# BigLedger Handbook

v1.3

This is the BigLedger Handbook that provides all public use cases of the Akaun Platform. To view this in other formats, click on the following:

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# Chapter 1. User Guide

This repository contains all the source code for publishing the Akaun Platform Public Documentation.

## 1.1. All Users

The very first thing that every akaun-platform users would need to have, is to sign up for and AkaunID. You can do so by visiting https://akaun.com/

### 1.1.1. Your AkaunID

It is important for you to understand that with a single AkaunID, it is possible for you to have multiple Sign-In methods. You could be using an email with password, a phone number with the same password, you could also be adding access keys to your AkaunID for integration purposes.

### 1.1.2. The Production, Staging and Development Environment

The very first thing to know is to understand the usage of each of the following environments.

| Environment | URL | Custom Domain | Description |
|---|---|---|---|
| Production | https://akaun.com | https://<something>.akaun.net | This is the life environment, used by real businesses in their day to day operations. |
| Staging | https://akaun.cloud | https://<something>.akaun.app | This environment is usually used for testing by the customers and project managers. New features are tested by the end users here before it gets deployed to the production environment. |
| Development | https://akaun.dev | https://<something>.akaun.xyz | This environment is usually used by the software developers to do their experiments. |

If you have registered an AkaunID to login to the Production environment, that doesn't mean you have the same AkaunID registered in the Staging Environment and vice versa.

### 1.1.3. Understanding Root vs Tenant

Within a single environment (Production vs Staging vs Development) there's one and only one root database, and there could be MANY tenant databases. Each user could be joining MULTIPLE tenants

and they could have different "RANK" when joining each tenant, for example, OWNER, ADMIN, MEMBER, GUEST, VISTOR.

| Rank of a users in a Tenant | Description |
|---|---|
| OWNER | The OWNER of a tenant is able to add any applets to an "applet catalog" if the person is also the owner/admin of the "applet catalog". The OWNER is able to add, remove or promote another user in the tenant to be the OWNER of the tenant. This RANK is usually granted to the business owners or MIS Manager of a company. |
| ADMIN | The ADMIN of a tenant can do almost everything that the OWNER can do, except adding , removing or promoting another user in the tenant to become the OWNER. This role is usually granted to the MIS Executive or managers in a company. |
| MEMBER | The MEMBER Rank does not entitle a user to administer the Tenants , Applet Catalogs, they can however, become the OWNER/ADMIN or MEMBER of an Applet after they installed the specific applet. It is important to understand that the "OWNER/ADMIN of the Tenant" is NOT the same as the "OWNER/ADMIN" of the "Applet" |

### 1.1.4. The Applet Store

By default, a newly signed up user would see the "Applet Store" (applet) upon successful login. From the **Applet Store** , a user would be able to install applets in the public or private applet-catalogs.

It is very important for users to take note that they are able to see "RANK" tag and "TENANT" tag before installing the applet, so that they are installing the right applet for themselves.

If you are NOT the OWNER / ADMIN of a tenant, you can see a list of applet-catalogs and multiple applets in each of the applet-catalog and choose to install any of the applets accordingly.

# 1.2. Project Implementors

Understanding of the Akaun Platform is a prerequisite for successful implementation of any projects using the BigLedger platform.

In this section, we are going to list down what the Platform System Administrators need to do, in order for a company to start using the Akaun-Platform.

## 1.2.1. Subscription setup in Akaun Platform

The Platform System Administrator should be using the "Platform SysAdmin Applet" to create a subscription, and then add the OWNER / ADMIN of the tenants (usually the MIS Manager or business owners) as a MEMBER of this subscription. By adding a user to this subscription, he/she will be able to create new Applet Catalogs using the "Tenant Admin Applet".

(*At the time of writing as per 2022-05-19, the new "Platform SysAdmin Applet" and "Tenant Admin Applet" are being redeveloped, hence, we will use the work around method to achieve this for the time being.*)

## 1.2.2. Tenant setup in Akaun Platform

Only the Akaun Platform system administrators (Wavelet and BigLedger employees) are able power up the tenant for you. The Platform System administrators need to ensure that when creating the Tenant, the correct subscription account is chosen.

Please email jira-mis@wavelet.net to request for the tenant to be created.

(_We do not plan to allow non-System Administrators to create new tenants at the moment, because our Billing engine and FPX recurring payment authorization is not ready yet. Once these are ready, we may consider allowing businesses that have authorized us to bill and charge be able to create tenants in the "Tenant Admin Applet" _)

## 1.2.3. Applet-Catalogs

Think of applet-catalog as a collection of applets, tagged with RANK and TENANT. When the OWNER/ADMIN of the applet-catalogs can add applets to it, and they have to specify the "rank" and "tenant". This also mean, within the same applet-catalog, it is possible to include the same applet that links to different tenants.

The ADMIN/OWNER of the applet-catalog also need to add users to the applet-catalogs, and they can add them as OWNER/ADMIN/MEMBER to the applet-catalogs. Only OWNER/ADMIN of the catalogs can manage the applet-catalog (adding / removing applets and users from the applet-catalogs).

All OWNER/ADMIN/MEMBER of an applet-catalog can see the applets in this catalog and install these applets when they use the "Applet Store ⇒ Private"

When the users install applets from the "Applet Store" the RANK/TENANT tags will be applied to grant the users the respective permissions when they open the respective applet. Only the OWNER/ADMIN of the applets will be able to see and click on the "Settings" on the left handside

menu of the applets to perform some further configuration for the applet. (This is not the same as the rank of the users in the applet-catalog).

### 1.2.4. Configuration of Core Modules

The Core Module consist of the following the main applets that are depended by all other applets. For example, in order to issue a sales invoice, we need to ensure that the Company and Branches are setup and configured, the products and services are added into the Item Maintenance applet, the employees of the company is setup so that the users can select the salesman when issuing the sales invoice.

The applets in Core Module should be installed, configured in proper sequence, before you proceed to install the other applets.

See Section 3.1, “Core Module” for more details.

# 1.3. Tenant Owners

### 1.3.1. What is a Tenant ?

### 1.3.2. Managing Users

- You can invite / add a user to a tenant or remove their access to a tenant but you cannot reset their password
- Identity management is handled at the root or platform level

### 1.3.3. Fees and Charges

### 1.3.4. Access and Permissions

### 1.3.5. System Performance

### 1.3.6. API

### 1.3.7. Subscriptions , Applet-Catalogs , Applets

### 1.3.8. Audit Trail

# 1.4. Applet Developers

Guid for applet Developers

## 1.4.1. Signing up your AkaunID

# 1.5. Reseller Guide

Guide for resellers

### 1.5.1. Section 1

### 1.5.2. Section 2

# 1.6. System Integrators

Guide for system integrators.

### 1.6.1. Section 1

### 1.6.2. Section 2

# Chapter 2. Guide by Industry

This guide by industry provide :

- use cases
- case study
- key paint points and feature of each industry

## 2.1. Consumer Electronics Industry

### 2.1.1. Problems

### 2.1.2. Solutions

### 2.1.3. Features

## 2.2. Pharmacy Industry

### 2.2.1. Problems

### 2.2.2. Solutions

### 2.2.3. Features

## 2.3. Car Workshops

### 2.3.1. Problems

### 2.3.2. Solutions

### 2.3.3. Features

## 2.4. Retail Chainstores

### 2.4.1. Problems

### 2.4.2. Solutions

### 2.4.3. Features

## 2.5. Logistics Industry

### 2.5.1. Problems

### 2.5.2. Solutions

### 2.5.3. Features

## 2.6. Manufacturing Industry

### 2.6.1. Problems

### 2.6.2. Solutions

### 2.6.3. Features

## 2.7. Pet Industry

### 2.7.1. Problems

### 2.7.2. Solutions

### 2.7.3. Features

# Chapter 3. Guide by Modules

The Akaun platform is like lego blocks, users will be able to mix and match different applets to formulate a new module, even if it is not in the list below.

## 3.1. Core Module

### 3.1.1. Introduction

This Section provide you a high level overview of what is in the "Core Module", so that you have a good understanding of how various applets work together. For the detail user guide for each of the applet, you may click on the links below, and drill down for further details.

#### Overview

"Core Module" is the only module that is depended by all other modules in the system.

#### Core Module Applets

The core module consiste of the following applets:

- Section A.2, “Tax Configuration Applet”
- Section A.3, “Organization Applet”
- Section A.4, “Chart of Account Applet”
- Section A.6, “Doc Item Maintenance Applet”
- Section A.5, “Cashbook Applet”
- Section A.7, “Inventory Item Maintenance Applet”
- Section A.8, “Entity Maintenance Applet”
- Section A.9, “Customer Maintenance Applet”
- Section A.11, “Employee Maintenance Applet”
- Section A.10, “Supplier Maintenance Applet”

#### Core Module Features and Functions

The "Core Module" is the foundation of all other applets.

#### What’s New

#### Getting Started

#### Module Dependencies

### 3.1.2. Module Name - Unique Value Proposition

### 3.1.3. Core Module - Related Applets

- Section A.2, “Tax Configuration Applet”
- Section A.3, “Organization Applet”
- Section A.4, “Chart of Account Applet”

### 3.1.4. Module Name - Project Implementation Steps

#### Scope Management (End Results)

*Begin with the end in mind*

- This is where we define the end results and priorities
- We decide what to do in phase 1, phase 2, phase 3 etc.
- This is where we create the WBS (Work Break Down) as well.

#### Project Gantt Chart

- Defining Activities
  - List down all the activities involved for each work breakdown
- Sequence Activities
  - Which one first, which one next
- Estimated Resource Requirements for each activity
  - Estimate how long it will take, what skills may be required to do this
- Schedule
  - Identify the activities dependency, and based on resource availability , developing a schedule
- Identify Critical Path

#### Project Kickstart Meeting

#### Weekly Meeting

#### Agile Method

#### Cashflow Projection

#### Human Resource Management

- Milestones and Rewards

#### Communication Management

**Risk Management**

- Identify third party dependency
- Identify backup plans
- Identify contingency plans

**UAT (User Acceptance Test)**

**Requirement Analysis**

**Project Goes Live**

**Post Mortem**

# 3.2. Accounting Module

## 3.2.1. Introduction

The intention of this section in the documentation. What this section cover, and not covering… and how it will link to othe other modules. Explaining that certain detail about

**Overview**

Some background of why this module was developed Provide a summary of what this module does and doesn't do.

