**Design Goals:**

Back-End:

* Needs to store capacity/size of each bin
* Allows for the creation and deletion of new and old bins
* Allows for the creation and deletion of new and old yards
* Store which yard a given bin is on
* Store how much grain is stored in bin
* Store type of grain being in given bin
* Allows for updating storage amount, should handle removing too much or adding too much
* Edit information on each bin and yard
* Stores dates of grain movement
* Stores moisture %

Front-End

* Overall design needs simple easy to use interface for older people/farmers who might not be so tech savvy
* Requires a main menu screen that all users will see/enter upon opening
* Main Menu:
  + Button to view all current yards
  + Button to view all history and grain transactions
  + Button to exit the program
* View Logs button:
  + Update window to view history of all past transactions/updates to bin data
  + Button to return to Main Menu
* View Yards
  + Button to return to Main Menu
  + Button to add a new yard
    - Prompt the user to enter the name of the yard and the date it was added
    - Store the new data in a yard object
  + Button to remove a yard
    - Simple “X” and then ask for confirmation
  + Button to view bins in given yard
* View bins
  + Display all bins as clickable buttons and allows for user to interact and view each one
  + Button to return to previous screen
* Bin interaction:
  + Button to display Bin log, shows all grain transactions/updates in that bin
  + Button to return to bins screen
  + Button to update bin data

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Authors:

Arthur Fritzke

Abstract:

Creating a program for assisting in grain management on a grain farm.