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Inventory Management Solutions

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This Project report has been submitted in fulfillment of the requirements for the Degree of
Bachelor of Science in Software Engineering.

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APPROVAL

This project titled on “Inventory management solutions”, Submitted by Md. Anisujjaman, ID:172-35-2203 to the Department of Software Engineering, Daffodil International University has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of Bachelor of Science in Software Engineering and approval as to its style and contents.

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DECLARATION

Hereby declare that I have taken this project under the supervision of **Ms. Tapushe Rabaya Toma**, Senior Lecturer, Department of Software Engineering, Daffodil International University. I also declare that this project doesn't have been submitted elsewhere for an award of any degree.



.....

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Acknowledgment

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Introduction

1.1 Purpose of the system

Inventory management is the key to maintaining a profitable, organized and productive business. Inventory management, by definition, stocking, storage and use of inventory.

The main purpose of **Supershop Inventory Solutions** is to help Super shop businesses manage orders, stocks, account details, storage and inventory usage easily and efficiently. By effectively managing your inventory, you can always find out which items are in stock, how many are in stock, and where they are located.

Also, strong inventory management practices allow you to understand how you use your inventory and how its requirements change over time. What you need, which is not so important and which is just a waste of money you can zero. It is using inventory management to practice inventory control. However, inventory control means always having enough stock to meet demand, placing orders and carrying inventory at the lowest possible cost.

1.2 Scope of the system

- **Manage Inventory:** Inventory management helps to manage the stock of the shop. It provides proper details of the products what kind of raw material, what are the sizes we require and etc. to the purchasing department.
- **Less Storage:** When the inventory management provides proper information to management, they buy according to them which helps the company to store fewer products.
- **Improve Productivity:** Inventory management helps to improve the productivity of the machines and manpower. Employees are aware of stocks and the quantity that require to produce.
- **Increase Profits:** Inventory management helps to improve the profits of the company. it helps to provide proper information about stocks, that saves the unnecessary expenses on stocks.
- **View Report:** Employees Can easily view all kind of information about stock, pricing, date, vendor and etc.

1.3 Objectives and success criteria

The objectives of **Inventory Management Solutions** are expected to be effective and financial. Efficiently, stocked products should be available in sufficient quantities and financially, working capital should be kept as low as possible. Here are some of the main objectives of inventory management

- Adequate supply
- Control stock
- Reduce costs
- Avoid waste or damage
- Increase in overall production
- Optimize product sales

1.4 The Stakeholder

- Developer
- Store Manager
- Admin

1.5 Finding Gaps

In Current time, inventory is managed by staff in regular notebook. But there is also some gap for this software.

1.6 Definitions, acronyms, and abbreviations

Staff: Staff implies the staff of the shop who handles all the administrative works.

Vendor: This is the company that provides the supply with the required ingredients.

1.7 Format References

IEEE. *IEEE Std 830-1998 IEEE Recommended Practice for Software Requirements Specifications*. IEEE Computer Society, 1998.

System Study

2.1 Feasibility Study

In the feasibility of this software project, we will look for all possible relevant factors such as economic, technical and operational feasibility. Through this feasibility study we will be able to decide whether our team is capable enough to develop this project or not. We will analyze the possibilities by analyzing the tools and technologies we are going to use and the requirements our team members are finding to contribute to different parts of this project.

2.1.1 Operational

Functional feasibility is a measure of how well a proposed system solves problems and utilizes the opportunities identified during the definition of opportunities and how it satisfies the requirements identified at the stage of system development needs analysis.

2.1.2 Technical

In this project, we will use several modern technologies. So, we need to analyze based on some parameters like what technologies we hope to use, how much manpower we need to work with those technologies and how we are going to reduce the risk if we do not have manpower.

2.1.3 Economic

Economic potential means how much we need to spend to develop this project as well as how much we need to spend on production. We will further analyze this part in the cost-analysis section of this chapter.

2.2 Project Schedule

We will estimate the whole project time required by using PERT time analysis methods. In this method,

to = minimum time required for that activity

tp = maximum time required for that activity

tm = neither optimistic nor pessimistic time required

te = PERT's average time

Activity	Preceding Activity	Preceding Activity			$te = (to+4tm+tp)/6$
		to	tm	tp	
Requirement collection (A)	None	2	3	6	3.33
Feasibility study (B)	A	2	4	8	4.33
Drawing diagrams (C)	A, B	3	6	9	6
UI/UX design (D)	A, C	5	8	12	8.16
Architecture design (E)	A, C, D	7	10	14	10.17
Programming (F)	A, E	10	15	25	15.83
Testing (G)	F	3	5	8	5.17

2.3 Cost Estimation(in USD)

Item	Units/Hrs.	Cost/Unit/Hrs.	% Of total
1.Team work	200	15000	70
Manager		5000	
Members		3000	
Contractors		7000	
2.Hardware	20	4000	20
Device		3500	
Server		500	
3.Software		1000	
Licensed Development		250	
4.Testing	60	250	.40
5.Training & Support	40	350	.75
Training cost		150	
Travel cost		100	
Team members		100	
6.Others	20	200	.35
7.Reserves	50	2000	9
Total	390	21800	

2.4 Project Requirements

- Super Shop Inventory Solutions should be as easy, practical and safe as possible
- The technical infrastructure should be reliable
- Ensure that any systematic fraud is impossible

2.5 Software Process Model

For this software development I use agile methodology. The Agile software development methodology is one of the simplest and effective processes to turn a vision for a business need into software solutions. Agile is a term used to describe software development approaches that employ continual planning, learning, improvement, team collaboration, evolutionary development, and early delivery.