**Applets**

**Features and Functions**

**What's New**

**Getting Started**

**Module Dependencies**

## 3.2.2. Accounting - Unique Value Proposition

## 3.2.3. Accounting Module - Related Applets

## 3.2.4. Module Name - Project Implementation Steps

**Scope Management (End Results)**

*Begin with the end in mind*

- This is where we define the end results and priorities
- We decide what to do in phase 1, phase 2, phase 3 etc.

- This is where we create the WBS (Work Break Down) as well.

**Project Gantt Chart**

- Defining Activities
  - List down all the activities involved for each work breakdown
- Sequence Activities
  - Which one first, which one next
- Estimated Resource Requirements for each activity
  - Estimate how long it will take, what skills may be required to do this
- Schedule
  - Identify the activities dependency, and based on resource availability , developing a schedule
- Identify Critical Path

**Project Kickstart Meeting**

**Weekly Meeting**

**Agile Method**

**Cashflow Projection**

**Human Resource Management**

- Milestones and Rewards

**Communication Management**

**Risk Management**

- Identify third party dependency
- Identify backup plans
- Identify contingency plans

**UAT (User Acceptance Test)**

**Requirement Analysis**

**Project Goes Live**

**Post Mortem**

# 3.3. Inventory Module

## 3.3.1. Introduction

The intention of this section in the documentation. What this section cover, and not covering… and how it will link to othe other modules. Explaining that certain detail about

#### Overview

Some background of why this module was developed Provide a summary of what this module does and doesn't do.

#### Applets

#### Features and Functions

#### What's New

#### Getting Started

#### Module Dependencies

## 3.3.2. Inventory Module - Unique Value Proposition

## 3.3.3. Inventory Module - Related Applets

## 3.3.4. Inventory Module  - Project Implementation Steps

#### Scope Management (End Results)

*Begin with the end in mind*

- This is where we define the end results and priorities
- We decide what to do in phase 1, phase 2, phase 3 etc.
- This is where we create the WBS (Work Break Down) as well.

#### Project Gantt Chart

- Defining Activities
  - List down all the activities involved for each work breakdown
- Sequence Activities
  - Which one first, which one next
- Estimated Resource Requirements for each activity
  - Estimate how long it will take, what skills may be required to do this
- Schedule

    - Identify the activities dependency, and based on resource availability , developing a schedule
- Identify Critical Path

**Project Kickstart Meeting**

**Weekly Meeting**

**Agile Method**

**Cashflow Projection**

**Human Resource Management**

- Milestones and Rewards

**Communication Management**

**Risk Management**

- Identify third party dependency
- Identify backup plans
- Identify contingency plans

**UAT (User Acceptance Test)**

**Requirement Analysis**

**Project Goes Live**

**Post Mortem**

# 3.4. Point of Sales Module

## 3.4.1. Introduction

The intention of this section in the documentation. What this section cover, and not covering… and how it will link to othe other modules. Explaining that certain detail about

**Overview**

Some background of why this module was developed Provide a summary of what this module does and doesn’t do.

**Applets**

**Features and Functions**

**What's New**

**Getting Started**

**Module Dependencies**

## 3.4.2. Point of Sales - Unique Value Proposition

## 3.4.3. Point of Sales Module - Related Applets

## 3.4.4. Point of Sales Module - Project Implementation Steps

**Scope Management (End Results)**

*Begin with the end in mind*

- This is where we define the end results and priorities
- We decide what to do in phase 1, phase 2, phase 3 etc.
- This is where we create the WBS (Work Break Down) as well.

**Project Gantt Chart**

- Defining Activities
  - List down all the activities involved for each work breakdown
- Sequence Activities
  - Which one first, which one next
- Estimated Resource Requirements for each activity
  - Estimate how long it will take, what skills may be required to do this
- Schedule
  - Identify the activities dependency, and based on resource availability , developing a schedule
- Identify Critical Path

**Project Kickstart Meeting**

**Weekly Meeting**

**Agile Method**

**Cashflow Projection**

**Human Resource Management**

- Milestones and Rewards

**Communication Management**

**Risk Management**

- Identify third party dependency
- Identify backup plans
- Identify contingency plans

**UAT (User Acceptance Test)**

**Requirement Analysis**

**Project Goes Live**

**Post Mortem**

# 3.5. Manufacturing Module

## 3.5.1. Introduction

The intention of this section in the documentation. What this section cover, and not covering… and how it will link to othe other modules. Explaining that certain detail about

**Overview**

Some background of why this module was developed Provide a summary of what this module does and doesn't do.

**Applets**

**Features and Functions**

**What's New**

**Getting Started**

**Module Dependencies**

## 3.5.2. Manufacturing - Unique Value Proposition

## 3.5.3. Manufacturing - Related Applets

## 3.5.4. Manufacturing - Project Implementation Steps

**Scope Management (End Results)**

*Begin with the end in mind*

- This is where we define the end results and priorities
- We decide what to do in phase 1, phase 2, phase 3 etc.
- This is where we create the WBS (Work Break Down) as well.

**Project Gantt Chart**

- Defining Activities
  - List down all the activities involved for each work breakdown
- Sequence Activities
  - Which one first, which one next
- Estimated Resource Requirements for each activity
  - Estimate how long it will take, what skills may be required to do this
- Schedule
  - Identify the activities dependency, and based on resource availability , developing a schedule
- Identify Critical Path

**Project Kickstart Meeting**

**Weekly Meeting**

**Agile Method**

**Cashflow Projection**

**Human Resource Management**

- Milestones and Rewards

**Communication Management**

**Risk Management**

- Identify third party dependency
- Identify backup plans
- Identify contingency plans

**UAT (User Acceptance Test)**

**Requirement Analysis**

**Project Goes Live**

**Post Mortem**

# 3.6. Membership Module

## 3.6.1. Membership Module Introduction

The intention of this section in the documentation. What this section cover, and not covering… and how it will link to othe other modules. Explaining that certain detail about

#### Membership Module Overview

Some background of why this module was developed Provide a summary of what this module does and doesn't do.

#### Membership Module Applets

#### Membership Module Features and Functions

#### What's New

#### Getting Started

#### Module Dependencies

## 3.6.2. Membership - Unique Value Proposition

## 3.6.3. Membership - Related Applets

## 3.6.4. Membership - Project Implementation Steps

#### Scope Management (End Results)

*Begin with the end in mind*

- This is where we define the end results and priorities
- We decide what to do in phase 1, phase 2, phase 3 etc.
- This is where we create the WBS (Work Break Down) as well.

#### Project Gantt Chart

- Defining Activities
  - List down all the activities involved for each work breakdown
- Sequence Activities
  - Which one first, which one next
- Estimated Resource Requirements for each activity
  - Estimate how long it will take, what skills may be required to do this
- Schedule

    - Identify the activities dependency, and based on resource availability , developing a schedule
- Identify Critical Path

**Project Kickstart Meeting**

**Weekly Meeting**

**Agile Method**

**Cashflow Projection**

**Human Resource Management**

- Milestones and Rewards

**Communication Management**

**Risk Management**

- Identify third party dependency
- Identify backup plans
- Identify contingency plans

**UAT (User Acceptance Test)**

**Requirement Analysis**

**Project Goes Live**

**Post Mortem**

# 3.7. Referral Module

## 3.7.1. Introduction

The intention of this section in the documentation. What this section cover, and not covering… and how it will link to othe other modules. Explaining that certain detail about

**Overview**

Some background of why this module was developed Provide a summary of what this module does and doesn’t do.

**Applets**

**Features and Functions**

**What's New**

**Getting Started**

**Module Dependencies**

## 3.7.2. Referral - Unique Value Proposition

## 3.7.3. Referral Module - Related Applets

## 3.7.4. Module Name - Project Implementation Steps

**Scope Management (End Results)**

*Begin with the end in mind*

- This is where we define the end results and priorities
- We decide what to do in phase 1, phase 2, phase 3 etc.
- This is where we create the WBS (Work Break Down) as well.

**Project Gantt Chart**

- Defining Activities
  - List down all the activities involved for each work breakdown
- Sequence Activities
  - Which one first, which one next
- Estimated Resource Requirements for each activity
  - Estimate how long it will take, what skills may be required to do this
- Schedule
  - Identify the activities dependency, and based on resource availability , developing a schedule
- Identify Critical Path

**Project Kickstart Meeting**

**Weekly Meeting**

**Agile Method**

**Cashflow Projection**

**Human Resource Management**

- Milestones and Rewards

**Communication Management**

**Risk Management**

- Identify third party dependency
- Identify backup plans
- Identify contingency plans

**UAT (User Acceptance Test)**

**Requirement Analysis**

**Project Goes Live**

**Post Mortem**

# 3.8. Customer Relationship Management

## 3.8.1. Introduction

The intention of this section in the documentation. What this section cover, and not covering... and how it will link to othe other modules. Explaining that certain detail about

**Overview**

Some background of why this module was developed Provide a summary of what this module does and doesn't do.

- Sales Funnel ⇒ Search Engine Optimization ⇒ LD-JSON in CP-Commerce / Facebook pixel, Google pixel, LinkedIn pixel, Tiktok Pixel ⇒ Sales Lead Generation through SEO / Adwords etc ⇒ Visitor Tracking URL Shortener

  ```
  => Capturing these sales leads inside the CP-Commerce Module
  => Creating Sales Lead automatically in the SFA Applet (and then triggering
  customer journey), or bringing the customer to UCC
  ```

- Customer 360 ⇒ Contact Maintenance Applet ⇒ Segmentation of contacts / members / customers / sales leads ⇒ Full history of all transactional data ⇒ Either using BLG ERP module or Virtual ETL applet to sync transactional data from other systems
- Touch Points ⇒ UCC Applet ⇒ CP-Commerce: Mobile Apps / Web / Mobile Web ⇒ Point of Sales
- Customer Journey ⇒ Digital-Marketing ⇒ CP-Commerce: Topic subscriptions for newsletter ⇒ CP-Commerce: Tracking consumer interest - viewing which products etc
- Customer Service ⇒ Issue Tracker Applet ⇒ RMA ⇒ Statements and Billings
- Analytics ⇒ Segmentations ⇒ ROI on Adwords ⇒ Customer churn
- Robotic Automation ⇒ Custom scripts , reminders

**Applets**

**Features and Functions**

**What's New**

**Getting Started**

**Module Dependencies**

## 3.8.2. CRM - Unique Value Proposition

## 3.8.3. CRM - Related Applets

- URL-Shortener Applet (optional)
- SFA Applet (optional)
- CP-Commerce Applet (optional)
- Digital Marketing Applet (optional)
- Contact Maintenance Applet (compulsory)
- Core Module applets
- Issue Tracker Applet
- RMA Applet
- Statement and Billings Applet
- Point of Sales Applet (optional)

## 3.8.4. CRM - Project Implementation Steps

**Scope Management (End Results)**

*Begin with the end in mind*

- This is where we define the end results and priorities
- We decide what to do in phase 1, phase 2, phase 3 etc.
- This is where we create the WBS (Work Break Down) as well.

