

BigLedger Handbook

v1.0



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

- [Epub Format](#)
- [Single File HTML](#)
- [PDF Format](#)

Table of Contents

1. User Guide	22
1.1. All Users	22
1.1.1. Your AkaunID	22
1.1.2. The Production, Staging and Development Environment	22
1.1.3. Understanding Root vs Tenant	22
1.1.4. The Applet Store	23
1.2. Project Implementors	24
1.2.1. Subscription setup in Akaun Platform	24
1.2.2. Tenant setup in Akaun Platform	24
1.2.3. Applet-Catalogs	24
1.2.4. Configuration of Core Modules	25
1.3. Tenant Owners	26
1.3.1. What is a Tenant ?	26
1.3.2. Managing Users	26
1.3.3. Fees and Charges	26
1.3.4. Access and Permissions	26
1.3.5. System Performance	26
1.3.6. API	26
1.3.7. Subscriptions , Applet-Catalogs , Applets	26
1.3.8. Audit Trail	26
1.4. Applet Developers	27
1.4.1. Signing up your AkaunID	27
1.5. Reseller Guide	28
1.5.1. Section 1	28
1.5.2. Section 2	28
1.6. System Integrators	29
1.6.1. Section 1	29
1.6.2. Section 2	29
2. Guide by Industry	30
2.1. Consumer Electronics Industry	30
2.1.1. Problems	30
2.1.2. Solutions	30
2.1.3. Features	30
2.2. Pharmacy Industry	30
2.2.1. Problems	30
2.2.2. Solutions	30
2.2.3. Features	30
2.3. Car Workshops	30

2.3.1. Problems	30
2.3.2. Solutions	30
2.3.3. Features	30
2.4. Retail Chainstores	30
2.4.1. Problems	30
2.4.2. Solutions	30
2.4.3. Features	30
2.5. Logistics Industry	30
2.5.1. Problems	31
2.5.2. Solutions	31
2.5.3. Features	31
2.6. Manufacturing Industry	31
2.6.1. Problems	31
2.6.2. Solutions	31
2.6.3. Features	31
2.7. Pet Industry	31
2.7.1. Problems	31
2.7.2. Solutions	31
2.7.3. Features	31
3. Guide by Modules	32
3.1. Core Module	32
3.1.1. Introduction	32
Overview	32
Applets	32
Features and Functions	32
What's New	32
Getting Started	32
Module Dependencies	32
3.1.2. Module Name - Unique Value Proposition	32
3.1.3. Core Module - Related Applets	33
3.1.4. Module Name - Project Implementation Steps	33
Scope Management (End Results)	33
Project Gantt Chart	33
Project Kickstart Meeting	33
Weekly Meeting	33
Agile Method	33
Cashflow Projection	33
Human Resource Management	33
Communication Management	33
Risk Management	34
UAT (User Acceptance Test)	34

Requirement Analysis	34
Project Goes Live	34
Post Mortem	34
3.2. Accounting Module	34
3.2.1. Introduction	34
Overview	34
Applets	34
Features and Functions	34
What's New	34
Getting Started	34
Module Dependencies	34
3.2.2. Accounting - Unique Value Proposition	34
3.2.3. Accounting Module - Related Applets	34
3.2.4. Module Name - Project Implementation Steps	34
Scope Management (End Results)	34
Project Gantt Chart	35
Project Kickstart Meeting	35
Weekly Meeting	35
Agile Method	35
Cashflow Projection	35
Human Resource Management	35
Communication Management	35
Risk Management	35
UAT (User Acceptance Test)	35
Requirement Analysis	35
Project Goes Live	35
Post Mortem	35
3.3. Point of Sales Module	36
3.3.1. Introduction	36
Overview	36
Applets	36
Features and Functions	36
What's New	36
Getting Started	36
Module Dependencies	36
3.3.2. Point of Sales - Unique Value Proposition	36
3.3.3. Point of Sales Module - Related Applets	36
3.3.4. Point of Sales Module - Project Implementation Steps	36
Scope Management (End Results)	36
Project Gantt Chart	36
Project Kickstart Meeting	37

Weekly Meeting	37
Agile Method	37
Cashflow Projection	37
Human Resource Management	37
Communication Management	37
Risk Management	37
UAT (User Acceptance Test)	37
Requirement Analysis	37
Project Goes Live	37
Post Mortem	37
3.4. Manufacturing Module	37
3.4.1. Introduction	37
Overview	37
Applets	37
Features and Functions	37
What's New	38
Getting Started	38
Module Dependencies	38
3.4.2. Manufacturing - Unique Value Proposition	38
3.4.3. Manufacturing - Related Applets	38
3.4.4. Manufacturing - Project Implementation Steps	38
Scope Management (End Results)	38
Project Gantt Chart	38
Project Kickstart Meeting	38
Weekly Meeting	38
Agile Method	38
Cashflow Projection	38
Human Resource Management	38
Communication Management	39
Risk Management	39
UAT (User Acceptance Test)	39
Requirement Analysis	39
Project Goes Live	39
Post Mortem	39
3.5. Membership Module	39
3.5.1. Introduction	39
Overview	39
Applets	39
Features and Functions	39
What's New	39
Getting Started	39