Proposed system

3.1 Overview

Inventory Management Solutions can be a process for taking care of and locating items or materials. In common usage, the term can also refer to just the software program components. Modern inventory manages systems often provide automatic identification involving inventory objects. Inventory objects could include any kind of physical asset: goods, consumables, fixed assets, circulating tools, books, or money equipment, vendor details. **Inventory Management Solutions** control system can track any kind of physical objects including equipment, books, foods or any quantifiable items.

3.2 Functional requirements

FR-01	Login/Logout
Description	User will be able to login and logout to the system with valid user credentials.
Stakeholders	Staff
Priority	High

FR-02	Vendor
Description	User will be able to Register vendor details, view Details, delete vendor
Stakeholders	Staff/Manager
Priority	High

FR-03	Product add
Description	User will be able to add product on database
Stakeholders	Staff
Priority	High

FR-04	View Stock
Description	User can view product stock
Stakeholders	Staff
Priority	High

FR-05	Shipped info
Description	User can see details about shipment, date.
Stakeholders	Staff
Priority	High

FR-06	MRP (Buy/Sell Price)
Description	User will be able to know buying cost and selling price
Stakeholders	Staff
Priority	High

FR-07	Account Details
Description	User will be able to manage account details like payment, due, receive and etc.
Stakeholders	Staff
Priority	High

FR-08	Report
Description	User will be able to view product report, most sell product, print invoice.
Stakeholders	Staff
Priority	High

FR-09	Sales Detail
Description	User will be able to login and logout to the system with valid user credentials.
Stakeholders	Staff
Priority	High

3.3 Nonfunctional requirements

3.3.1 Usability

- The system must be easy to use by staff such that they do not need to read an extensive number of manuals.
- The system must be quickly accessible.
- The system must be intuitive and simple in the way it displays all relevant data and relationships.
- The menus of the system must be easily navigable by the users with buttons that are easy to understand

3.3.2 Reliability

- The System must give accurate inventory status to the user continuously. Any inaccuracies are taken care by the regular confirming of the actual levels with the levels displayed in the system.
- The system must provide a password enabled login to the user to avoid any foreign entity changing the data in the system.
- The system should provide the user updates on completion of requested processes and if the requested processes fail, it should provide the user the reason for the failure.
- The system should not update the data in any database for any failed processes.

3.3.3 Performance

- The system must not lag, because the workers using it don't have down-time to wait for it to complete an action.
- The system must complete updating the databases successfully every time the user requests such a process.
- All the functions of the system must be available to the user every time the system is turned on.
- The calculations performed by the system must comply according to the norms set by the user and should not vary unless explicitly changed by the user.