**Project Gantt Chart**

- Defining Activities
  - List down all the activities involved for each work breakdown
- Sequence Activities
  - Which one first, which one next
- Estimated Resource Requirements for each activity
  - Estimate how long it will take, what skills may be required to do this

- Schedule
    - Identify the activities dependency, and based on resource availability , developing a schedule
- Identify Critical Path

**Project Kickstart Meeting**

**Weekly Meeting**

**Agile Method**

**Cashflow Projection**

**Human Resource Management**

- Milestones and Rewards

**Communication Management**

**Risk Management**

- Identify third party dependency
- Identify backup plans
- Identify contingency plans

**UAT (User Acceptance Test)**

**Requirement Analysis**

**Project Goes Live**

**Post Mortem**

# 3.9. Contact Center Module

## 3.9.1. Introduction

The intention of this section in the documentation. What this section cover, and not covering… and how it will link to othe other modules. Explaining that certain detail about

**Overview**

Some background of why this module was developed Provide a summary of what this module does and doesn’t do.

**Applets**

**Features and Functions**

**What's New**

**Getting Started**

**Module Dependencies**

## 3.9.2. Contact Center - Unique Value Proposition

## 3.9.3. Contact Center - Related Applets

- Section A.13, "UCC Applet"

## 3.9.4. Contact Center - Project Implementation Steps

**Scope Management (End Results)**

*Begin with the end in mind*

- This is where we define the end results and priorities
- We decide what to do in phase 1, phase 2, phase 3 etc.
- This is where we create the WBS (Work Break Down) as well.

**Project Gantt Chart**

- Defining Activities
  - List down all the activities involved for each work breakdown
- Sequence Activities
  - Which one first, which one next
- Estimated Resource Requirements for each activity
  - Estimate how long it will take, what skills may be required to do this
- Schedule
  - Identify the activities dependency, and based on resource availability , developing a schedule
- Identify Critical Path

**Project Kickstart Meeting**

**Weekly Meeting**

**Agile Method**

**Cashflow Projection**

**Human Resource Management**

- Milestones and Rewards

**Communication Management**

**Risk Management**

- Identify third party dependency
- Identify backup plans
- Identify contingency plans

**UAT (User Acceptance Test)**

**Requirement Analysis**

**Project Goes Live**

**Post Mortem**

# 3.10. Digital Marketing Module

## 3.10.1. Introduction

The intention of this section in the documentation. What this section cover, and not covering… and how it will link to othe other modules. Explaining that certain detail about

**Overview**

Some background of why this module was developed Provide a summary of what this module does and doesn't do.

**Applets**

**Features and Functions**

**What's New**

**Getting Started**

**Module Dependencies**

## 3.10.2. Digital Marketing - Unique Value Proposition

## 3.10.3. Digital Marketing - Related Applets

### 3.10.4. Digital Marketing - Project Implementation Steps

**Scope Management (End Results)**

*Begin with the end in mind*

- This is where we define the end results and priorities
- We decide what to do in phase 1, phase 2, phase 3 etc.
- This is where we create the WBS (Work Break Down) as well.

**Project Gantt Chart**

- Defining Activities
  - List down all the activities involved for each work breakdown
- Sequence Activities
  - Which one first, which one next
- Estimated Resource Requirements for each activity
  - Estimate how long it will take, what skills may be required to do this
- Schedule
  - Identify the activities dependency, and based on resource availability , developing a schedule
- Identify Critical Path

**Project Kickstart Meeting**

**Weekly Meeting**

**Agile Method**

**Cashflow Projection**

**Human Resource Management**

- Milestones and Rewards

**Communication Management**

**Risk Management**

- Identify third party dependency
- Identify backup plans
- Identify contingency plans

**UAT (User Acceptance Test)**

**Requirement Analysis**

**Project Goes Live**

**Post Mortem**

# 3.11. Marketplace Connector Module

## 3.11.1. Introduction

The intention of this section in the documentation. What this section cover, and not covering… and how it will link to othe other modules. Explaining that certain detail about

**Overview**

Some background of why this module was developed Provide a summary of what this module does and doesn't do.

**Applets**

**Features and Functions**

**What's New**

**Getting Started**

**Module Dependencies**

## 3.11.2. Marketplace Connector - Unique Value Proposition

## 3.11.3. Marketplace Connector - Related Applets

## 3.11.4. Marketplace Connector - Project Implementation Steps

**Scope Management (End Results)**

*Begin with the end in mind*

- This is where we define the end results and priorities
- We decide what to do in phase 1, phase 2, phase 3 etc.
- This is where we create the WBS (Work Break Down) as well.

**Project Gantt Chart**

- Defining Activities
  - List down all the activities involved for each work breakdown
- Sequence Activities

    - Which one first, which one next
- Estimated Resource Requirements for each activity
    - Estimate how long it will take, what skills may be required to do this
- Schedule
    - Identify the activities dependency, and based on resource availability , developing a schedule
- Identify Critical Path

**Project Kickstart Meeting**

**Weekly Meeting**

**Agile Method**

**Cashflow Projection**

**Human Resource Management**

- Milestones and Rewards

**Communication Management**

**Risk Management**

- Identify third party dependency
- Identify backup plans
- Identify contingency plans

**UAT (User Acceptance Test)**

**Requirement Analysis**

**Project Goes Live**

**Post Mortem**

# 3.12. Delivery Fulfillment Module

## 3.12.1. Introduction

The intention of this section in the documentation. What this section cover, and not covering… and how it will link to othe other modules. Explaining that certain detail about

**Overview**

Some background of why this module was developed Provide a summary of what this module does

and doesn't do.

**Applets**

**Features and Functions**

**What's New**

**Getting Started**

**Module Dependencies**

## 3.12.2. Delivery Fulfillment - Unique Value Proposition

## 3.12.3. Delivery Fulfillment - Related Applets

## 3.12.4. Delivery Fulfillment - Project Implementation Steps

**Scope Management (End Results)**

*Begin with the end in mind*

- This is where we define the end results and priorities
- We decide what to do in phase 1, phase 2, phase 3 etc.
- This is where we create the WBS (Work Break Down) as well.

**Project Gantt Chart**

- Defining Activities
  - List down all the activities involved for each work breakdown
- Sequence Activities
  - Which one first, which one next
- Estimated Resource Requirements for each activity
  - Estimate how long it will take, what skills may be required to do this
- Schedule
  - Identify the activities dependency, and based on resource availability , developing a schedule
- Identify Critical Path

**Project Kickstart Meeting**

**Weekly Meeting**

**Agile Method**

**Cashflow Projection**

**Human Resource Management**

- Milestones and Rewards

**Communication Management**

**Risk Management**

- Identify third party dependency
- Identify backup plans
- Identify contingency plans

**UAT (User Acceptance Test)**

**Requirement Analysis**

**Project Goes Live**

**Post Mortem**

# 3.13. CP Commerce Module

## 3.13.1. Introduction

The intention of this section in the documentation. What this section cover, and not covering… and how it will link to othe other modules. Explaining that certain detail about

**CP Commerce Overview**

Some background of why this module was developed Provide a summary of what this module does and doesn't do.

**CP Commerce Applets**

- CP Commerce Admin Applet
- Media Library Applet
- Platform SysAdmin Applet
    - For configuration of hostname

**Features and Functions**

**What's New**

**Getting Started**

**Module Dependencies**

### 3.13.2. CP Commerce - Unique Value Proposition

### 3.13.3. CP Commerce - Related Applets

### 3.13.4. CP Commerce - Project Implementation Steps

**Scope Management (End Results)**

*Begin with the end in mind*

- This is where we define the end results and priorities
- We decide what to do in phase 1, phase 2, phase 3 etc.
- This is where we create the WBS (Work Break Down) as well.

**Project Gantt Chart**

Although there are many project Gantt Chart software out there, in the past, we have used Smartsheet.com, Google spreadsheet and others. We found that the issue due dates and the actual progress of the issue status became outdated within days because everyone else in the team are NOT updating the issues in these Gantt Chart, they are using Jira issue tracker at https://wavelet.atlassian.net . As a results, we have decided to make use of the following https://www.atlassian.com/software/jira/features/roadmaps

- Defining Activities
  - List down all the activities involved for each Work Breakdown
- Sequence Activities
  - Which one first, which one next
- Estimated Resource Requirements for each activity
  - Estimate how long it will take, what skills may be required to do this
- Schedule
  - Identify the activities dependency, and based on resource availability , developing a schedule
- Identify Critical Path
  - As many activities can happen in parallel , we need to identify the critical path to ensure the activities that are in critical path are given the highest urgency, to ensure the project is not delayed.

**Project Kickstart Meeting**

**Weekly Meeting**

**Agile Method**

**Cashflow Projection**

**Human Resource Management**

- Milestones and Rewards

**Communication Management**

**Risk Management**

- Identify third party dependency
- Identify backup plans
- Identify contingency plans

**UAT (User Acceptance Test)**

**Requirement Analysis**

**Project Goes Live**

**Post Mortem**

### 3.13.5. Work Breakdown

**URL and Domain Name**

- Domain Name This can be top level domain name, or sub-domain name.
- BigLedger hostname

**UI Design**

- Both mobile and desktop

**Applet Installations**

- Applet Catalogs
- Applet installations via Applet Store

Please install the applet in the following modules:

- Core Module Applets
- Membership Module Applets
- CP Commerce Applets

**Products and Pricing**

Define a pricing scheme in the Doc Item Maintenance applet, and ensure all the product pricing is accurate.

Attach the categories and set of attributes to each of the product.

