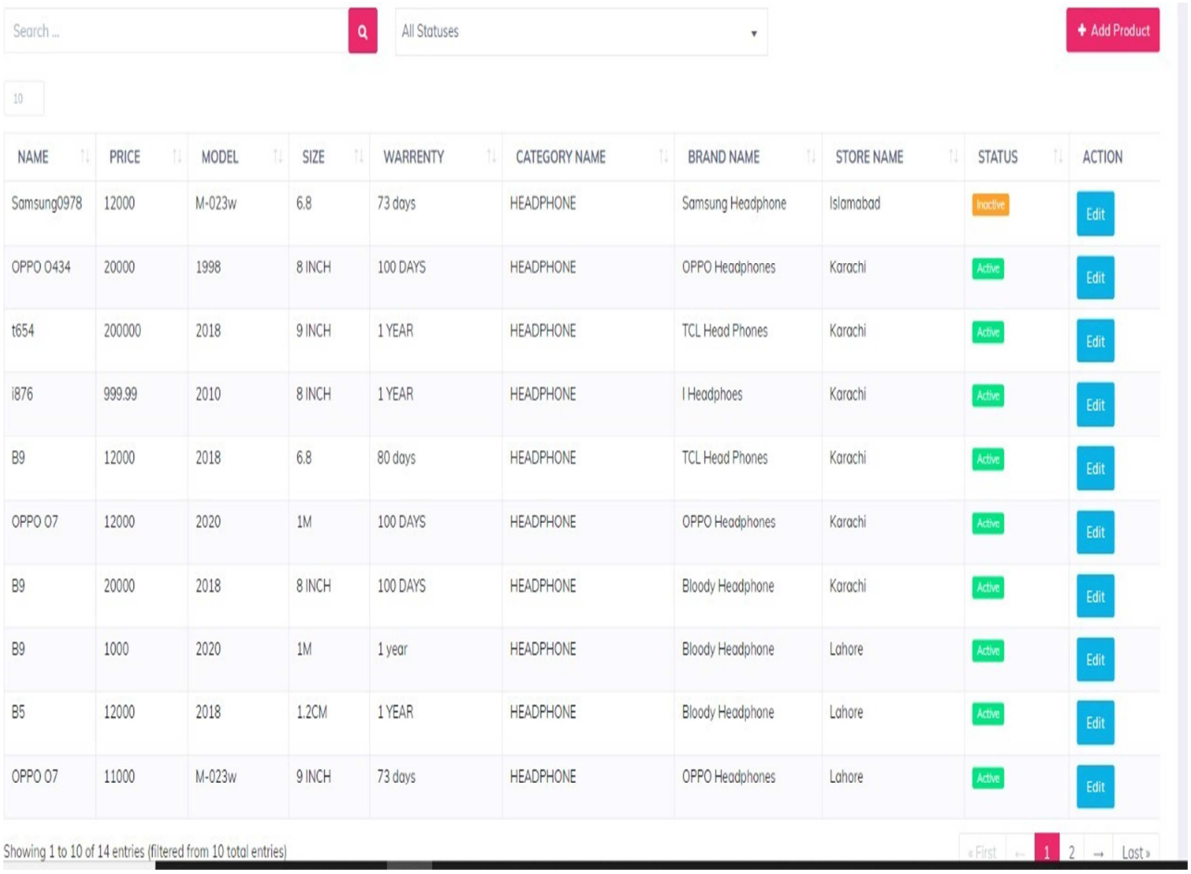

Figure 5. 17 Product List

5.18 Check Attendance

Admin can check the attendance of all employees.