3.3.4 Supportability

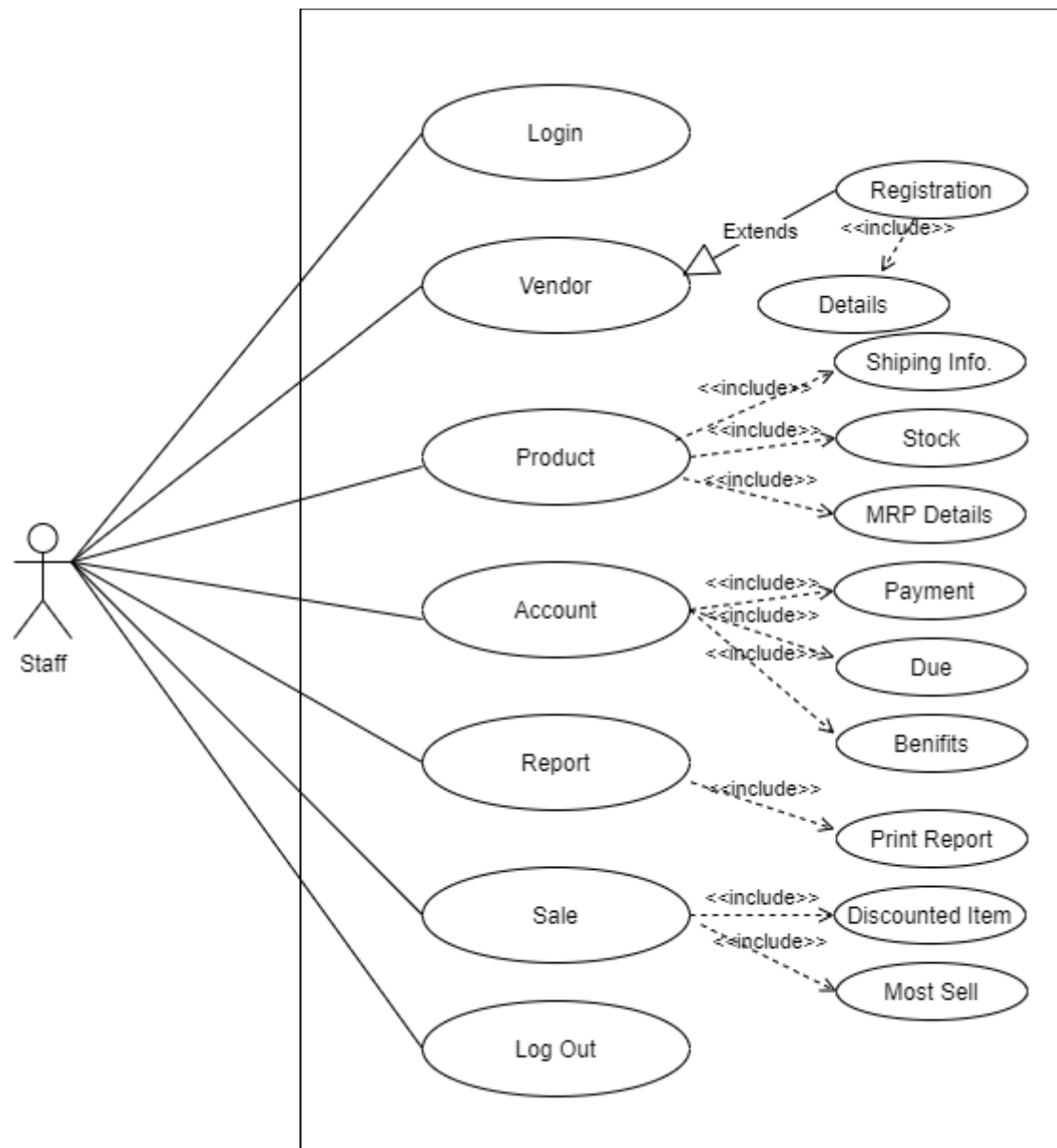
- The software is designed such that it works even on systems having the minimum configuration.
- The system is adaptable even if additional plugins or modules are added at a later point.
- The data can be exported to the manager so as to make the system more portable.

3.3.5 Packaging

- The system must be able to run on the Windows operating systems beginning with Windows XP, and must be able to run on future releases such as the upcoming Windows 11
- The software must incorporate a license key authentication process.
- The packaging must come with a manual that details the use of the system, and also the instructions on how to use the program. This manual may be included either in a booklet that comes with the software, or on the disc that the software itself is on.

System Analysis

4.1 Use Case Diagram



Use Case

4.2 Use Case Description

01. Login

Use Case Name	Login
Actor	Staff
Description	User will log into system by using their username and password
Precondition	User must be on login page
Trigger	By clicking log in button
Flow of Events	<ul style="list-style-type: none">• User will be on log in page• User will enter their credentials• User will click login button
Post Condition	User will be logged in

02. Vendor Registration

Use Case Name	Vendor Registration
Actor	Staff
Description	User will register vendor
Precondition	User must login
Trigger	By clicking registration button
Flow of Events	<ul style="list-style-type: none">• User will go to vendor registration page• User will be on register vendor form• User will enter their credentials• User will click register
Post Condition	Vendor info saved in database

03. Vendor Information

Use Case Name	Vendor Information
Actor	Staff
Description	User will view vendor details
Precondition	<ul style="list-style-type: none">• User must login• User must register vendor details before
Trigger	By clicking view vendor details button
Flow of Events	<ul style="list-style-type: none">• User will go to view vendor• User will click details
Post Condition	Vendor info saved in database before

04. Add shipping info

Use Case Name	Product shipping info
Actor	Staff
Description	User will add shipping details
Precondition	<ul style="list-style-type: none">• User must login
Trigger	By clicking add shipping button
Flow of Events	<ul style="list-style-type: none">• User will go to product• User will click add shipping
Post Condition	Must be on product page

05. Add product details

Use Case Name	Add product details
Actor	Staff
Description	User will add Product details
Precondition	<ul style="list-style-type: none">• User must be login• User must be in product page
Trigger	By clicking add product button
Flow of Events	<ul style="list-style-type: none">• User will go to product• User will click add shipping
Post Condition	Must be on product page

06. Account

Use Case Name	Account
Actor	Staff
Description	User will add Account details
Precondition	<ul style="list-style-type: none">• User must be login• User must be in Account page
Trigger	By clicking Account button
Flow of Events	<ul style="list-style-type: none">• User will go to product• User will click add shipping
Post Condition	Must be on product page

