UTM

UNIVERSITI TEKNOLOGI MALAYSIA

SECJ 1023-01

PROGRAMMING TECHNIQUE II

MINI PROJECT:

WAREHOUSE MANAGEMENT SYSTEM

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WAREHOUSE MANAGEMENT SYSTEM

1.0 Introduction

We have decided to perform a warehouse management system for our mini project. This management system is applied on an apparel warehouse which stores clothes by dividing it into three categories, which are men's clothes, women's clothes and kid's clothes. The system includes ordering clothes as well as shipping the ordered clothes to the outlets. So, the system requires the choice of user on the clothes category and the shipping method at first. Then, the system requires the input of users regarding the item name, item code, the amount of the item, the client's name, and the client's address. Besides that, the users also can order different types of apparels and ship this in a package with this system. At the output of the system, there will be a concluded information about the order such as the receiver's name and address, shipping method, the package weight and the cost for the package including shipping fee. By using this warehouse management system, it facilitates the users as it helps to conclude the item's weight and its cost as well as the shipping fee.

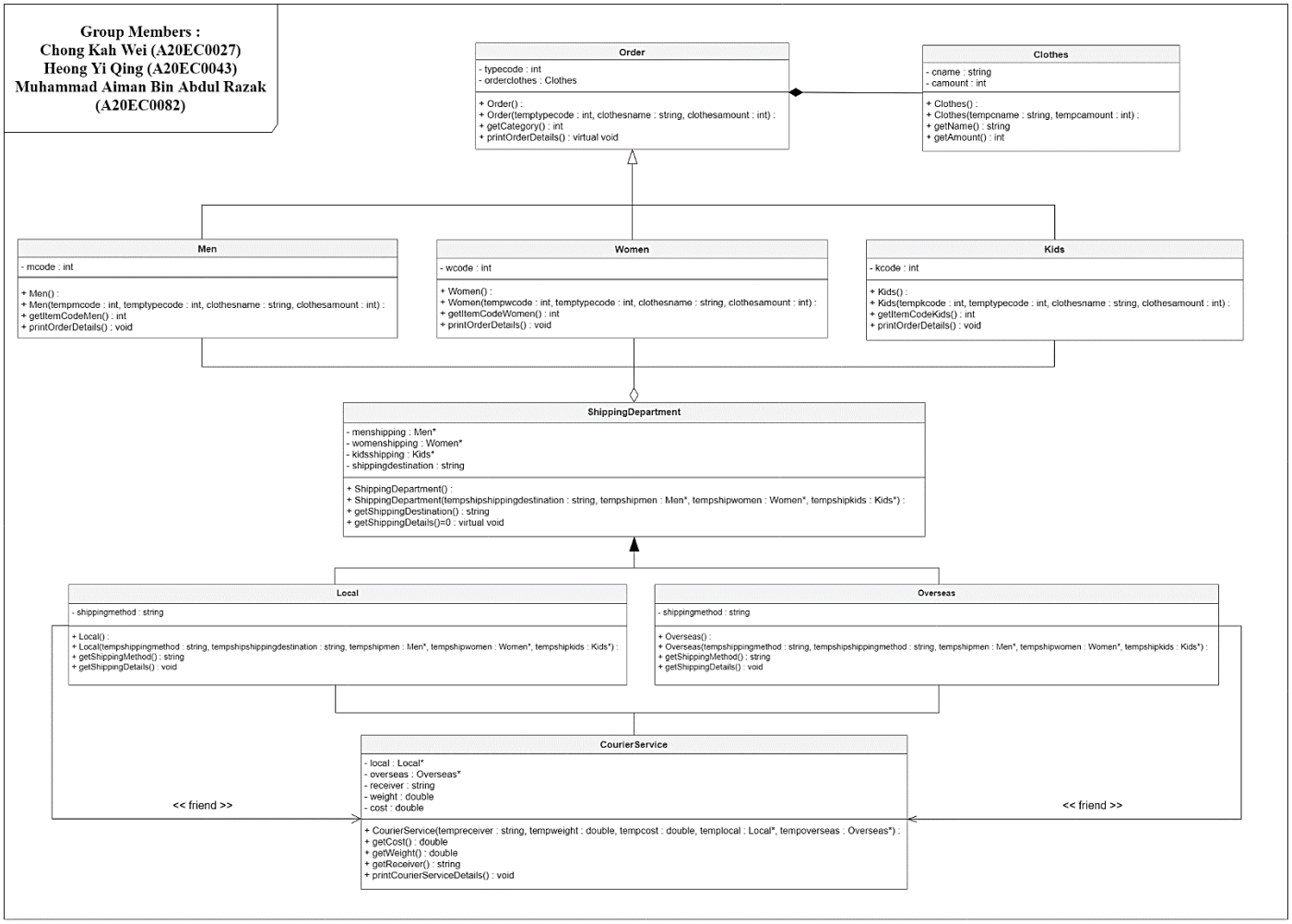
2.0 Problem Statement

A warehouse needs to calculate the cost and the shipping fees for each client in a day many times even when the apparels' cost and shipping fees for both local and overseas are fixed. The warehouse also needs to do a list for the clients about the details of their ordered items. When the packages are to be shipped out, the warehouse still needs to prepare the package details such as the client's name and address to the courier service. This increases the workload of the warehouse's workers which is not necessary. With this warehouse management system, the concluded details can be used from the process of ordering, managing the package and shipping out the package. This helps the warehouse to save time on managing these orders with an easier and more convenient way.

