

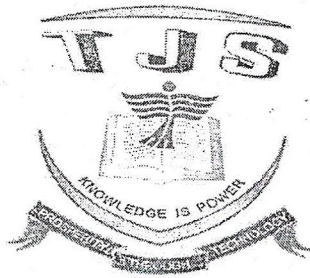
ONLINE PHARMACY MANAGEMENT SYSTEM USING PHP

A PROJECT REPORT

Submitted by

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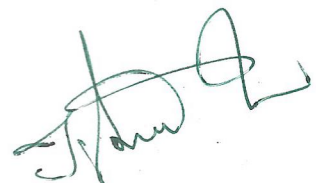
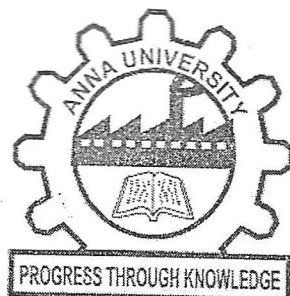
In partial fulfilment for the award of the degree of
BACHELOR OF ENGINEERING
COMPUTER SCIENCE AND ENGINEERING



T.J.S ENGINEERING COLLEGE
PERUVOYAL (NEAR KAVARAIPETTAI)
GUMMIDIPOONDI TALUK

THIRUVALLUR DISTRICT – 601206

Approved by AICTE and Affiliated to Anna University, Chennai




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BONAFIDE CERTIFICATE

Certificate that this project report "ONLINE PHARMACY MANAGEMENT SYSTEM USING PHP" is the bonafide work of the following students.

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Submitted for viva voce held on 18/06/22 at T.J.S Engineering College,
Peruvoyal.



INTERNAL EXAMINER


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EXTERNAL EXAMINER

ABSTRACT

Pharmacy management system is a management system that is designed to improve accuracy and to enhance safety and efficiency in the pharmaceutical store. This program can be used in any pharmaceutical shops having a database to maintain. It is a computer based system which helps the Pharmacist to improve inventory management, cost, medical safety etc. The software used can generate reports, as per the user's requirements. Using this pharmacy management system user is also able to generate report within a specified period of time. The system allows the user to enter a manufacturing and expiry date for a particular product or drug during opening stock and sales transaction. The software can print invoices, bills, receipts etc. It can also maintain the record of supplies sent in by the supplier. The system will also give report showing the list of products expiry after a specified date before the product eventually expires. The system services and goals are established by consultation with system user. It also involves manual entry upon arrival of new batches of drugs and upon drug movement out of the pharmacy for a certain period. Pharmacy management system is being build. Pharmacy management system is robust, integrated technology. every month, the pharmacist may want to generate report for the movement of drugs in and out of the pharmacy, getting information about the drugs e.g. expiry date, date purchased, number of drug type left, location of a drug in the pharmacy. Pharmacy management system deals with the maintenance of drugs and consumables in the pharmacy unit. This pharmacy management system is user friendly. It is the user friendly application for Pharmacist which reduces the burden and helps to manage all sections of Pharmacy like Medicine management and Billing etc., which improve the processing efficiency. It deals with the automating tasks of maintaining of Bills. In Pharmacy, Billing management is the key process. In addition, Pharmacy management system will be able to process drug prescription with ease. Including safe data store about medicine as well as fast searching, delete and update of medicines. The pharmacy management system is built for the sake of ensuring effective and clear data saving and manipulating as well as neat work on the pharmacy medical products. The pharmacy management system is easy for use so the user can do pharmacy actions without ambiguities. This refers the pharmacy



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OBJECTIVES:

- To understand Object Oriented Programming concepts and basic characteristics of Java
 - To know the principles of packages, inheritance and interfaces
 - To define exceptions and use I/O streams
 - To develop a java application with threads and generics classes
 - To design and build simple Graphical User Interfaces

UNIT I INTRODUCTION TO OOP AND JAVA FUNDAMENTALS 10

Object Oriented Programming - Abstraction – objects and classes - Encapsulation- Inheritance - Polymorphism- OOP in Java – Characteristics of Java – The Java Environment - Java Source File -Structure – Compilation. Fundamental Programming Structures in Java – Defining classes in Java – constructors, methods-access specifiers - static members -Comments, Data Types, Variables, Operators, Control Flow, Arrays , Packages - JavaDoc comments.

UNIT II INHERITANCE AND INTERFACES 9

Inheritance – Super classes- sub classes –Protected members – constructors in sub classes- theObject class – abstract classes and methods- final methods and classes – Interfaces – defining an interface, implementing interface, differences between classes and interfaces and extending interfaces - Object cloning -inner classes, Array Lists - Strings

UNIT III EXCEPTION HANDLING AND I/O 9

Exceptions - exception hierarchy - throwing and catching exceptions – built-in exceptions, creating own exceptions, Stack Trace Elements. Input / Output Basics – Streams – Byte streams and Character streams – Reading and Writing Console – Reading and Writing Files

UNIT IV MULTITHREADING AND GENERIC PROGRAMMING 8

Differences between multi-threading and multitasking, thread life cycle, creating threads,synchronizing threads, Inter-thread communication, daemon threads, thread groups. Generic Programming – Generic classes – generic methods – Bounded Types – Restrictions and

UNIT V EVENT DRIVEN PROGRAMMING 9

Graphics programming - Frame – Components - working with 2D shapes - Using color, fonts, and images - Basics of event handling - event handlers - adapter classes - actions - mouse events -AWT event hierarchy - Introduction to Swing – layout management - Swing Components – Text Fields , Text Areas – Buttons- Check Boxes – Radio Buttons – Lists- choices- Scrollbars – Windows –Menus – Dialog Boxes.

TOTAL: 45 PERIODS**OBJECTIVES:**

Upon completion of the course, students will be able to:

- Develop Java programs using OOP principles
- Develop Java programs with the concepts inheritance and interfaces
- Build Java applications using exceptions and I/O streams
- Develop Java applications with threads and generics classes
- Develop interactive Java programs using swings

TEXT BOOKS:

1. Herbert Schildt, –Java The complete reference||, 8th Edition, McGraw Hill Education, 2011.
2. Gary S. Hartzmann, Gary cornell, –Core Java Volume –I Fundamentals||, 9th Edition, Prentice Hall, 2013.



J. Prasad
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