Module Dependencies	39
3.5.2. Membership - Unique Value Proposition	39
3.5.3. Membership - Related Applets.....	39
3.5.4. Membership - Project Implementation Steps.....	39
Scope Management (End Results).....	39
Project Gantt Chart	40
Project Kickstart Meeting	40
Weekly Meeting.....	40
Agile Method	40
Cashflow Projection	40
Human Resource Management.....	40
Communication Management	40
Risk Management	40
UAT (User Acceptance Test)	40
Requirement Analysis	40
Project Goes Live.....	40
Post Mortem.....	40
3.6. Referral Module	41
3.6.1. Introduction	41
Overview.....	41
Applets.....	41
Features and Functions.....	41
What's New.....	41
Getting Started.....	41
Module Dependencies	41
3.6.2. Referral - Unique Value Proposition.....	41
3.6.3. Referral Module - Related Applets	41
3.6.4. Module Name - Project Implementation Steps	41
Scope Management (End Results).....	41
Project Gantt Chart	41
Project Kickstart Meeting	42
Weekly Meeting.....	42
Agile Method	42
Cashflow Projection	42
Human Resource Management.....	42
Communication Management	42
Risk Management	42
UAT (User Acceptance Test)	42
Requirement Analysis	42
Project Goes Live.....	42
Post Mortem.....	42

3.7. Customer Relationship Management	42
3.7.1. Introduction	42
Overview	42
Applets	42
Features and Functions	42
What's New	43
Getting Started	43
Module Dependencies	43
3.7.2. CRM - Unique Value Proposition	43
3.7.3. CRM - Related Applets	43
3.7.4. CRM - Project Implementation Steps	43
Scope Management (End Results)	43
Project Gantt Chart	43
Project Kickstart Meeting	43
Weekly Meeting	43
Agile Method	43
Cashflow Projection	43
Human Resource Management	43
Communication Management	44
Risk Management	44
UAT (User Acceptance Test)	44
Requirement Analysis	44
Project Goes Live	44
Post Mortem	44
3.8. Contact Center Module	44
3.8.1. Introduction	44
Overview	44
Applets	44
Features and Functions	44
What's New	44
Getting Started	44
Module Dependencies	44
3.8.2. Contact Center - Unique Value Proposition	44
3.8.3. Contact Center - Related Applets	44
3.8.4. Contact Center - Project Implementation Steps	44
Scope Management (End Results)	45
Project Gantt Chart	45
Project Kickstart Meeting	45
Weekly Meeting	45
Agile Method	45
Cashflow Projection	45

Human Resource Management	45
Communication Management	45
Risk Management	45
UAT (User Acceptance Test)	45
Requirement Analysis	45
Project Goes Live	46
Post Mortem	46
3.9. Name of Module	46
3.9.1. Introduction	46
Overview	46
Applets	46
Features and Functions	46
What's New	46
Getting Started	46
Module Dependencies	46
3.9.2. Digital Marketing - Unique Value Proposition	46
3.9.3. Digital Marketing - Related Applets	46
3.9.4. Digital Marketing - Project Implementation Steps	46
Scope Management (End Results)	46
Project Gantt Chart	46
Project Kickstart Meeting	47
Weekly Meeting	47
Agile Method	47
Cashflow Projection	47
Human Resource Management	47
Communication Management	47
Risk Management	47
UAT (User Acceptance Test)	47
Requirement Analysis	47
Project Goes Live	47
Post Mortem	47
3.10. Inventory Module	47
3.10.1. Introduction	47
Overview	47
Applets	47
Features and Functions	48
What's New	48
Getting Started	48
Module Dependencies	48
3.10.2. Inventory Module - Unique Value Proposition	48
3.10.3. Inventory Module - Related Applets	48

3.10.4. Inventory Module - Project Implementation Steps	48
Scope Management (End Results)	48
Project Gantt Chart	48
Project Kickstart Meeting	48
Weekly Meeting	48
Agile Method	48
Cashflow Projection	48
Human Resource Management	49
Communication Management	49
Risk Management	49
UAT (User Acceptance Test)	49
Requirement Analysis	49
Project Goes Live	49
Post Mortem	49
3.11. Marketplace Connector Module	49
3.11.1. Introduction	49
Overview	49
Applets	49
Features and Functions	49
What's New	49
Getting Started	49
Module Dependencies	49
3.11.2. Marketplace Connector - Unique Value Proposition	49
3.11.3. Marketplace Connector - Related Applets	49
3.11.4. Marketplace Connector - Project Implementation Steps	50
Scope Management (End Results)	50
Project Gantt Chart	50
Project Kickstart Meeting	50
Weekly Meeting	50
Agile Method	50
Cashflow Projection	50
Human Resource Management	50
Communication Management	50
Risk Management	50
UAT (User Acceptance Test)	50
Requirement Analysis	51
Project Goes Live	51
Post Mortem	51
3.12. Delivery Fulfillment Module	51
3.12.1. Introduction	51
Overview	51