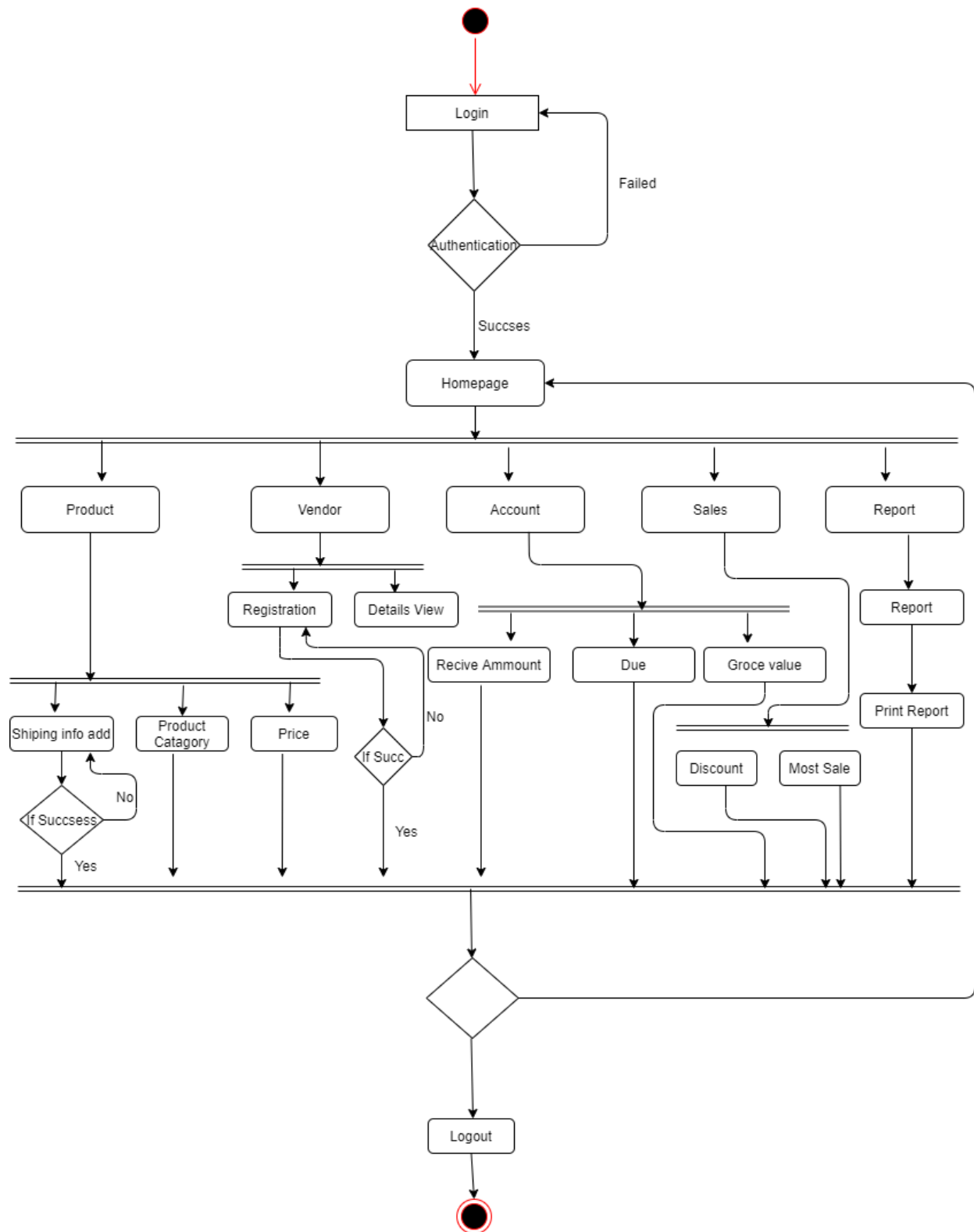
06. Report

Use Case Name	Report
Actor	Staff
Description	User will View report
Precondition	<ul style="list-style-type: none">• User must be login
Trigger	By clicking View report
Flow of Events	<ul style="list-style-type: none">• User will go to view report• User will click add shipping
Post Condition	Must be on product page