Upload the product images to cp-commerce

#### CP Commerce Virtual Branch

We need to create a virtual branch for every CP-Commerce website, refer to the Virtual Branch feature in Organization Applet accordingly.

#### PGW Configurations

Please visit PGW Module for more information about the configuration of PGW Module.

#### Digital Signature

#### Post Registration Configuration

#### Third Party Authentication and Authorization

#### Google reCaptcha

#### Google Analytics

#### Review Settings

#### Menu List

#### Label List

#### Content Category

#### Static Posts

- About us
- Privacy Policy
- Terms and conditions
- …. other content in a typical website

#### Restricted Access By Entity Accounts

#### Layout Instance

#### Configuring Language, Region and Country

#### Voucher Management

#### Quality Control Checklist

### 3.13.6. Product Management

- Basic Product
- Group Product (variants)
- Bundle Product
- Product Categories
- Product Dimensions / Volumetric
- Product Description Pages
- Product Images
- Product Reviews / Ratings *

### 3.13.7. Shipping Fees

- Shipping Fee Applets

### 3.13.8. Settlement Methods

### 3.13.9. Order Fulfillment

- We will talk about Sales Order Applet
- Delivery & Installation Applet
- Syncing to the EMP
- Choosing the serial numbers, printing of the Consignment Notes / stickers etc.

*

### 3.13.10. Search Engine Optimization

### 3.13.11. QC Checklist

## 3.14. Procure to Pay Module

### 3.14.1. Introduction

The intention of this section in the documentation. What this section cover, and not covering… and how it will link to othe other modules. Explaining that certain detail about

#### Overview

Some background of why this module was developed Provide a summary of what this module does and doesn’t do.

#### Applets

**Features and Functions**

**What's New**

**Getting Started**

**Module Dependencies**

## 3.14.2. Procure To Pay - Unique Value Proposition

## 3.14.3. Procure To Pay - Related Applets

## 3.14.4. Procure To Pay - Project Implementation Steps

**Scope Management (End Results)**

*Begin with the end in mind*

- This is where we define the end results and priorities
- We decide what to do in phase 1, phase 2, phase 3 etc.
- This is where we create the WBS (Work Break Down) as well.

**Project Gantt Chart**

- Defining Activities
  - List down all the activities involved for each work breakdown
- Sequence Activities
  - Which one first, which one next
- Estimated Resource Requirements for each activity
  - Estimate how long it will take, what skills may be required to do this
- Schedule
  - Identify the activities dependency, and based on resource availability , developing a schedule
- Identify Critical Path

**Project Kickstart Meeting**

**Weekly Meeting**

**Agile Method**

**Cashflow Projection**

**Human Resource Management**

- Milestones and Rewards

**Communication Management**

**Risk Management**

- Identify third party dependency
- Identify backup plans
- Identify contingency plans

**UAT (User Acceptance Test)**

**Requirement Analysis**

**Project Goes Live**

**Post Mortem**

# 3.15. Order To Cash Module

## 3.15.1. Introduction

The intention of this section in the documentation. What this section cover, and not covering… and how it will link to othe other modules. Explaining that certain detail about

**Overview**

Some background of why this module was developed Provide a summary of what this module does and doesn’t do.

**Applets**

**Features and Functions**

**What’s New**

**Getting Started**

**Module Dependencies**

## 3.15.2. Order To Cash - Unique Value Proposition

## 3.15.3. Order To Cash - Related Applets

### 3.15.4. Order To Cash - Project Implementation Steps

**Scope Management (End Results)**

*Begin with the end in mind*

- This is where we define the end results and priorities
- We decide what to do in phase 1, phase 2, phase 3 etc.
- This is where we create the WBS (Work Break Down) as well.

**Project Gantt Chart**

- Defining Activities
  - List down all the activities involved for each work breakdown
- Sequence Activities
  - Which one first, which one next
- Estimated Resource Requirements for each activity
  - Estimate how long it will take, what skills may be required to do this
- Schedule
  - Identify the activities dependency, and based on resource availability , developing a schedule
- Identify Critical Path

**Project Kickstart Meeting**

**Weekly Meeting**

**Agile Method**

**Cashflow Projection**

**Human Resource Management**

- Milestones and Rewards

**Communication Management**

**Risk Management**

- Identify third party dependency
- Identify backup plans
- Identify contingency plans

**UAT (User Acceptance Test)**

**Requirement Analysis**

**Project Goes Live**

**Post Mortem**

# 3.16. Warehouse Management Module

## 3.16.1. Introduction

The intention of this section in the documentation. What this section cover, and not covering… and how it will link to othe other modules. Explaining that certain detail about

**Overview**

Some background of why this module was developed Provide a summary of what this module does and doesn't do.

**Applets**

**Features and Functions**

**What's New**

**Getting Started**

**Module Dependencies**

## 3.16.2. Warehouse Management - Unique Value Proposition

## 3.16.3. Warehouse Management - Related Applets

## 3.16.4. Warehouse Management - Project Implementation Steps

**Scope Management (End Results)**

*Begin with the end in mind*

- This is where we define the end results and priorities
- We decide what to do in phase 1, phase 2, phase 3 etc.
- This is where we create the WBS (Work Break Down) as well.

**Project Gantt Chart**

- Defining Activities
  - List down all the activities involved for each work breakdown
- Sequence Activities

    - Which one first, which one next
- Estimated Resource Requirements for each activity
    - Estimate how long it will take, what skills may be required to do this
- Schedule
    - Identify the activities dependency, and based on resource availability , developing a schedule
- Identify Critical Path

**Project Kickstart Meeting**

**Weekly Meeting**

**Agile Method**

**Cashflow Projection**

**Human Resource Management**

- Milestones and Rewards

**Communication Management**

**Risk Management**

- Identify third party dependency
- Identify backup plans
- Identify contingency plans

**UAT (User Acceptance Test)**

**Requirement Analysis**

**Project Goes Live**

**Post Mortem**

# 3.17. Customer Data Platform

## 3.17.1. Introduction

The intention of this section in the documentation. What this section cover, and not covering… and how it will link to othe other modules. Explaining that certain detail about

**Overview**

Some background of why this module was developed Provide a summary of what this module does

and doesn't do.

**Applets**

**Features and Functions**

**What's New**

**Getting Started**

**Module Dependencies**

## 3.17.2. Customer Data Platform - Unique Value Proposition

## 3.17.3. Customer Data Platform - Related Applets

## 3.17.4. Customer Data Platform - Project Implementation Steps

**Scope Management (End Results)**

*Begin with the end in mind*

- This is where we define the end results and priorities
- We decide what to do in phase 1, phase 2, phase 3 etc.
- This is where we create the WBS (Work Break Down) as well.

**Project Gantt Chart**

- Defining Activities
  - List down all the activities involved for each work breakdown
- Sequence Activities
  - Which one first, which one next
- Estimated Resource Requirements for each activity
  - Estimate how long it will take, what skills may be required to do this
- Schedule
  - Identify the activities dependency, and based on resource availability , developing a schedule
- Identify Critical Path

**Project Kickstart Meeting**

**Weekly Meeting**

**Agile Method**

#### Cashflow Projection

#### Human Resource Management

- Milestones and Rewards

#### Communication Management

#### Risk Management

- Identify third party dependency
- Identify backup plans
- Identify contingency plans

#### UAT (User Acceptance Test)

#### Requirement Analysis

#### Project Goes Live

#### Post Mortem

# 3.18. PGW Module

## 3.18.1. Introduction

The intention of this section in the documentation. What this section cover, and not covering... and how it will link to othe other modules. Explaining that certain detail about

#### PGW Overview

Some background of why this module was developed Provide a summary of what this module does and doesn't do.

#### PGW Applets

The pgw module consiste of the following applets:

- Section A.12, "Merchant Admin Maintenance Applet"

#### Features and Functions

#### What's New

#### Getting Started

#### Module Dependencies

### 3.18.2. Payment Gateway Module - Unique Value Proposition

### 3.18.3. Module Name - Related Applets

### 3.18.4. Module Name - Project Implementation Steps

#### Scope Management (End Results)

*Begin with the end in mind*

- This is where we define the end results and priorities
- We decide what to do in phase 1, phase 2, phase 3 etc.
- This is where we create the WBS (Work Break Down) as well.

#### Project Gantt Chart

- Defining Activities
  - List down all the activities involved for each work breakdown
- Sequence Activities
  - Which one first, which one next
- Estimated Resource Requirements for each activity
  - Estimate how long it will take, what skills may be required to do this
- Schedule
  - Identify the activities dependency, and based on resource availability , developing a schedule
- Identify Critical Path

#### Project Kickstart Meeting

#### Weekly Meeting

#### Agile Method

#### Cashflow Projection

#### Human Resource Management

- Milestones and Rewards

#### Communication Management

#### Risk Management

- Identify third party dependency
- Identify backup plans

- Identify contingency plans

**UAT (User Acceptance Test)**

**Requirement Analysis**

**Project Goes Live**

**Post Mortem**

# 3.19. Digital Twin Module

## 3.19.1. Introduction

The intention of this section in the documentation. What this section cover, and not covering… and how it will link to othe other modules. Explaining that certain detail about

**Overview**

Some background of why this module was developed Provide a summary of what this module does and doesn't do.

**Applets**

**Features and Functions**

**What's New**

**Getting Started**

**Module Dependencies**

## 3.19.2. Digital Twin - Unique Value Proposition

## 3.19.3. Digital Twin - Related Applets

## 3.19.4. Module Name - Project Implementation Steps

**Scope Management (End Results)**

*Begin with the end in mind*

- This is where we define the end results and priorities
- We decide what to do in phase 1, phase 2, phase 3 etc.
- This is where we create the WBS (Work Break Down) as well.

**Project Gantt Chart**

- Defining Activities
  - List down all the activities involved for each work breakdown
- Sequence Activities
  - Which one first, which one next
- Estimated Resource Requirements for each activity
  - Estimate how long it will take, what skills may be required to do this
- Schedule
  - Identify the activities dependency, and based on resource availability , developing a schedule
- Identify Critical Path

**Project Kickstart Meeting**

**Weekly Meeting**

**Agile Method**

**Cashflow Projection**

**Human Resource Management**

- Milestones and Rewards

**Communication Management**

**Risk Management**

- Identify third party dependency
- Identify backup plans
- Identify contingency plans

**UAT (User Acceptance Test)**

**Requirement Analysis**

**Project Goes Live**

**Post Mortem**

# 3.20. Datalake Module

### 3.20.1. Introduction

The intention of this section in the documentation. What this section cover, and not covering… and how it will link to othe other modules. Explaining that certain detail about

#### Overview

Some background of why this module was developed Provide a summary of what this module does and doesn't do.