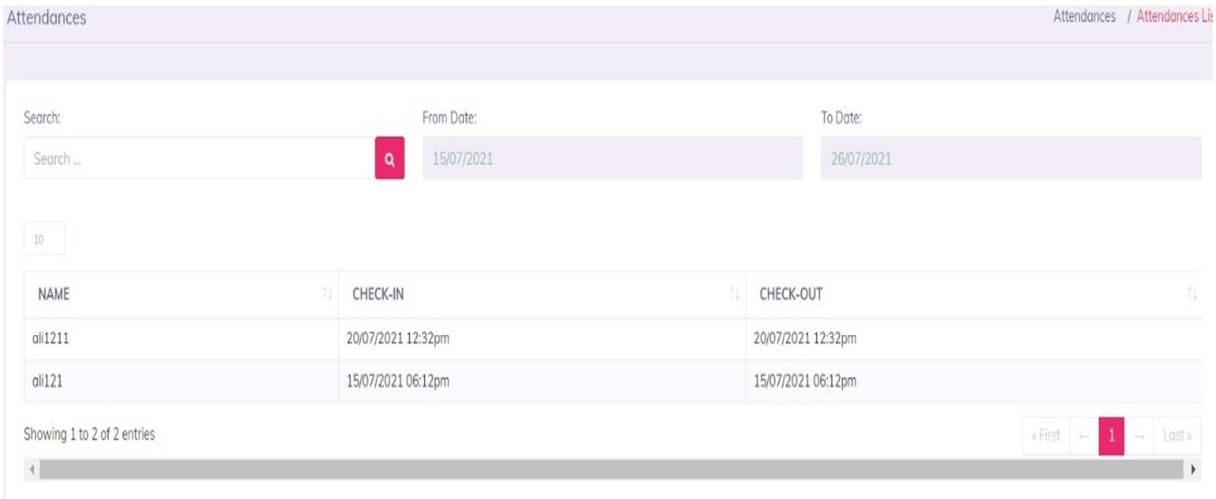

Figure 5. 18 Create Tour.