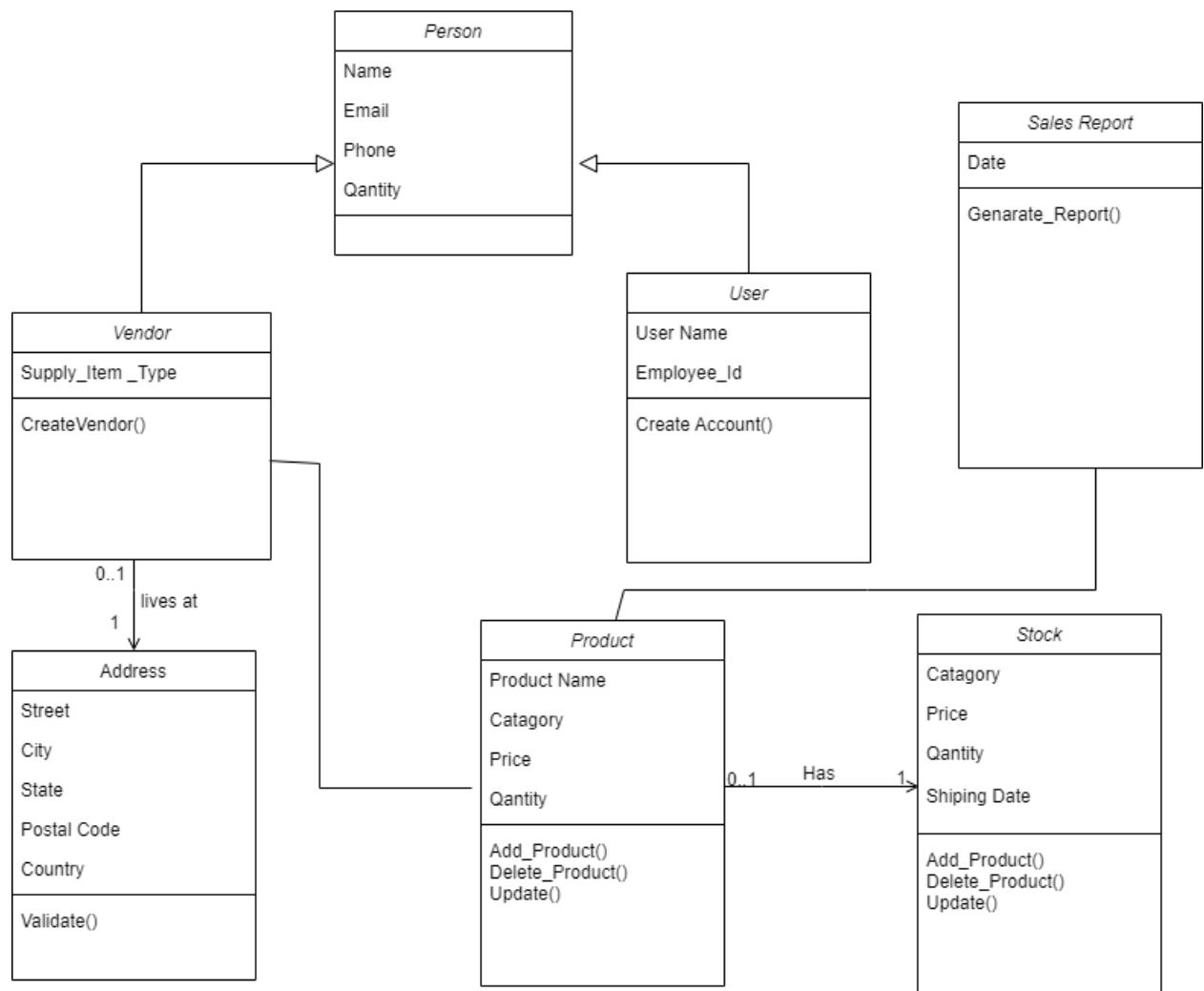
06. Most sale

Use Case Name	Most sale
Actor	Staff
Description	User will View Most sale
Precondition	<ul style="list-style-type: none">• User must be login
Trigger	By clicking Most sale page
Flow of Events	<ul style="list-style-type: none">• User will go to view report• User will click add shipping
Post Condition	Must be on home page