#### Applets

#### Features and Functions

#### What's New

#### Getting Started

#### Module Dependencies

### 3.20.2. Datalake - Unique Value Proposition

### 3.20.3. Datalake - Related Applets

### 3.20.4. Datalake - Project Implementation Steps

#### Scope Management (End Results)

*Begin with the end in mind*

- This is where we define the end results and priorities
- We decide what to do in phase 1, phase 2, phase 3 etc.
- This is where we create the WBS (Work Break Down) as well.

#### Project Gantt Chart

- Defining Activities
  - List down all the activities involved for each work breakdown
- Sequence Activities
  - Which one first, which one next
- Estimated Resource Requirements for each activity
  - Estimate how long it will take, what skills may be required to do this
- Schedule
  - Identify the activities dependency, and based on resource availability , developing a schedule

- Identify Critical Path

**Project Kickstart Meeting**

**Weekly Meeting**

**Agile Method**

**Cashflow Projection**

**Human Resource Management**

- Milestones and Rewards

**Communication Management**

**Risk Management**

- Identify third party dependency
- Identify backup plans
- Identify contingency plans

**UAT (User Acceptance Test)**

**Requirement Analysis**

**Project Goes Live**

**Post Mortem**

# Chapter 4. Technical Guide

This technical guide is used by both internal and external employees of

## 4.1. Applet Development Guide

### 4.1.1. Creating a new Applet

There are many steps involved when you want to create a new applet, a well designed applet would have to follow our applet design guidelines.

**Preparation Before Developing A New Applet**

**Business Requirements**

**Database Design**

**Mock Up and Design**

**API Design**

### 4.1.2. Deploying applet to s3

- Making pull request the github vendor repository
- Platform SysAdmin to merge the changes from vendor repository to the global applet repository, and then syncing it to various branches : production, staging , development. Subsequently, these changes to be sync to the s3 bucket in AWS
- Submission for testing

### 4.1.3. Developer SysAdmin Applet

This applet is used by the Platform System Administrator to configure various applets

### 4.1.4. Example Applet Template

This guide provide a walk thru of the example applet so that the applet developers can cut short the learning time required to produce an applet from scratch.

### 4.1.5. Inactive Applet

An inactive applet is taken out from the applet store, but they are NOT deleted from the system yet.

The developer can still see this applet in their applet listing.

### 4.1.6. Publishing an Applet

- Logo design

- Applet Description
- Applet images (for Applet Store)
- Pricing Country
- Applet Type
- Quality Checking
- Security Checking *

### 4.1.7. Releasing new version of the applets

**Handling changes in permission templates**

**Getting approval**

### 4.1.8. Full Deletion of Applet

**Removal of applet from Applet-Catalogs**

**Removal of applet from users who have installed the applet**

**Removal of the Javascript Bundle from s3**

**Delete all applet settings / configurations in bl_applet_* tables in both Tenant and Root**

- This would include Permission Templates / Permission Sets etc.

**Removal of all schedulers related to this applet**

**Removal of Audit Trails and other applet related tables**

**Removal of applet from the Applet Master List - Google Spreadsheet**

**Removal of other links related to applets**

### 4.1.9. Quality Control Checklist

In order to ensure the best user experience on the Akaun Platform, we need to ensure this checklist is executed on a periodic basis.

**UI Design QC**

**Documentation QC**

**Permissions QC**

**Features QC**

**Development / Staging Environment QC**

**Commercials QC**

**Source Code QC**

### 4.1.10. Support and Maintenance of Applet

### 4.1.11. Suspension of Applet

- Usually this happens when the developer / applet violates the policy of applet store etc.

### 4.1.12. Types of Applet

### 4.1.13. UI Design Guidelines

- Must have Applet settings at the bottom left
- Having Personal Settings at the bottom left
- Showing the Tenant-code at the top left
- Showing the applet logo at the top left
- Having left menu
- Responsive to both desktop and mobile

### 4.1.14. Vendor Account

**Vendor Registration**

**Developer Registration**

**Linking to the AkaunHQ Entity Account**

understanding of permission / assignee / target type table.

understanding of difference between permission set and permission template

requesting for the permission template to be created for third party developer..

### 4.1.15. Pricing for applets

For now, we go with simplified pricing strategy by just charging per user per applet per month manually before the Billing Engine is ready.

### 4.1.16. Scheduler for applet

The scheduler of an applet allow recurring task to be executed on a periodic basis.

### 4.1.17. Webhooks for Applets

The webhook for an applet is different from the webhook for Sales Order etc...

This webhook is specific to an applet, to cater for the following scenario… For example, when the users first installed an applet, or when they first start clicking on the applet… etc..

### 4.1.18. Archiving an Applet

Archiving an applet would be permanently in-activating an applet.

### 4.1.19. Client Side Settings

- This is used for certain client side permissions to hide certain fields in the UI
- Allowing users to configure customize the behavior of the client-side

## 4.2. ETL Guide

# Chapter 5. Cloud Native Architecture

Common misunderstanding * thinking web based = cloud based. * everything has A.I. * online / networked = cloud based

Our aspirations * To be the business operating systems

## 5.1. Background

- Outdated JBoss application server, EJB 1.0 / 2.0
- Servers idling
- Hackers attack
- Certain minimum costs to power up a tenant
- Self service
- Internal employee users vs customers + suppliers
- Integration pains

## 5.2. Motivation

Platform Business Model

Multiple offerings → as middleware - backend as a service → as applets → as SAAS → as communication hub

Cross Platform development

Scalability

Flexibility

Growth

Composable Enterprise

Utility based billing

### 5.2.1. Integrations

spikes in loads

### 5.2.2. Infrastructure and Toolchain

Various tools ready to be used out of the box… example : OCR, Lambda, RDS, NoSQL, API Gateway

### 5.2.3. Network Effect

#### 5.2.4. Cloud Cost Savings

#### 5.2.5. Artificial Intelligence

#### 5.2.6. Human Resource

## 5.3. Journey

## 5.4. Challenges and Lessons

## 5.5. Technical Considerations

- managing complexities
- Sharing about our journey to transform from monolith architecture to cloud native architecture
- Sharing about the problems and challenges implementing stateless applications
- Sharing about the implementation of Micro-Frontend Architecture
- Sharing about the implementation of Web Socket using API Gateway and DynamoDB
- Sharing about challenges of securing the API, permissions / configurations etc
- Sharing about the challenges of multi-tenant environments
- Sharing about the design of composable enterprise architecture
- Sharing about the tricky part of networked tenants

# Chapter 6. Handbook Authoring

## 6.1. Authoring this Documentation

This documentation is written using asciidoc, please take a few minutes to go through the following guide:

- https://docs.asciidoctor.org/asciidoctor/latest/
- https://docs.asciidoctor.org/asciidoc/latest/

Some useful videos:

- https://www.youtube.com/watch?v=KbmpBZO4EoY
- https://www.youtube.com/watch?v=GL1SEYOhEiQ
- https://www.youtube.com/watch?v=wca5m7JpS_U

## 6.2. Setup and Configurations

### 6.2.1. Github Repository

- Github User Account

In order to author this documentation, you will need to have a https://github.com account. As an employee of Wavelet.net or BigLedger.com , you will be using the <username>@wavelet.net to register for the github user.

You can request the HR department to grant you access to the hr@wavelet.net to grant you the access to Github Akaun organization (https://github.com/akaun).

- Downloading the Github Desktop Client by clicking on the button below:

[github akaun PublicGuide download code] | *github_akaun_PublicGuide_download_code.png*

Please visit https://desktop.github.com/ to download the Github Desktop.

- Accessing the repository

After you have downloaded the github, please clone the https://github.com/akaun/Public-Guide to your local computer.

### 6.2.2. Asciidoctor Toolchain

Depends on the operating systems you are using, please follow the instructions below accordingly:

#### Installing Asciidoctor

- Linux

- https://docs.asciidoctor.org/asciidoctor/latest/install/linux-packaging/

- Windows
  - https://docs.asciidoctor.org/asciidoctor/latest/install/windows/
- Mac
  - https://asciidoctor.org/docs/install-asciidoctor-macos/
  - https://docs.asciidoctor.org/asciidoctor/latest/install/macos/

**Installing Epub3 Converter**

Please click on the link below for detailed instructions:

https://docs.asciidoctor.org/epub3-converter/latest/

**Installing PDF Converter**

https://asciidoctor.org/docs/asciidoctor-pdf/#install-the-published-gem

**Installing Multipage HTML Converter**

https://github.com/owenh000/asciidoctor-multipage

### 6.2.3. Visual Studio Code

- Downloading Visual Studio Code

Please visit the following page to download. https://code.visualstudio.com/download

After you have installed the Visual Studio Code, please install the following extensions:

- AsciiDoc
- Github Pull Requests and Issues
- vscode-pdf

The next step is to open the folder where you cloned the https://github.com/akaun/Public-Guide repository using the Visual Studio Code

## 6.3. Understanding the Directory Structure

| Folder Name | Description |
|---|---|
| bin | This folder contains shell scripts that you need to install and setup. You will also see a file called publish.sh , and this is the file that you would execute to compile the asciidoc into various file formats, and save them in the "build/blg_handbook/www" folder. You shouldn't be editing any files in this folder. |

| | |
|---|---|
| build | This is a temporary folder that gets deleted and re-created every time we "compile" the documentation. You shouldn't need to mess with files in this folder. |
| content | This is where you will be contributing by editing the files in this folder. |
| docs | You shouldn't need to edit any files in this folder. But you are welcome to open the files in this folder to check the "compiled output" of your changes , to ensure they are correct before pushing your code to the github, and request for your branch to be merged with the "main" branch in github. |

## 6.4. Images

You may place the images anywhere in any sub-folders inside the "content/" folder, and reference to it in your asciidoc document using images/<image-file-name>. The **bin/publish.sh** would copy all images in the "content" folder into the "content/images" folder before the compilation and build of all asciidoctor formats.