5.19 Stock List

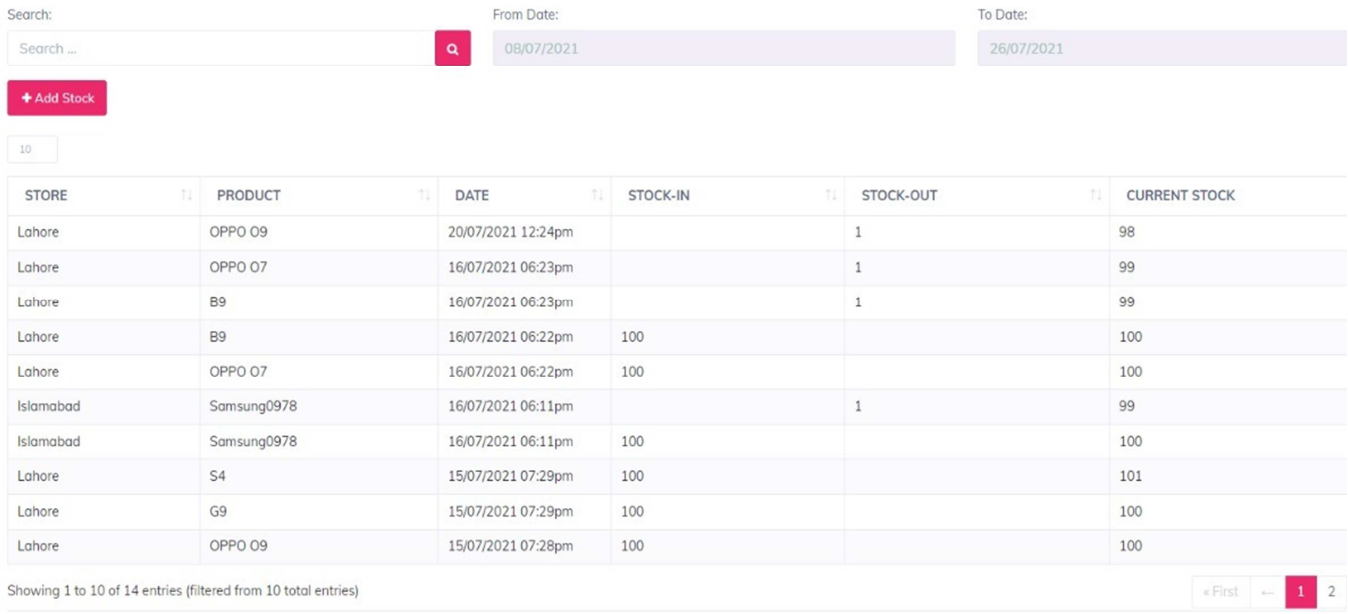

Figure 5. 19 Stock List

5.20 Sale

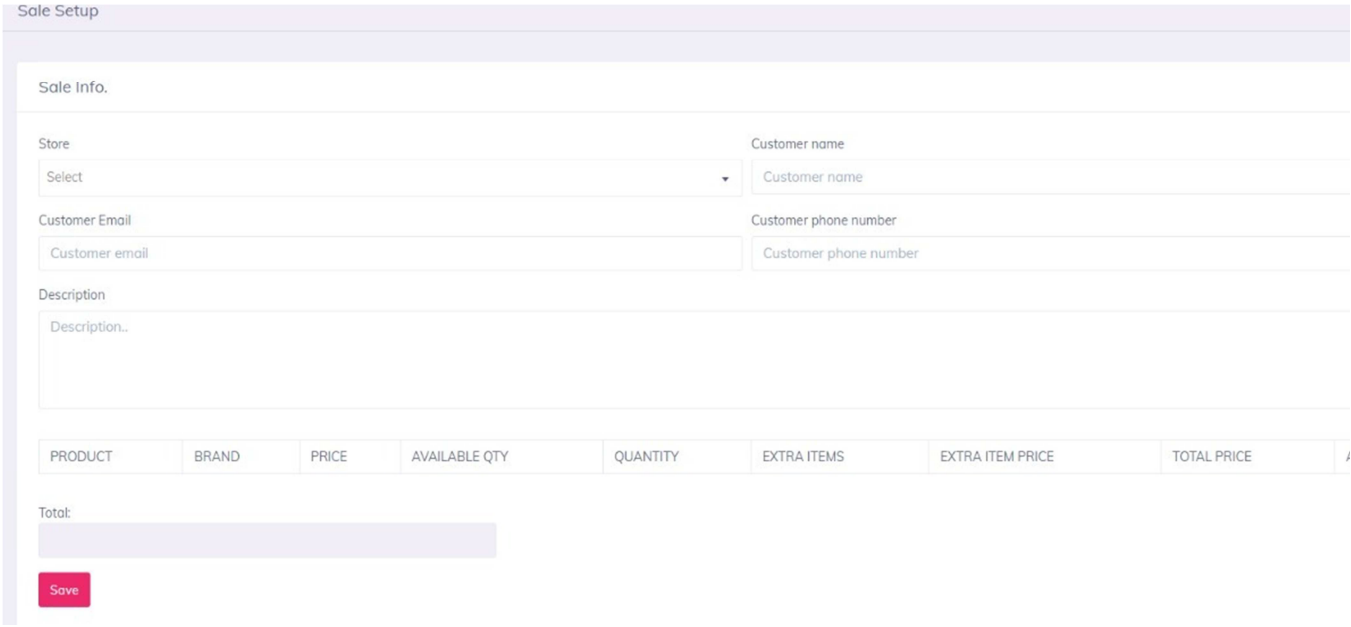

Figure 5. 20 Sale

5.21 Sale Report

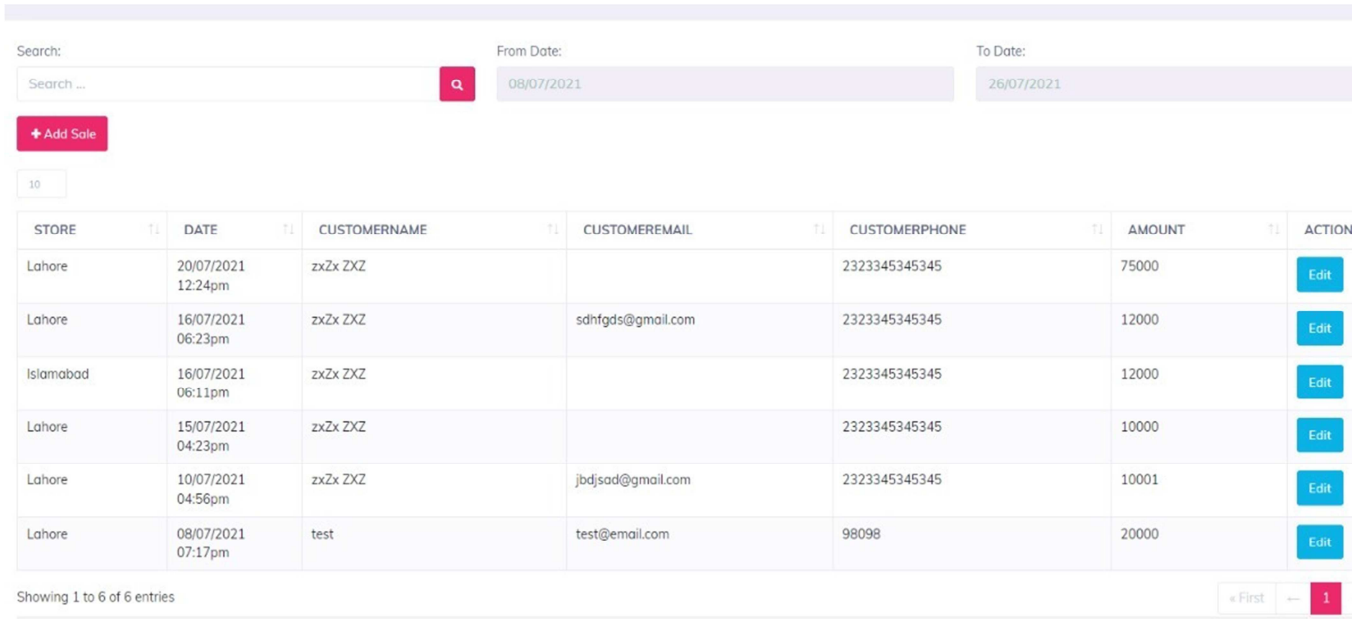

Figure 5. 21 Sale Report

5.22 Store List

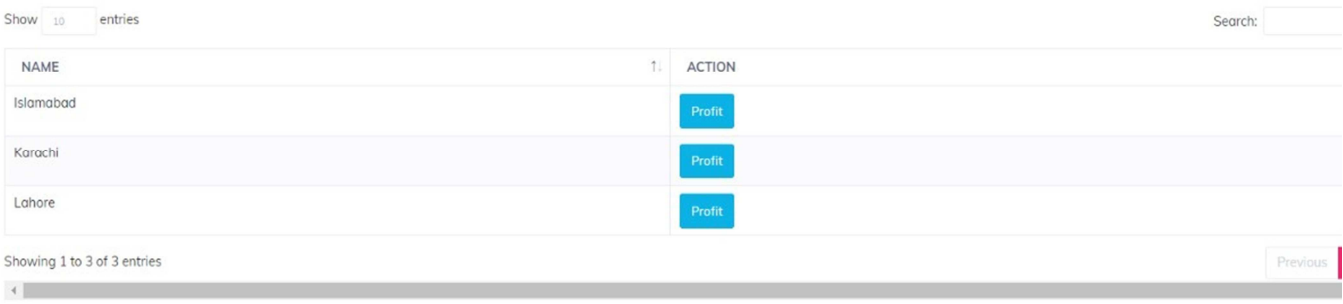

Figure 5. 22 Store List

5.23 Fingerprint

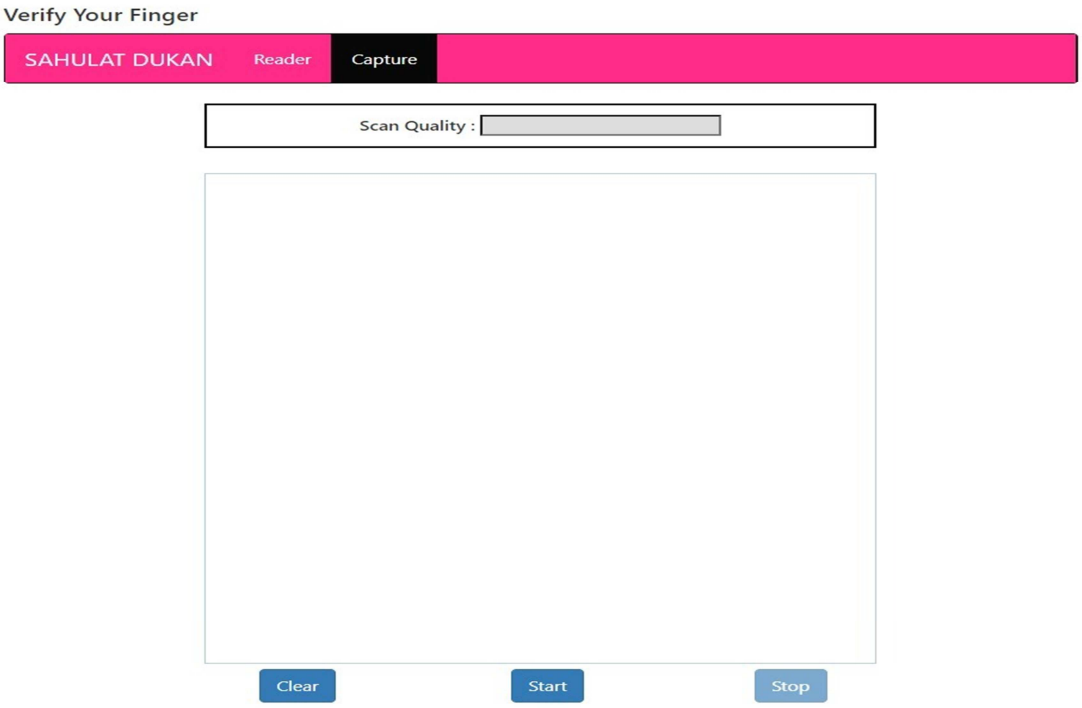

Figure 5. 23 Fingerprint

5.24 Leave Application Report