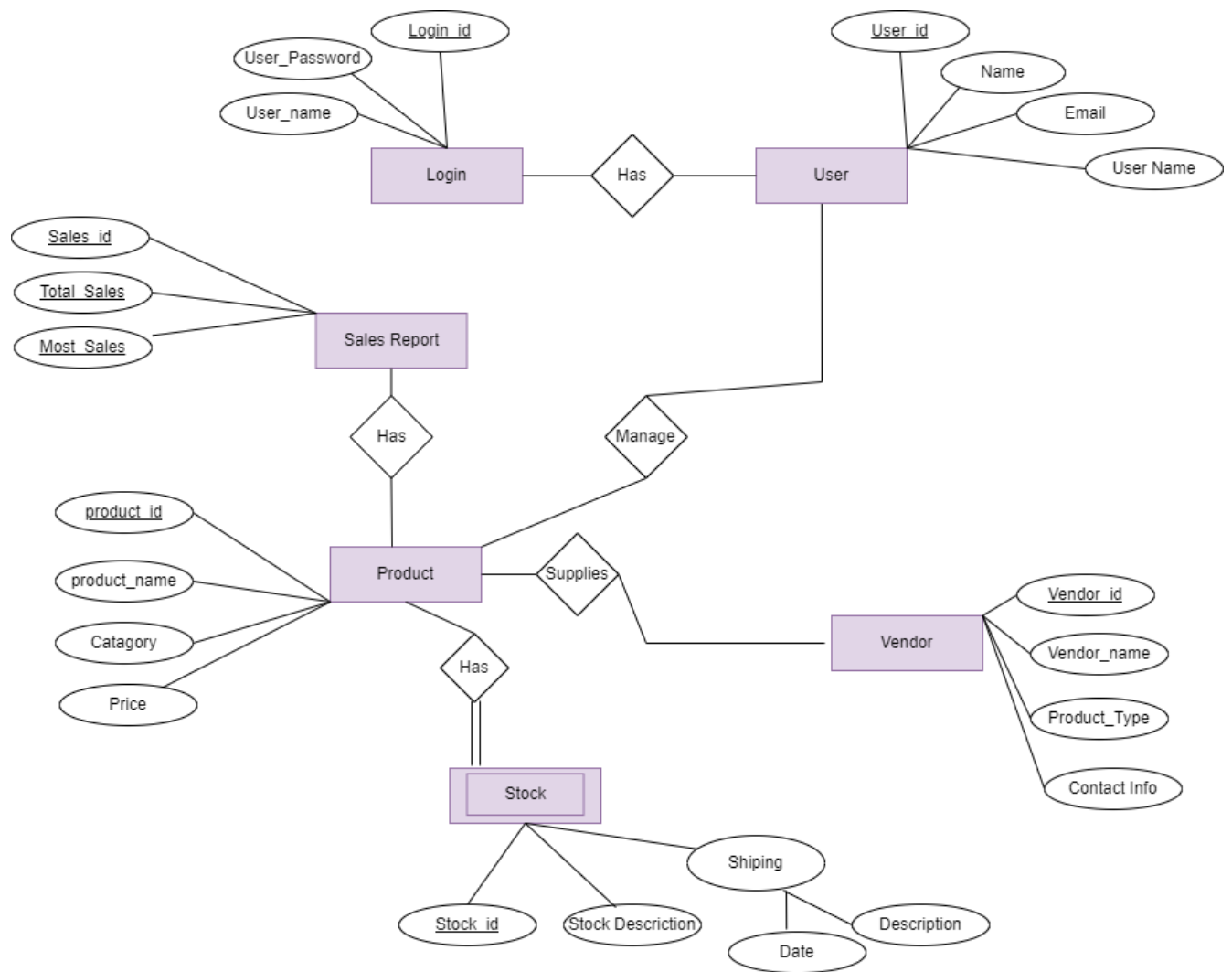
4.3 Activity Diagram



4.4 Class Diagram



4.5 ERD



Testing

5.2 Introduction

Testing is the process of making changes in software system to add one or more new features or to make modifications in the already existing features. Each of this feature is said to have a characteristic that is designed to be useful, intuitive and effective.

5.2 Unit testing

When I developed my project, I was trying to be tested smallest part of an application. Unit testing is a software development process in which the smallest testable parts of an application, called units, are individually and independently scrutinized for proper operation. This testing methodology is done during the development process by the software developers and sometimes QA staff.

Modulate the logic of the module using one or more White box methods and then supplement these tests. White box testing is a software testing method in which the internal structure/implementation of the item being tested is known to the tester. The tester chooses inputs to exercise paths through the code and determines the appropriate outputs. Programming knowledge and the implementation knowledge is essential.

5.3 Integration testing

After testing the device, integration testing is the second step in the software testing process. These tests software test individual components of a device or group. The focus of the integration test level is to detect errors during interaction between connected components or devices or data.

5.4 Acceptance testing

A User Acceptance Test is carried out on a design build for which a set of requirements were submitted for it to be implemented. These processes, synonymous with your operations, are currently handled by available staff members. Initially, they were conveniently handled tracked through a stand-alone computer desktop application. Acceptance testing can take many forms, such as user acceptance testing, operational acceptance testing, contract acceptance testing and others. In this article, the focus is on user acceptance testing.

5.5 Security testing

The system is highly secure. When the user login to the system then only they can access to play the system. So, it is secured.

5.6 Accessibility testing

This system can be access from mobile also. so, this system has the portability to use all the platform. User can use the application from iPad or tablet also.

Critical Appraisal

6.1 Strength of the system

To walk in the good way, one's had to face many obstacles. By facing obstacles, one will get some achievements. To store data and to get data in a correct format was an obstacle for me. Although I have done it by taking help from my supervisor, friends and by searching from google. Some obstacles and achievements are as follow:

Scope Change: Sometimes I was asked to add some features. Then I had to redesign the system. It made me sometimes hopeless.

Resource Deprivation: In some cases, I did not get proper resources to handle that situation.

6.2 Weakness of the system

It is very hard to develop something without any limitations. This project has some limitations. Limitation are as follows: -

- Not highly secure
- Some feature not completed yet

6.3 Future Scope

By working with this project, I have learnt many things. This project will give me some opportunity to work with this type of similar project.

