



e-ISSN: 2319-8753 | p-ISSN: 2347-6710

IJIRSET

International Journal of Innovative Research in
SCIENCE | ENGINEERING | TECHNOLOGY



INTERNATIONAL JOURNAL OF INNOVATIVE RESEARCH

IN SCIENCE | ENGINEERING | TECHNOLOGY

Volume 11, Issue 4, April 2022

ISSN INTERNATIONAL
STANDARD
SERIAL
NUMBER
INDIA

Impact Factor: 8.118



9940 572 462



6381 907 438



ijirset@gmail.com



www.ijirset.com

Survey on Billing System with Requirements

Vicky Nawale¹, Rushabh Kharat², Adnan Shaikh³, Dr.Avinash kapse⁴.

U.G. Student, Department of Information Technology, Anuradha Engineering College, Chikhli, Maharashtra India¹

Associate Professor, Department of Information Technology, Anuradha Engineering College, Chikhli,
Maharashtra India²

ABSTRACT: This paper deals with the design and requirements of billing system, in which it is possible pay invoices electronically. This approach is carried out through shops, in which the method involved with producing bill can be executed. In other hand numerous applications can be acknowledge such as; generate, store e-cash, withdrawal e-cash and decide account balance. A Gate way interpreter is utilized to apply validation rules, security and protection.

KEYWORDS: Billing System, bill payment, Authentication, Security

I. INTRODUCTION

The "BS" is an application to robotize the course of data recording and billing of a shop or exhibition. This work area based application is intended to control its clients and clients. BS is a billing framework, made for the viable use of present day innovation in the association. A computerized programming can deal with a great deal of data about the shops, history, reservation information. It has the ability to deal with bills and accumulate data about its billing history. It is intended for the sole reason for productivity, speed and exactness. Cascade Model is utilized to foster this product where various prerequisites are distinguished from the get go, investigate the necessities then plan the product utilizing different devices and strategies and utilizing the advancement language the product is created. Different testing like unit testing and combination testing are finished during the improvement interaction.

II. OBJECTIVE

Shop Billing System is a PC based billing framework with easy to understand interface which naturally deals with the billing system of the client effectively taking just a brief timeframe. The framework can enormously measure of information and furthermore produces bill for the client. Billing history, reservation data and set up data can likewise be gotten with the utilization of BS. It is a computerized work area-based programming which has a straightforward plan and exceptionally simple to utilize moreover. This venture's fundamental spotlight is on legitimate administration of data in regards to the staffs, billing and reservation records. It is additionally accomplished in naturally handling the client bills and limits. The proposed framework either doesn't need paper work or not many paper works are required. Every one of the information is gotten into the PC right away and different bills can be created through PCs. Since every one of the information is kept in a data set, no information of the association can be annihilated. Also, works become extremely simple since there is compelling reason need to keep information on papers.

III. PROBLEM DEFINITION

The billing system is done physically by labor supply. It brings about deferred time for the purchaser and to the association while the bill is being handled. Along these lines, there is an opportunity to get better here. A specific PC based billing framework could help the association to use its assets better. Mechanized Billing System give abilities to entering client, worker and instalment data, assembling a record and overseeing other related information needs in the association. The right now utilized situation contains the accompanying issues which are recorded underneath:

- Powerlessness of alteration of information
- Manual administrator control
- Heaps of desk work
- Challenging to record data deliberately
- Challenging to recover data on schedule

- Wastage of paper Based on the given issues, the executives of the data and billing cycle can be more effective with the assistance of BS.

IV. FUNCTIONAL REQUIRMENTS

A utilitarian necessity characterizes an element of a framework and its parts. This subsection presents the recognized utilitarian necessities for BS which are recorded underneath.

- Billing - The orders made can be charged too. The staffs too as the administrator can make bills of the orders made by the clients without any problem.
- history - History of the billing can be seen without any problem.

2.1 Non-practical necessities:

Coming up next are the non-practical necessities of BS:

- Consistency-This framework gives consistency UI plan to the client. The plans of the screen are normalize and reliable that cause the client to feel good to utilize it.
- Accommodation - The framework gives comfort to the client to perform different exercises like making request, menu making due, staff the executives, and so on
- Ease of use - The BS programming is prepared to utilize framework. The clients will feel simple to utilize the framework absent a lot of specialized aptitude.
- Security - This framework gives the secret phrase security access control to keep away from unapproved client to login to the framework. The framework additionally authenticates the staff level to admittance to a portion of the administrator part.
- Dependability - The billing framework gives successful strategy to keep up with the back-finish of the framework.
- Versatility - It has the ability to deal with a developing measure of work and its capability to be amplified in to oblige that development.

Feasibility Study:

The attainability review is completed to test whether the proposed framework merits being carried out. Plausibility review is a trial of framework proposed with respect to its work capacity, its effect on the association to address client issues and compelling utilization of assets. It is generally completed by few individuals who know about the data framework strategies, get the piece of the business or- ganization that will be involved or impacted by the undertaking and are gifted in the framework examination and configuration process.