Example:

```
image::images/<image-file-name>[]
```

## 6.5. Committing Changes To The Repository

Before you make any changes, it is absolutely important that you **checkout** the local repository into a different branch, and the naming convention that we use would be:

YYYY-<email_address>

You may find the following resource useful:

- https://code.visualstudio.com/docs/editor/versioncontrol#:~:text=You%20can%20create%20and%20checkout,tags%20in%20the%20current%20repository.
- https://www.youtube.com/watch?v=X9-iaXfKY5g
- https://www.youtube.com/watch?v=H5BLEPhqxe8
- https://www.jasongaylord.com/blog/2020/07/08/create-delete-branches-using-visual-studio-code

Once you have made the changes you want, remember to run the command from the "Public-Guide" directory:

```
bin/publish.sh
```

The above shell script will clean up the "docs" and "build" folders, and then compile all the adoc files into the intermediate "build/blg_handbook/www" folder, and you can open this folder to view the results.

- index.html (This is the multipage html output)
- blg_handbook.pub
- blg_handbook.pdf
- blg_handbook.html

Once you have completed your editing, the next step is to create a **pull request**. Refer to the following for more information:

- https://docs.github.com/en/pull-requests/collaborating-with-pull-requests/getting-started/about-collaborative-development-models
- https://docs.github.com/en/pull-requests
- https://www.youtube.com/watch?v=oa1wXWeH1IQ

Congratulations !!

```
bin/make.sh
```

This command is more or less like publish.sh, the only difference is , it would compile and store the files into the "docs" folder. For authors that are NOT do not have the permission to manage the "main" branch, do not use this option.

## 6.6. Deployment to s3 bucket

The domain name is currently hosted in the "Akaun-production" AWS s3 bucket. It has been configured in such a way that whenever there's a commit to the Github main branch https://github.com/akaun/Public-Guide/tree/main , a github action would be executed to copy the files in "docs" folder to the s3 bucket.

The details of the github action could be found in https://github.com/akaun/Public-Guide/blob/main/.github/workflows/main.yml

The credentials of the AWS secrets can be found in https://github.com/akaun/Public-Guide/settings/secrets/actions

Typically, only the chief author, in our case, Vincent will be the only running the "bin/make.sh", and generate the output html files, epub, pdf etc into this "docs" folder.

## 6.7. List of workshops

- YYYY-MM-DD : First workshop by Vincent to Zain and Bagty
- YYYY-MM-DD

# Glossary

**Akaun Shell**

The user interface that loads into a web browser, and showing users a list of applets.

**Applet**

An application that runs on the Akaun Shell.

**Applet Store**

The applet where users can discover other applets and install these other applets.

**Environment**

There are 3 environments, namely production, staging and development. Each of these environments lives in a different AWS account.

**Platform Administrators**

This refers to the BigLedger MIS Department.

**System Administrator**

This refers to the BigLedger MIS Department.

**Root Database**

This refers to the Platform main and global database.

**Tenant**

Every tenant is isolated from each other , it has its own independent database and other resources like files storage. Within a tenant, it is possible to create multiple companies, and they share the same database.

**Tenant Admin**

This refers to the OWNER or ADMIN of the Tenant.

# Appendix A: Applet Directory

| Applet Name | Description |
| --- | --- |
| Applet Store | This is the default applet that every user will get when they sign up to the Akaun Platform. Users can open this applet to install all other applets. |
| Organization Applet | You can use this applet to create / update / delete companies, branches and locations. |

# A.1. Applet Store

[applet store logo] | *applet_store_logo.png*

## A.1.1. Introduction

This is the default applet that every user will get when they sign up to the Akaun Platform. Users can open this applet to install all other applets.

## A.1.2. Modules

This applet is used in the following modules:

- Section 3.1, “Core Module”
- Section 3.2, “Accounting Module”
- Section 3.4, “Point of Sales Module”
- Section 3.5, “Manufacturing Module”
- Section 3.6, “Membership Module”
- Section 3.7, “Referral Module”
- Section 3.8, “Customer Relationship Management”
- Section 3.9, “Contact Center Module”
- Section 3.10, “Digital Marketing Module”
- Section 3.3, “Inventory Module”
- Section 3.11, “Marketplace Connector Module”
- Section 3.12, “Delivery Fulfillment Module”
- Section 3.13, “CP Commerce Module”
- Section 3.14, “Procure to Pay Module”
- Section 3.15, “Order To Cash Module”
- Section 3.16, “Warehouse Management Module”
- Section 3.17, “Customer Data Platform”
- Section 3.19, “Digital Twin Module”
- Section 3.20, “Datalake Module”

## A.1.3. Menu 01 - e.g. Sales Orders Listing

## A.1.4. Menu 02 - e.g. Line Items

## A.1.5. Permission Settings

## A.1.6. Personalization

### A.1.7. Related Applets

This applet also depends on the following applets:

- Applet 1
- Applet 2

The following applets depends on this applet:

- Applet 3
- Applet 4

Also see

### A.1.8. Pricing

### A.1.9. Release Note

### A.1.10. Roadmap

## A.2. Tax Configuration Applet

[applet logo] | *applet_logo.png*

### A.2.1. Introduction

This is a simple description of the applet, no more than 100 words.

### A.2.2. Modules

This applet is used in the following modules:

- Section 3.1, “Core Module”
- Section 3.2, “Accounting Module”
- Section 3.4, “Point of Sales Module”
- Section 3.5, “Manufacturing Module”
- Section 3.6, “Membership Module”
- Section 3.7, “Referral Module”
- Section 3.8, “Customer Relationship Management”
- Section 3.9, “Contact Center Module”
- Section 3.10, “Digital Marketing Module”
- Section 3.3, “Inventory Module”
- Section 3.11, “Marketplace Connector Module”
- Section 3.12, “Delivery Fulfillment Module”

- Section 3.13, “CP Commerce Module”
- Section 3.14, “Procure to Pay Module”
- Section 3.15, “Order To Cash Module”
- Section 3.16, “Warehouse Management Module”
- Section 3.17, “Customer Data Platform”
- Section 3.19, “Digital Twin Module”
- Section 3.20, “Datalake Module”

### A.2.3. Menu 01 - e.g. Sales Orders Listing

### A.2.4. Menu 02 - e.g. Line Items

### A.2.5. Permission Settings

### A.2.6. Personalization

### A.2.7. Related Applets

This applet also depends on the following applets:

- Applet 1
- Applet 2

The following applets depends on this applet:

- Applet 3
- Applet 4

Also see

### A.2.8. Pricing

### A.2.9. Release Note

### A.2.10. Roadmap

## A.3. Organization Applet

[organization applet logo] | *organization_applet_logo.png*

### A.3.1. Introduction

You can use this applet to create / update / delete companies, branches and locations.

### A.3.2. Modules

This applet is used in the following modules:

- Section 3.1, “Core Module”
- Section 3.2, “Accounting Module”
- Section 3.4, “Point of Sales Module”
- Section 3.5, “Manufacturing Module”
- Section 3.6, “Membership Module”
- Section 3.7, “Referral Module”
- Section 3.8, “Customer Relationship Management”
- Section 3.9, “Contact Center Module”
- Section 3.10, “Digital Marketing Module”
- Section 3.3, “Inventory Module”
- Section 3.11, “Marketplace Connector Module”
- Section 3.12, “Delivery Fulfillment Module”
- Section 3.13, “CP Commerce Module”
- Section 3.14, “Procure to Pay Module”
- Section 3.15, “Order To Cash Module”
- Section 3.16, “Warehouse Management Module”
- Section 3.17, “Customer Data Platform”
- Section 3.18, “PGW Module”
- Section 3.19, “Digital Twin Module”
- Section 3.20, “Datalake Module”

### A.3.3. Menu 01 - e.g. Sales Orders Listing

### A.3.4. Menu 02 - e.g. Line Items

### A.3.5. Permission Settings

### A.3.6. Personalization

### A.3.7. Related Applets

This applet also depends on the following applets:

- Applet 1
- Applet 2

The following applets depends on this applet:

- Applet 3
- Applet 4

Also see

### A.3.8. Pricing

### A.3.9. Release Note

### A.3.10. Roadmap

## A.4. Chart of Account Applet

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### A.4.1. Introduction

This is a simple description of the applet, no more than 100 words.

### A.4.2. Modules

This applet is used in the following modules:

- Section 3.1, “Core Module”
- Section 3.2, “Accounting Module”
- Section 3.4, “Point of Sales Module”
- Section 3.5, “Manufacturing Module”
- Section 3.6, “Membership Module”
- Section 3.7, “Referral Module”
- Section 3.8, “Customer Relationship Management”
- Section 3.9, “Contact Center Module”
- Section 3.10, “Digital Marketing Module”
- Section 3.3, “Inventory Module”
- Section 3.11, “Marketplace Connector Module”
- Section 3.12, “Delivery Fulfillment Module”
- Section 3.13, “CP Commerce Module”
- Section 3.14, “Procure to Pay Module”
- Section 3.15, “Order To Cash Module”
- Section 3.16, “Warehouse Management Module”
- Section 3.17, “Customer Data Platform”
- Section 3.19, “Digital Twin Module”

- Section 3.20, “Datalake Module”

### A.4.3. Menu 01 - e.g. Sales Orders Listing

### A.4.4. Menu 02 - e.g. Line Items

### A.4.5. Permission Settings

### A.4.6. Personalization

### A.4.7. Related Applets

This applet also depends on the following applets:

- Applet 1
- Applet 2

The following applets depends on this applet:

- Applet 3
- Applet 4

Also see

### A.4.8. Pricing

### A.4.9. Release Note

### A.4.10. Roadmap

## A.5. Cashbook Applet

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### A.5.1. Introduction

This is a simple description of the applet, no more than 100 words.