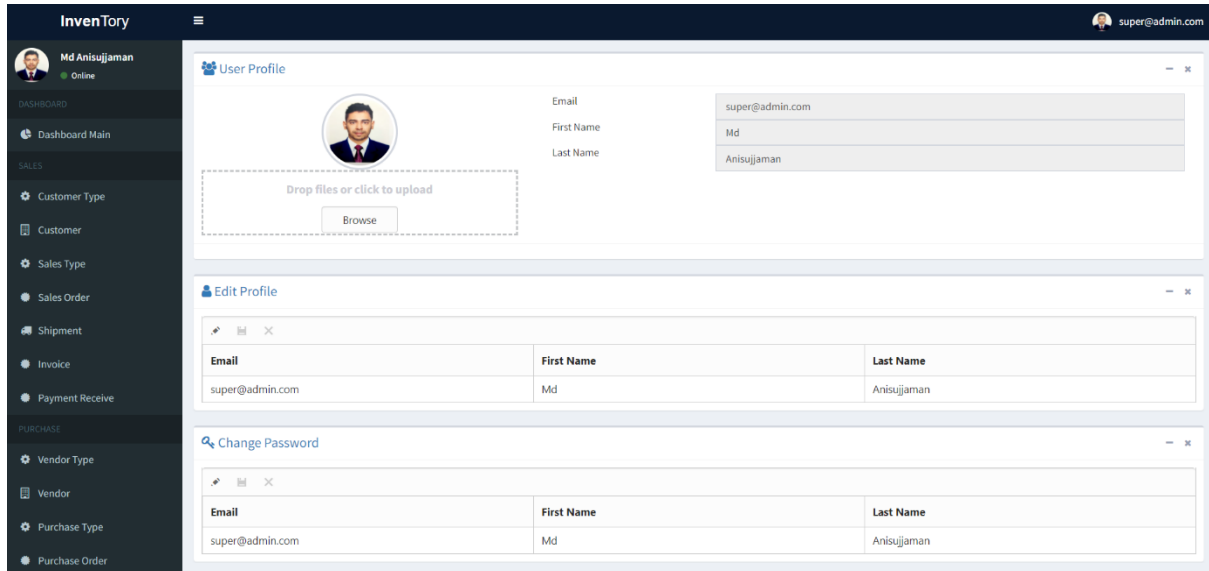
6.4 References

To complete audit application, I have taken help from many places. Some references are given bellow:

- GitHub
- React.org
- Stack Overflow
- <https://dotnet.microsoft.com/>

Some Screenshot of project

01: Admin Profile



InvenTory super@admin.com

Md Anisujjaman Online

DASHBOARD

- Dashboard Main


SALES

- Customer Type
- Customer
- Sales Type
- Sales Order
- Shipment
- Invoice
- Payment Receive

PURCHASE

- Vendor Type
- Vendor
- Purchase Type
- Purchase Order

User Profile

 Drop files or click to upload Browse

Email: super@admin.com

First Name: Md

Last Name: Anisujjaman

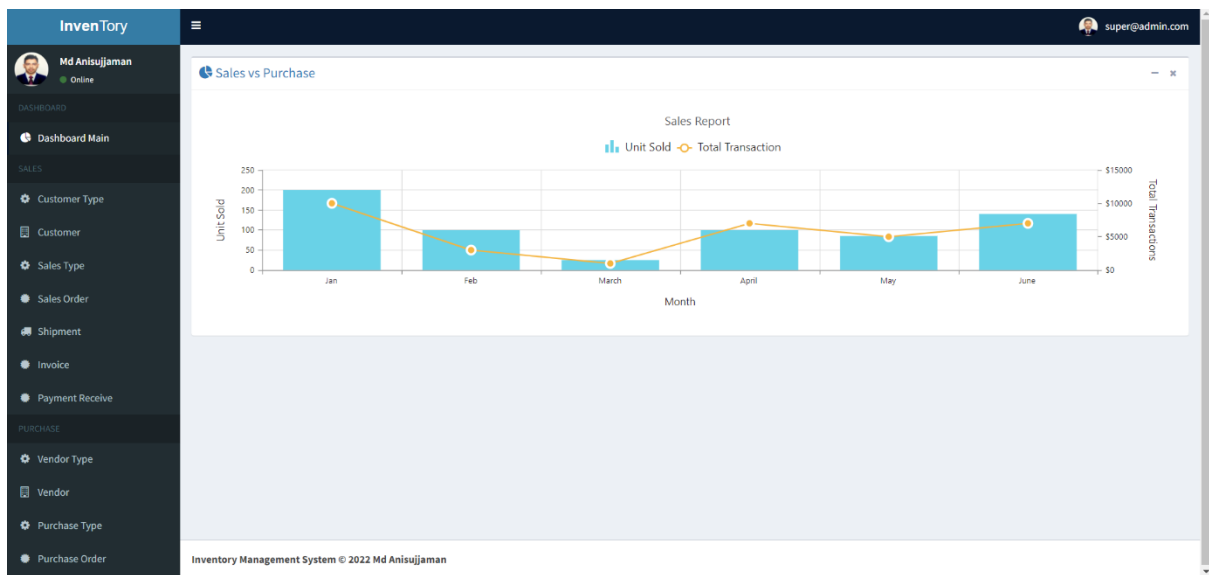
Edit Profile

Email	First Name	Last Name
super@admin.com	Md	Anisujjaman

Change Password

Email	First Name	Last Name
super@admin.com	Md	Anisujjaman

02: Dashboard



03: Customer Type

The screenshot displays the InvenTory web application interface. The top header shows the application name 'InvenTory' and the user 'super@admin.com'. The left sidebar contains a navigation menu with sections for 'DASHBOARD', 'SALES', and 'PURCHASE'. Under 'SALES', the 'Customer Type' option is selected. The main content area shows a table titled 'Customer Type' with two columns: 'Customer Type Name' and 'Description'. The table contains two rows: 'Regular' and 'Corporate'. Below the table, there is a pagination control showing '1 of 1 pages (2 items)'. The footer of the application states 'Inventory Management System © 2022 Md Anisujjaman'.