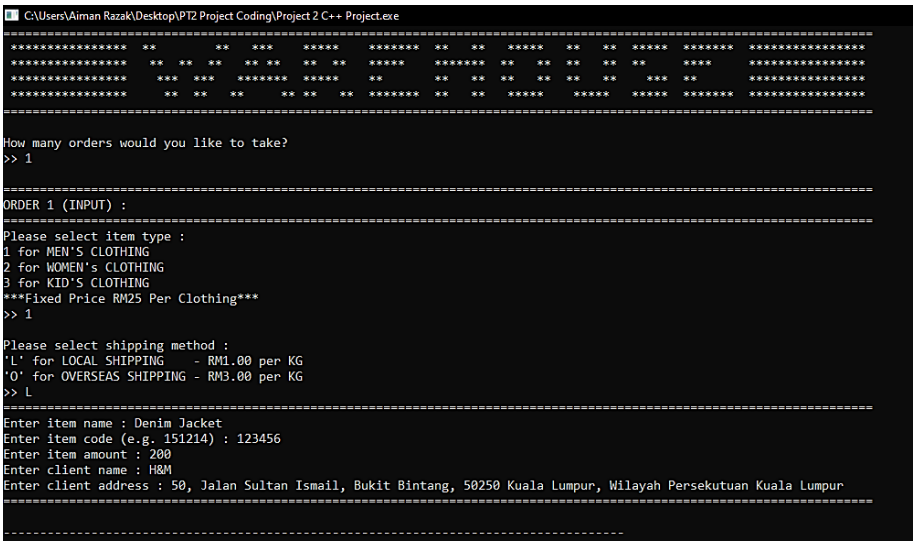
3.0 Objective

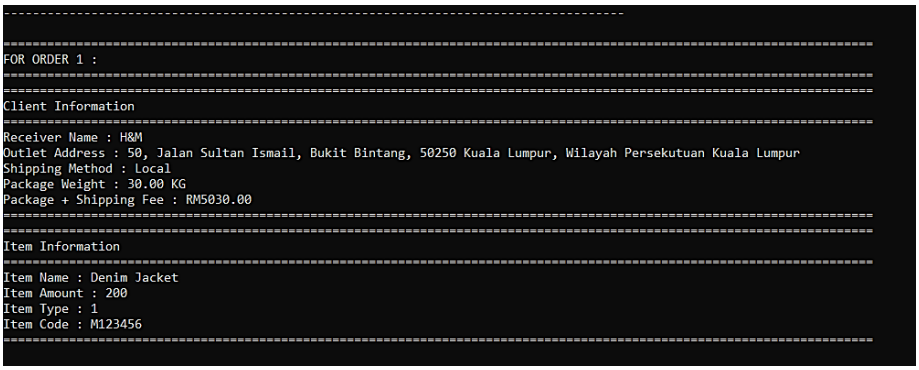
The objective of our project is to create a program that can help apparel warehouse workers in managing the warehouse. By implementing our program, the ordering will become easier and faster. Our program can easily calculate the total cost including packaging fee and shipping fee within few seconds. It can also manage the delivery order in a more systematic and efficient way. After finishing making the order, the delivery order details will be displayed automatically, and the worker need not to do it manually. Basically, our program can make the whole warehouse management system become more well-organized and reduce manual mistakes as well as decrease the workload of the warehouse workers.

4.0 Project Design (UML Diagram)



5.0 Program Output





6.0 Conclusion

In conclusion, our project has successfully fulfilled the requirement to make a well-structured warehouse management system. By having a good warehouse management system, the ordering process and picking up process will become more efficient. The workers can also handle the orders faster with a low error rate. It will directly bring a positive impact on the profitability of the particular company. Nevertheless, we have implemented the programming concepts and techniques which we have learned in this course in our program, allowing us to have a better understanding on how the theory that we usually study can be applied in our daily lives.

7.0 Appendices

https://drive.google.com/file/d/1_pQcrWfcbTGDsoieZ-XCi1Jykt-cGbrQ/view?usp=sharing