### A.5.2. Modules

This applet is used in the following modules:

- Section 3.1, “Core Module”
- Section 3.2, “Accounting Module”
- Section 3.4, “Point of Sales Module”
- Section 3.5, “Manufacturing Module”

- Section 3.6, “Membership Module”
- Section 3.7, “Referral Module”
- Section 3.8, “Customer Relationship Management”
- Section 3.9, “Contact Center Module”
- Section 3.10, “Digital Marketing Module”
- Section 3.3, “Inventory Module”
- Section 3.11, “Marketplace Connector Module”
- Section 3.12, “Delivery Fulfillment Module”
- Section 3.13, “CP Commerce Module”
- Section 3.14, “Procure to Pay Module”
- Section 3.15, “Order To Cash Module”
- Section 3.16, “Warehouse Management Module”
- Section 3.17, “Customer Data Platform”
- Section 3.19, “Digital Twin Module”
- Section 3.20, “Datalake Module”

### A.5.3. Menu 01 - e.g. Sales Orders Listing

### A.5.4. Menu 02 - e.g. Line Items

### A.5.5. Permission Settings

### A.5.6. Personalization

### A.5.7. Related Applets

This applet also depends on the following applets:

- Applet 1
- Applet 2

The following applets depends on this applet:

- Applet 3
- Applet 4

Also see

### A.5.8. Pricing

### A.5.9. Release Note

### A.5.10. Roadmap

# A.6. Doc Item Maintenance Applet

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## A.6.1. Introduction

This is a simple description of the applet, no more than 100 words.

## A.6.2. Modules

This applet is used in the following modules:

- Section 3.1, “Core Module”
- Section 3.2, “Accounting Module”
- Section 3.4, “Point of Sales Module”
- Section 3.5, “Manufacturing Module”
- Section 3.6, “Membership Module”
- Section 3.7, “Referral Module”
- Section 3.8, “Customer Relationship Management”
- Section 3.9, “Contact Center Module”
- Section 3.10, “Digital Marketing Module”
- Section 3.3, “Inventory Module”
- Section 3.11, “Marketplace Connector Module”
- Section 3.12, “Delivery Fulfillment Module”
- Section 3.13, “CP Commerce Module”
- Section 3.14, “Procure to Pay Module”
- Section 3.15, “Order To Cash Module”
- Section 3.16, “Warehouse Management Module”
- Section 3.17, “Customer Data Platform”
- Section 3.19, “Digital Twin Module”
- Section 3.20, “Datalake Module”

## A.6.3. Menu 01 - e.g. Sales Orders Listing

## A.6.4. Menu 02 - e.g. Line Items

## A.6.5. Permission Settings

### A.6.6. Personalization

### A.6.7. Related Applets

This applet also depends on the following applets:

- Applet 1
- Applet 2

The following applets depends on this applet:

- Applet 3
- Applet 4

Also see

### A.6.8. Pricing

### A.6.9. Release Note

### A.6.10. Roadmap

## A.7. Inventory Item Maintenance Applet

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### A.7.1. Introduction

This is a simple description of the applet, no more than 100 words.

### A.7.2. Modules

This applet is used in the following modules:

- Section 3.1, “Core Module”
- Section 3.2, “Accounting Module”
- Section 3.4, “Point of Sales Module”
- Section 3.5, “Manufacturing Module”
- Section 3.6, “Membership Module”
- Section 3.7, “Referral Module”
- Section 3.8, “Customer Relationship Management”
- Section 3.9, “Contact Center Module”
- Section 3.10, “Digital Marketing Module”
- Section 3.3, “Inventory Module”

- Section 3.11, “Marketplace Connector Module”
- Section 3.12, “Delivery Fulfillment Module”
- Section 3.13, “CP Commerce Module”
- Section 3.14, “Procure to Pay Module”
- Section 3.15, “Order To Cash Module”
- Section 3.16, “Warehouse Management Module”
- Section 3.17, “Customer Data Platform”
- Section 3.19, “Digital Twin Module”
- Section 3.20, “Datalake Module”

### A.7.3. Menu 01 - e.g. Sales Orders Listing

### A.7.4. Menu 02 - e.g. Line Items

### A.7.5. Permission Settings

### A.7.6. Personalization

### A.7.7. Related Applets

This applet also depends on the following applets:

- Applet 1
- Applet 2

The following applets depends on this applet:

- Applet 3
- Applet 4

Also see

### A.7.8. Pricing

### A.7.9. Release Note

### A.7.10. Roadmap

## A.8. Entity Maintenance Applet

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### A.8.1. Introduction

This is a simple description of the applet, no more than 100 words.

### A.8.2. Modules

This applet is used in the following modules:

- Section 3.1, “Core Module”
- Section 3.2, “Accounting Module”
- Section 3.4, “Point of Sales Module”
- Section 3.5, “Manufacturing Module”
- Section 3.6, “Membership Module”
- Section 3.7, “Referral Module”
- Section 3.8, “Customer Relationship Management”
- Section 3.9, “Contact Center Module”
- Section 3.10, “Digital Marketing Module”
- Section 3.3, “Inventory Module”
- Section 3.11, “Marketplace Connector Module”
- Section 3.12, “Delivery Fulfillment Module”
- Section 3.13, “CP Commerce Module”
- Section 3.14, “Procure to Pay Module”
- Section 3.15, “Order To Cash Module”
- Section 3.16, “Warehouse Management Module”
- Section 3.17, “Customer Data Platform”
- Section 3.19, “Digital Twin Module”
- Section 3.20, “Datalake Module”

### A.8.3. Menu 01 - e.g. Sales Orders Listing

### A.8.4. Menu 02 - e.g. Line Items

### A.8.5. Permission Settings

### A.8.6. Personalization

### A.8.7. Related Applets

This applet also depends on the following applets:

- Applet 1

- Applet 2

The following applets depends on this applet:

- Applet 3
- Applet 4

Also see

### A.8.8. Pricing

### A.8.9. Release Note

### A.8.10. Roadmap

## A.9. Customer Maintenance Applet

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### A.9.1. Introduction

This is a simple description of the applet, no more than 100 words.

### A.9.2. Modules

This applet is used in the following modules:

- Section 3.1, “Core Module”
- Section 3.2, “Accounting Module”
- Section 3.4, “Point of Sales Module”
- Section 3.5, “Manufacturing Module”
- Section 3.6, “Membership Module”
- Section 3.7, “Referral Module”
- Section 3.8, “Customer Relationship Management”
- Section 3.9, “Contact Center Module”
- Section 3.10, “Digital Marketing Module”
- Section 3.3, “Inventory Module”
- Section 3.11, “Marketplace Connector Module”
- Section 3.12, “Delivery Fulfillment Module”
- Section 3.13, “CP Commerce Module”
- Section 3.14, “Procure to Pay Module”
- Section 3.15, “Order To Cash Module”

- Section 3.16, “Warehouse Management Module”
- Section 3.17, “Customer Data Platform”
- Section 3.19, “Digital Twin Module”
- Section 3.20, “Datalake Module”

### A.9.3. Menu 01 - e.g. Sales Orders Listing

### A.9.4. Menu 02 - e.g. Line Items

### A.9.5. Permission Settings

### A.9.6. Personalization

### A.9.7. Related Applets

This applet also depends on the following applets:

- Applet 1
- Applet 2

The following applets depends on this applet:

- Applet 3
- Applet 4

Also see

### A.9.8. Pricing

### A.9.9. Release Note

### A.9.10. Roadmap

## A.10. Supplier Maintenance Applet

[applet logo] | *applet_logo.png*

### A.10.1. Introduction

This is a simple description of the applet, no more than 100 words.

### A.10.2. Modules

This applet is used in the following modules:

- Section 3.1, “Core Module”

- Section 3.2, “Accounting Module”
- Section 3.4, “Point of Sales Module”
- Section 3.5, “Manufacturing Module”
- Section 3.6, “Membership Module”
- Section 3.7, “Referral Module”
- Section 3.8, “Customer Relationship Management”
- Section 3.9, “Contact Center Module”
- Section 3.10, “Digital Marketing Module”
- Section 3.3, “Inventory Module”
- Section 3.11, “Marketplace Connector Module”
- Section 3.12, “Delivery Fulfillment Module”
- Section 3.13, “CP Commerce Module”
- Section 3.14, “Procure to Pay Module”
- Section 3.15, “Order To Cash Module”
- Section 3.16, “Warehouse Management Module”
- Section 3.17, “Customer Data Platform”
- Section 3.19, “Digital Twin Module”
- Section 3.20, “Datalake Module”

### A.10.3. Menu 01 - e.g. Sales Orders Listing

### A.10.4. Menu 02 - e.g. Line Items

### A.10.5. Permission Settings

### A.10.6. Personalization

### A.10.7. Related Applets

This applet also depends on the following applets:

- Applet 1
- Applet 2

The following applets depends on this applet:

- Applet 3
- Applet 4

Also see

### A.10.8. Pricing

### A.10.9. Release Note

### A.10.10. Roadmap

## A.11. Employee Maintenance Applet

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### A.11.1. Introduction

This is a simple description of the applet, no more than 100 words.

### A.11.2. Modules

This applet is used in the following modules:

- Section 3.1, “Core Module”
- Section 3.2, “Accounting Module”
- Section 3.4, “Point of Sales Module”
- Section 3.5, “Manufacturing Module”
- Section 3.6, “Membership Module”
- Section 3.7, “Referral Module”
- Section 3.8, “Customer Relationship Management”
- Section 3.9, “Contact Center Module”
- Section 3.10, “Digital Marketing Module”
- Section 3.3, “Inventory Module”
- Section 3.11, “Marketplace Connector Module”
- Section 3.12, “Delivery Fulfillment Module”
- Section 3.13, “CP Commerce Module”
- Section 3.14, “Procure to Pay Module”
- Section 3.15, “Order To Cash Module”
- Section 3.16, “Warehouse Management Module”
- Section 3.17, “Customer Data Platform”
- Section 3.19, “Digital Twin Module”
- Section 3.20, “Datalake Module”

### A.11.3. Menu 01 - e.g. Sales Orders Listing

### A.11.4. Menu 02 - e.g. Line Items

### A.11.5. Permission Settings

### A.11.6. Personalization

### A.11.7. Related Applets

This applet also depends on the following applets:

- Applet 1
- Applet 2

The following applets depends on this applet:

- Applet 3
- Applet 4

Also see

### A.11.8. Pricing

### A.11.9. Release Note

### A.11.10. Roadmap

## A.12. Merchant Admin Maintenance Applet

[merchant admin maintenance] | *merchant_admin_maintenance.png*

### A.12.1. Introduction

This is a simple description of the applet, no more than 100 words.