Customer Type Name	Description
Regular	
Corporate	

1 of 1 pages (2 items)

Inventory Management System © 2022 Md Anisujjaman

04: Customer

InvenTory

Md Anisujjaman

Online

DASHBOARD

Dashboard Main

SALES

Customer Type

Customer

Sales Type

Sales Order

Shipment

Invoice

Payment Receive

PURCHASE

Vendor Type

Vendor

Purchase Type

Purchase Order

Customer

+ -

🔍

📄

🗑️

🔗

Customer N...	Customer Ty...	Address	City	State	ZipCode	Phone	Email	CP
Md Anisujjaman	Regular	Dhanmondi	Dhaka			01718465928		

1

1 of 1 pages (1 items)

Inventory Management System © 2022 Md Anisujjaman

05: Sales Type

InvenTory

Md Anisujjaman

Online

DASHBOARD

Dashboard Main

SALES

Customer Type

Customer

Sales Type

Sales Order

Shipment

Invoice

Payment Receive

PURCHASE

Vendor Type

Vendor

Purchase Type

Purchase Order

Sales Type

Sales Type Name	Description
Default	
Regular	
Discount	

1

1 of 1 pages (3 items)

Inventory Management System © 2022 Md Anisujjaman

06: Add Customer

The screenshot displays the 'InvenTory' application interface. On the left is a dark sidebar with a user profile for 'Md Anisujjaman' and a menu containing sections for 'Dashboard', 'SALES', and 'PURCHASE'. The main content area is titled 'Customer' and shows a table with columns: 'Customer N...', 'Customer Ty...', 'Address', and 'City'. A modal window titled 'Add New Record' is open in the center, featuring input fields for 'Customer Name', 'Customer Type' (a dropdown), 'Address', 'City', 'State', 'ZipCode', 'Phone', 'Email', and 'CP'. At the bottom of the modal are 'Save' and 'Cancel' buttons. The background table contains one visible row with the data: 'Md Anisujjaman', 'Regular', 'Dhanmondi', and 'Dhaka'. The footer of the application reads 'Inventory Management System © 2022 Md Anisujjaman'.

Customer N...	Customer Ty...	Address	City
Md Anisujjaman	Regular	Dhanmondi	Dhaka

1 of 1 pages (2 items)

Phone	Email	CP
01718465928		

Save Cancel

Inventory Management System © 2022 Md Anisujjaman

07: Add Product

The screenshot displays the 'InvenTory' web application interface. On the left is a dark sidebar with a user profile for 'Md Anisujjaman' and a menu containing sections for 'Dashboard Main', 'SALES' (with items like Customer Type, Customer, Sales Type, Sales Order, Shipment, Invoice, Payment Receive), and 'PURCHASE' (with items like Vendor Type, Vendor, Purchase Type, Purchase Order). The main content area is titled 'Product' and shows a table with columns 'Product Name', 'UOM', 'Barcode', 'Buying Price', 'Branch', and 'Currency'. The table is currently empty, displaying 'No records to display'. A modal window titled 'Add New Record' is open in the center, containing the following fields: 'Product Name' (text input), 'UOM' (dropdown menu), 'Barcode' (text input), 'Description' (text input), 'Buying Price' (spin box with 'Enter value' text), 'Selling Price' (spin box with 'Enter value' text), 'Branch' (dropdown menu), and 'Currency' (dropdown menu). At the bottom of the modal are 'Save' and 'Cancel' buttons. The footer of the application reads 'Inventory Management System © 2022 Md Anisujjaman'.

08: Change Admin Password

The screenshot displays the 'InvenTory' web application interface. On the left is a dark sidebar with navigation links for 'Dashboard Main', 'Customer Type', 'Customer', 'Sales Type', 'Sales Order', 'Shipment', 'Invoice', 'Payment Receive', 'Vendor Type', 'Vendor', 'Purchase Type', and 'Purchase Order'. The main content area shows a user profile for 'Md Anisujjaman' with email 'super@admin.com'. An 'Edit Password' modal is open in the foreground, containing the following fields and buttons:

Edit Password	
Email	super@admin.com
First Name	Md
Last Name	Anisujjaman
Old Password	<input type="password"/>
New Password	<input type="password"/>
Re-type Password	<input type="password"/>
<input type="button" value="Save"/> <input type="button" value="Cancel"/>	

The footer of the application reads 'Inventory Management System © 2022 Md Anisujjaman'.