All tasks are possible in the event that they have limitless assets and boundless time. However, the improvement of programming is tormented by the shortage of assets and troublesome de- attire rates. It is fundamental and reasonable to assess the practicality of a task at the earliest conceivable time. The key thought engaged with the plausibility study are:

1. Specialized plausibility
2. Financial practicality
3. Functional plausibility
4. Plan attainability

Technical attainability

Specialized attainability lopes on the current PC framework (equipment, programming) and how much it can uphold the proposed framework.

The innovations utilized in this undertaking are:

Programming:

Front End

- Language utilized : Java

Back End

- SQL

Working System:

- Windows XP and higher. Our framework requires window working framework which is effectively accessible.

Equipment:

- Intel based processor run PC framework, which have console and mouse as info gadgets.
- This has been chosen for the situation of accessibility and up-degree.

Economic achievability

This possibility study is to decide the advantages and reserve funds that are expected from a framework and contrast it and its expenses. On the off chance that an advantage offsets costs, the choice is made to plan and execute the framework. In any case further adjustments are made in the proposed framework. A portion of the expenses to be considered are:

- Labor supply cost
- Equipment and programming cost

Operational achievability

Individuals are innately impervious to change and programming or applications have been known to work with change. In this venture, a specialized group is expected to arrange the product. Specialized foundation on Java, information base is significant. For clients/clients, a short course or demo can be given so they will be comfortable with the product. They don't need a lot of specialized mastery to utilize BS programming.

V. GENERAL ARCHITECTURE

The general architecture of the application is shown in the figure below.

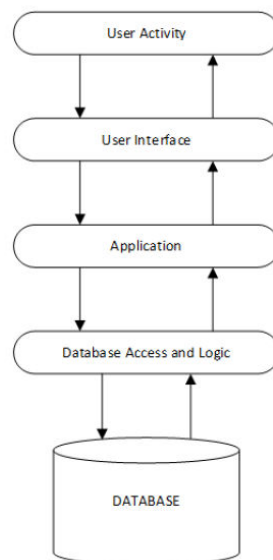


Figure 1: General Architecture of the system

Client Login

This arrangement chart makes sense of the different advances that are required for the client to sign in the application. First client enters his/her username and secret key, for the absolute first login they should enter client name and secret key allocated by the administrator. Once the login subtleties are placed and tapped on login button, the solicitation

proceeds to approve client which checks in the information base. Assuming the entered subtleties are found in the information base, the client can see dashboard any other way the application will show a blunder message.

Billing

This succession outline show bit by bit course of how billing is done once the client is finished with the supper, he/she request the bill and staff first snap on the billing page and enters all the thing's the client had then the application shows the aggregate sum and the client click on print bill operation tion which prints the bill and every one of the things requested by the client are put away in the data set.

I. CODING TOOLS

There are different instruments accessible for the advancement of an undertaking. Our Billing System programming has been created utilizing the front end java and back end SQLite.

Following apparatuses are utilized for the BS project.

- JAVA Programming Language Java is universally useful programming language that is class-based, object-arranged explicitly intended to have not many intricacy as could really be expected.
- Netbeans IDE Netbeans is the apparatus we have used to execute the code and plan the UI for the Restaurant Billing System.
- Together is a charting and vector illustrations application that has been utilized to plan framework models like, Use-Case Diagram, Sequence Diagrams, etc.

II. Conclusion

This was our project of System Design Lab about "Billing System". Development of this System takes a lot of efforts from us. We think this system gave a lot of satisfaction to all of us. Though every task is never said to be perfect in this development field even more improvement may be possible in this system. We learned so many things and gained a lot of knowledge about development field. We hope this will prove fruitful to us.

VI. FUTURE SCOPE

1. This task will help the vendor in quick billing
2. This task empower vendor to keep an incredible information base of all clients visited and buy item from store.
3. Venture will empower to see report in regards to item and class.
4. Simple to keep up with in future possibility.

REFERENCES

1. S. Gupta, A. Kaur, A. Garg, A. Verma, A. Bansal and A. Singh, "Arduino based smart cart", International Journal of Advanced Research in Computer Engineering & Technology, 2013.
2. Kiran Dhokale, Namdeo Bange, Shelke Pradip and Sachin Malave, "implementation of SQL server based on SQLite engine on the android platform", IJRET: International Journal of Research in Engineering and Technology, ISSN 2319-1163.
3. Assist. Prof. Ansar Ahmad, Shakir Khan, Ajay Machhi, Ajay Baria and Akash Sabat, "Store Hub an Android App", International Journal of computer science and Technology (IJCT) Mar-Apr 2016 International Journal of Computer Science.
4. K Prakruthi, B Sowmya, B Kiran and K N Manjunatha, design and development of low-cost smart billing system, vol. 5, April 2017, ISSN 2350-0530.
5. www.google.com



INNO SPACE
SJIF Scientific Journal Impact Factor
Impact Factor: 8.118



ISSN INTERNATIONAL
STANDARD
SERIAL
NUMBER
INDIA



INTERNATIONAL JOURNAL OF INNOVATIVE RESEARCH

IN SCIENCE | ENGINEERING | TECHNOLOGY

 **9940 572 462**  **6381 907 438**  **ijirset@gmail.com**



www.ijirset.com

Scan to save the contact details