### A.12.2. Modules

This applet is used in the following modules:

- Section 3.1, “Core Module”
- Section 3.2, “Accounting Module”
- Section 3.4, “Point of Sales Module”
- Section 3.5, “Manufacturing Module”
- Section 3.6, “Membership Module”
- Section 3.7, “Referral Module”
- Section 3.8, “Customer Relationship Management”

- Section 3.9, “Contact Center Module”
- Section 3.10, “Digital Marketing Module”
- Section 3.3, “Inventory Module”
- Section 3.11, “Marketplace Connector Module”
- Section 3.12, “Delivery Fulfillment Module”
- Section 3.13, “CP Commerce Module”
- Section 3.14, “Procure to Pay Module”
- Section 3.15, “Order To Cash Module”
- Section 3.16, “Warehouse Management Module”
- Section 3.17, “Customer Data Platform”
- Section 3.19, “Digital Twin Module”
- Section 3.20, “Datalake Module”

### A.12.3. Menu 01 - e.g. Sales Orders Listing

### A.12.4. Menu 02 - e.g. Line Items

### A.12.5. Permission Settings

### A.12.6. Personalization

### A.12.7. Related Applets

This applet also depends on the following applets:

- Applet 1
- Applet 2

The following applets depends on this applet:

- Applet 3
- Applet 4

Also see

### A.12.8. Pricing

### A.12.9. Release Note

### A.12.10. Roadmap

# A.13. UCC Applet

[ucc applet logo] | *ucc_applet_logo.png*

## A.13.1. Introduction

This is a simple description of the applet, no more than 100 words.

## A.13.2. Modules

This applet is used in the following modules:

- Section 3.1, “Core Module”
- Section 3.2, “Accounting Module”
- Section 3.4, “Point of Sales Module”
- Section 3.5, “Manufacturing Module”
- Section 3.6, “Membership Module”
- Section 3.7, “Referral Module”
- Section 3.8, “Customer Relationship Management”
- Section 3.9, “Contact Center Module”
- Section 3.10, “Digital Marketing Module”
- Section 3.11, “Marketplace Connector Module”
- Section 3.12, “Delivery Fulfillment Module”
- Section 3.17, “Customer Data Platform”
- Section 3.19, “Digital Twin Module”
- Section 3.20, “Datalake Module”

## A.13.3. Menu 01 - e.g. Sales Orders Listing

## A.13.4. Menu 02 - e.g. Line Items

## A.13.5. Permission Settings

## A.13.6. Personalization

## A.13.7. Related Applets

This applet also depends on the following applets:

- Applet 1
- Applet 2

The following applets depends on this applet:

- Applet 3
- Applet 4

Also see

### A.13.8. Pricing

### A.13.9. Release Note

### A.13.10. Roadmap

## A.14. Bank Reconciliation Applet

[bank reconciliation applet logo] | *bank_reconciliation_applet_logo.png*

### A.14.1. Introduction

This is a simple description of the applet, no more than 100 words.

### A.14.2. Modules

This applet is used in the following modules:

- Section 3.1, “Core Module”
- Section 3.2, “Accounting Module”
- Section 3.4, “Point of Sales Module”
- Section 3.5, “Manufacturing Module”
- Section 3.6, “Membership Module”
- Section 3.7, “Referral Module”
- Section 3.8, “Customer Relationship Management”
- Section 3.9, “Contact Center Module”
- Section 3.10, “Digital Marketing Module”
- Section 3.3, “Inventory Module”
- Section 3.11, “Marketplace Connector Module”
- Section 3.12, “Delivery Fulfillment Module”
- Section 3.13, “CP Commerce Module”
- Section 3.14, “Procure to Pay Module”
- Section 3.15, “Order To Cash Module”
- Section 3.16, “Warehouse Management Module”

- Section 3.17, “Customer Data Platform”
- Section 3.19, “Digital Twin Module”
- Section 3.20, “Datalake Module”

### A.14.3. Menu 01 - e.g. Sales Orders Listing

### A.14.4. Menu 02 - e.g. Line Items

### A.14.5. Permission Settings

### A.14.6. Personalization

### A.14.7. Related Applets

This applet also depends on the following applets:

- Applet 1
- Applet 2

The following applets depends on this applet:

- Applet 3
- Applet 4

Also see

### A.14.8. Pricing

### A.14.9. Release Note

### A.14.10. Roadmap

## A.15. Stock Take V2 Applet

[stock take V2 applet logo] | *stock_take_V2_applet_logo.png*

### A.15.1. Introduction

This is a simple description of the applet, no more than 100 words.

### A.15.2. Modules

This applet is used in the following modules:

- Section 3.1, “Core Module”
- Section 3.2, “Accounting Module”

- Section 3.4, “Point of Sales Module”
- Section 3.5, “Manufacturing Module”
- Section 3.6, “Membership Module”
- Section 3.7, “Referral Module”
- Section 3.8, “Customer Relationship Management”
- Section 3.9, “Contact Center Module”
- Section 3.10, “Digital Marketing Module”
- Section 3.3, “Inventory Module”
- Section 3.11, “Marketplace Connector Module”
- Section 3.12, “Delivery Fulfillment Module”
- Section 3.13, “CP Commerce Module”
- Section 3.14, “Procure to Pay Module”
- Section 3.15, “Order To Cash Module”
- Section 3.16, “Warehouse Management Module”
- Section 3.17, “Customer Data Platform”
- Section 3.19, “Digital Twin Module”
- Section 3.20, “Datalake Module”

### A.15.3. Menu 01 - e.g. Sales Orders Listing

### A.15.4. Menu 02 - e.g. Line Items

### A.15.5. Permission Settings

### A.15.6. Personalization

### A.15.7. Related Applets

This applet also depends on the following applets:

- Applet 1
- Applet 2

The following applets depends on this applet:

- Applet 3
- Applet 4

Also see

### A.15.8. Pricing

### A.15.9. Release Note

### A.15.10. Roadmap

## A.16. CP Commerce Admin Applet

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### A.16.1. Introduction

This is a simple description of the applet, no more than 100 words.

### A.16.2. Modules

This applet is used in the following modules:

- Section 3.1, “Core Module”
- Section 3.2, “Accounting Module”
- Section 3.4, “Point of Sales Module”
- Section 3.5, “Manufacturing Module”
- Section 3.6, “Membership Module”
- Section 3.7, “Referral Module”
- Section 3.8, “Customer Relationship Management”
- Section 3.9, “Contact Center Module”
- Section 3.10, “Digital Marketing Module”
- Section 3.3, “Inventory Module”
- Section 3.11, “Marketplace Connector Module”
- Section 3.12, “Delivery Fulfillment Module”
- Section 3.13, “CP Commerce Module”
- Section 3.14, “Procure to Pay Module”
- Section 3.15, “Order To Cash Module”
- Section 3.16, “Warehouse Management Module”
- Section 3.17, “Customer Data Platform”
- Section 3.19, “Digital Twin Module”
- Section 3.20, “Datalake Module”

### A.16.3. Websites

### A.16.4. Forms

### A.16.5. Topics

### A.16.6. Rating Configuration

### A.16.7. Template Forms

### A.16.8. Submitted Forms

### A.16.9. Spending Limit

### A.16.10. Blocked Customers

### A.16.11. Activities

### A.16.12. Permission Settings

### A.16.13. Personalization

### A.16.14. Related Applets

This applet also depends on the following applets:

- Applet 1
- Applet 2

The following applets depends on this applet:

- Applet 3
- Applet 4

Also see

### A.16.15. Pricing

### A.16.16. Release Note

### A.16.17. Roadmap

## A.17. Media Library Applet

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### A.17.1. Introduction

This is a simple description of the applet, no more than 100 words.

### A.17.2. Modules

This applet is used in the following modules:

- Section 3.1, “Core Module”
- Section 3.2, “Accounting Module”
- Section 3.4, “Point of Sales Module”
- Section 3.5, “Manufacturing Module”
- Section 3.6, “Membership Module”
- Section 3.7, “Referral Module”
- Section 3.8, “Customer Relationship Management”
- Section 3.9, “Contact Center Module”
- Section 3.10, “Digital Marketing Module”
- Section 3.3, “Inventory Module”
- Section 3.11, “Marketplace Connector Module”
- Section 3.12, “Delivery Fulfillment Module”
- Section 3.13, “CP Commerce Module”
- Section 3.14, “Procure to Pay Module”
- Section 3.15, “Order To Cash Module”
- Section 3.16, “Warehouse Management Module”
- Section 3.17, “Customer Data Platform”
- Section 3.19, “Digital Twin Module”
- Section 3.20, “Datalake Module”

### A.17.3. Menu 01 - e.g. Sales Orders Listing

### A.17.4. Menu 02 - e.g. Line Items

### A.17.5. Permission Settings

### A.17.6. Personalization

### A.17.7. Related Applets

This applet also depends on the following applets:

- Applet 1

- Applet 2

The following applets depends on this applet:

- Applet 3
- Applet 4

Also see

### A.17.8. Pricing

### A.17.9. Release Note

### A.17.10. Roadmap

## A.18. Payment Channel Applet

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### A.18.1. Introduction

This is a simple description of the applet, no more than 100 words.

### A.18.2. Modules

This applet is used in the following modules:

- Section 3.1, “Core Module”
- Section 3.2, “Accounting Module”
- Section 3.4, “Point of Sales Module”
- Section 3.5, “Manufacturing Module”
- Section 3.6, “Membership Module”
- Section 3.7, “Referral Module”
- Section 3.8, “Customer Relationship Management”
- Section 3.9, “Contact Center Module”
- Section 3.10, “Digital Marketing Module”
- Section 3.3, “Inventory Module”
- Section 3.11, “Marketplace Connector Module”
- Section 3.12, “Delivery Fulfillment Module”
- Section 3.13, “CP Commerce Module”
- Section 3.14, “Procure to Pay Module”
- Section 3.15, “Order To Cash Module”

- Section 3.16, “Warehouse Management Module”
- Section 3.17, “Customer Data Platform”
- Section 3.19, “Digital Twin Module”
- Section 3.20, “Datalake Module”

### A.18.3. Menu 01 - e.g. Sales Orders Listing

### A.18.4. Menu 02 - e.g. Line Items

### A.18.5. Permission Settings

### A.18.6. Personalization

### A.18.7. Related Applets

This applet also depends on the following applets:

- Applet 1
- Applet 2

The following applets depends on this applet:

- Applet 3
- Applet 4

Also see

### A.18.8. Pricing

### A.18.9. Release Note

### A.18.10. Roadmap