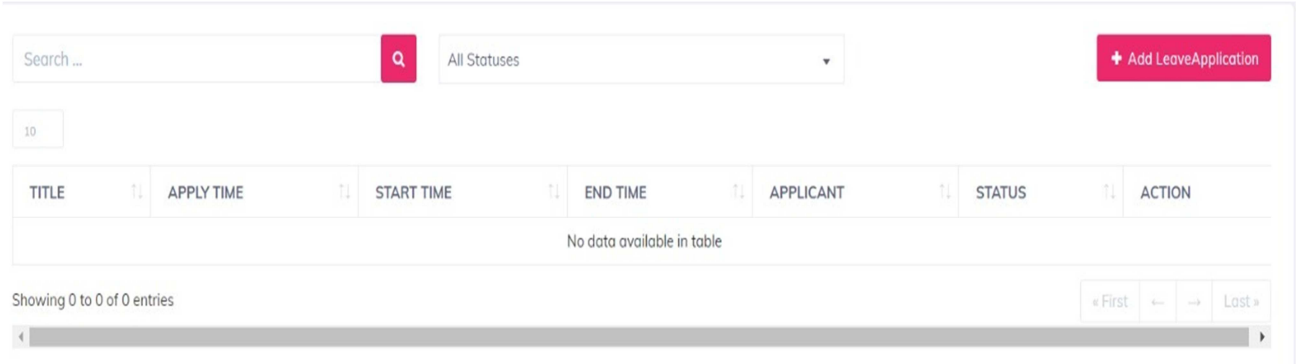

Figure 5. 24 Leave Application Report

5.25 Make Leave

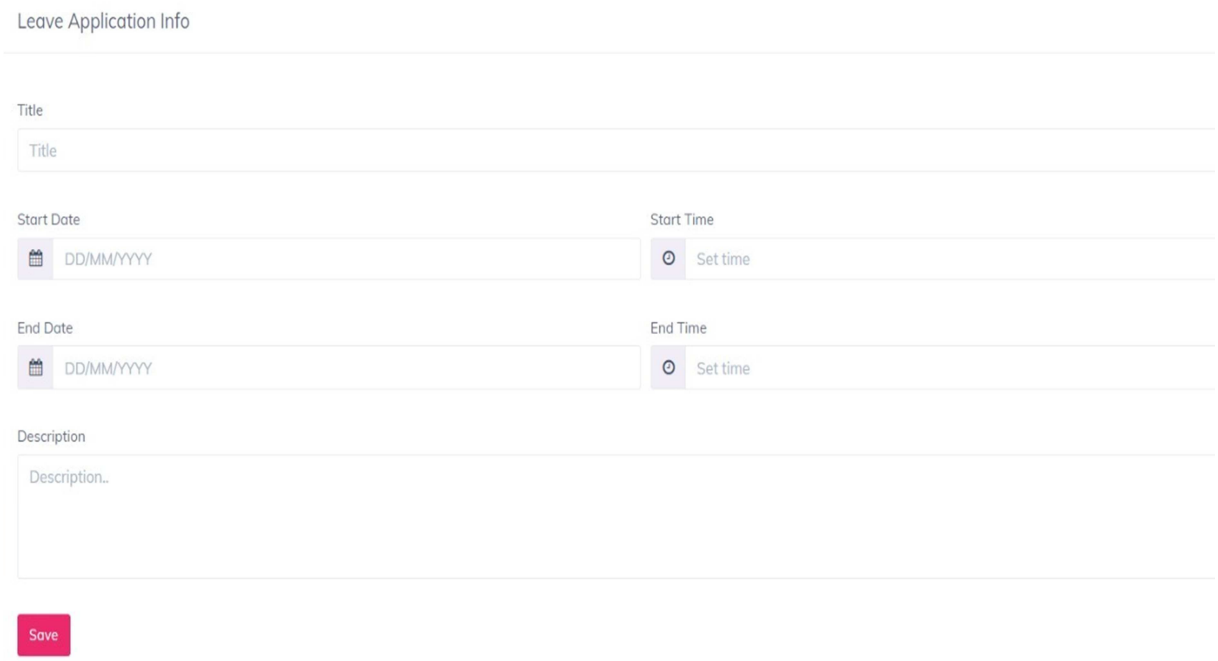

Figure 5. 25 Make Leave

5.26 Attendance Info

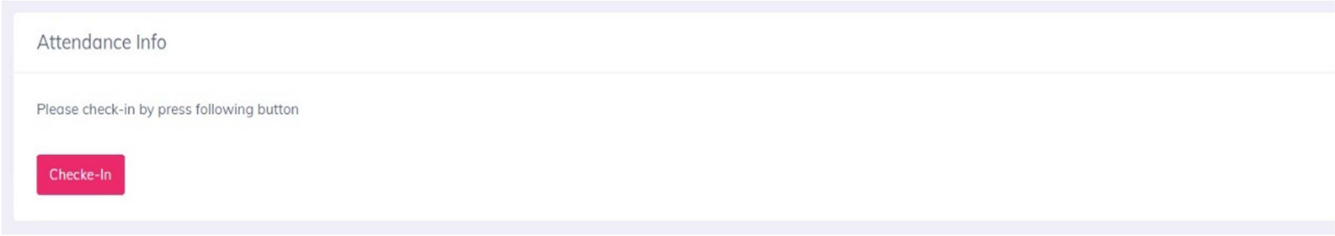

Figure 5. 26 Attendance Info

5.27 Check Attendance

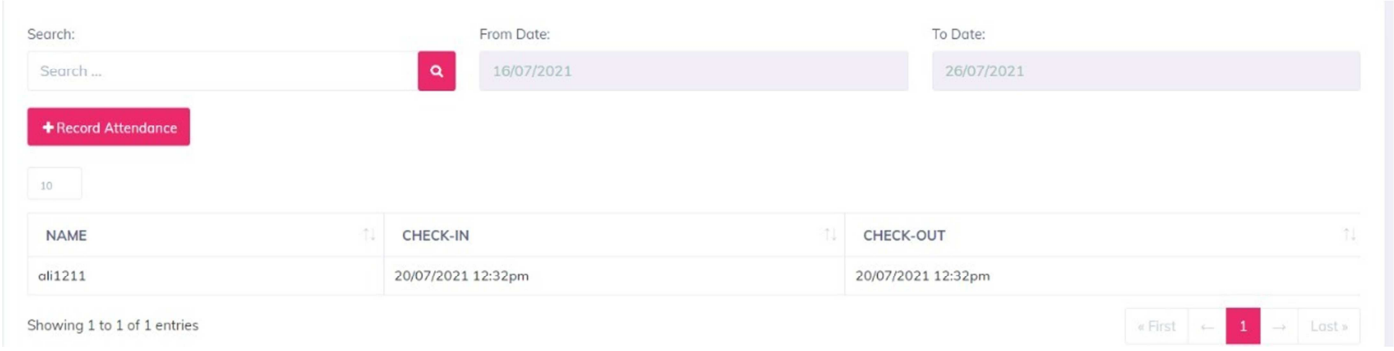

Figure 5. 27 Check Attendance

5.28 Store Detail

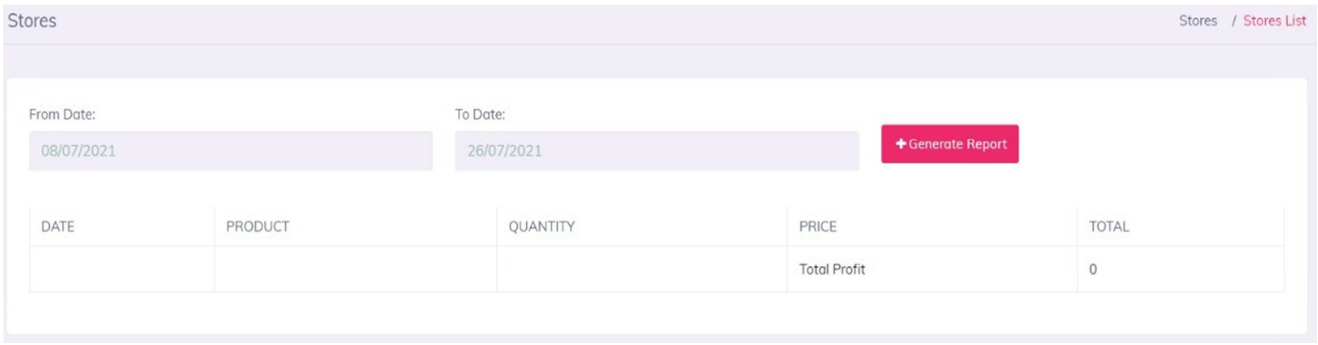

Figure 5. 28 Store Detail

Chapter 6

CONCLUSION AND RECOMMENDATIONS

6.1 Conclusion:

ASMS is web-based application. It is a platform where customer can buy products. They can see products their detail, warranty, brand, manufacturing, price, and availability. Customer can also see the extra products that are available with the product. The employee can add the product, brand, category, detail of the product. The employee will make the bill against the product which is recorded in database. Another duty of the employee is to check the inventory and make a status report for the inventory. The employee can perform these functionalities after login, for login system requires employee username, password, and fingerprint. The admin can perform multiple functionalities, they can be active and inactive employee and approve the leave application of employee. The admin looks after the inventory. The application will save a lot of time for the employee and give opportunities to employee to perform multiple tasks on one platform. The application will be beneficial for all customers and employee.

6.2 Recommendation:

In future we will add new categories of services like cash on delivery vie cargo services, promotions, recommendation system, and add product show on home page.

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