Applets	51
Features and Functions	51
What's New	51
Getting Started	51
Module Dependencies	51
3.12.2. Delivery Fulfillment - Unique Value Proposition	51
3.12.3. Delivery Fulfillment - Related Applets	51
3.12.4. Delivery Fulfillment - Project Implementation Steps	51
Scope Management (End Results)	51
Project Gantt Chart	51
Project Kickstart Meeting	52
Weekly Meeting	52
Agile Method	52
Cashflow Projection	52
Human Resource Management	52
Communication Management	52
Risk Management	52
UAT (User Acceptance Test)	52
Requirement Analysis	52
Project Goes Live	52
Post Mortem	52
3.13. CP Commerce Module	52
3.13.1. Introduction	52
Overview	52
Applets	53
Features and Functions	53
What's New	53
Getting Started	53
Module Dependencies	53
3.13.2. CP Commerce - Unique Value Proposition	53
3.13.3. CP Commerce - Related Applets	53
3.13.4. CP Commerce - Project Implementation Steps	53
Scope Management (End Results)	53
Project Gantt Chart	53
Project Kickstart Meeting	53
Weekly Meeting	53
Agile Method	53
Cashflow Projection	54
Human Resource Management	54
Communication Management	54
Risk Management	54

UAT (User Acceptance Test)	54
Requirement Analysis	54
Project Goes Live	54
Post Mortem	54
3.14. Procure to Pay Module	54
3.14.1. Introduction	54
Overview	54
Applets	54
Features and Functions	54
What's New	54
Getting Started	54
Module Dependencies	54
3.14.2. Procure To Pay - Unique Value Proposition	54
3.14.3. Procure To Pay - Related Applets	54
3.14.4. Procure To Pay - Project Implementation Steps	55
Scope Management (End Results)	55
Project Gantt Chart	55
Project Kickstart Meeting	55
Weekly Meeting	55
Agile Method	55
Cashflow Projection	55
Human Resource Management	55
Communication Management	55
Risk Management	55
UAT (User Acceptance Test)	55
Requirement Analysis	56
Project Goes Live	56
Post Mortem	56
3.15. Order To Cash Module	56
3.15.1. Introduction	56
Overview	56
Applets	56
Features and Functions	56
What's New	56
Getting Started	56
Module Dependencies	56
3.15.2. Order To Cash - Unique Value Proposition	56
3.15.3. Order To Cash - Related Applets	56
3.15.4. Order To Cash - Project Implementation Steps	56
Scope Management (End Results)	56
Project Gantt Chart	56

Project Kickstart Meeting	57
Weekly Meeting	57
Agile Method	57
Cashflow Projection	57
Human Resource Management	57
Communication Management	57
Risk Management	57
UAT (User Acceptance Test)	57
Requirement Analysis	57
Project Goes Live	57
Post Mortem	57
3.16. Warehouse Management Module	57
3.16.1. Introduction	57
Overview	57
Applets	58
Features and Functions	58
What's New	58
Getting Started	58
Module Dependencies	58
3.16.2. Warehouse Management - Unique Value Proposition	58
3.16.3. Warehouse Management - Related Applets	58
3.16.4. Warehouse Management - Project Implementation Steps	58
Scope Management (End Results)	58
Project Gantt Chart	58
Project Kickstart Meeting	58
Weekly Meeting	58
Agile Method	58
Cashflow Projection	59
Human Resource Management	59
Communication Management	59
Risk Management	59
UAT (User Acceptance Test)	59
Requirement Analysis	59
Project Goes Live	59
Post Mortem	59
3.17. Customer Data Platform	59
3.17.1. Introduction	59
Overview	59
Applets	59
Features and Functions	59
What's New	59

Getting Started	59
Module Dependencies	59
3.17.2. Customer Data Platform - Unique Value Proposition	59
3.17.3. Customer Data Platform - Related Applets	59
3.17.4. Customer Data Platform - Project Implementation Steps	60
Scope Management (End Results)	60
Project Gantt Chart	60
Project Kickstart Meeting	60
Weekly Meeting	60
Agile Method	60
Cashflow Projection	60
Human Resource Management	60
Communication Management	60
Risk Management	60
UAT (User Acceptance Test)	60
Requirement Analysis	61
Project Goes Live	61
Post Mortem	61
3.18. PGW Module	61
3.18.1. Introduction	61
Overview	61
Applets	61
Features and Functions	61
What's New	61
Getting Started	61
Module Dependencies	61
3.18.2. Payment Gateway Module - Unique Value Proposition	61
3.18.3. Module Name - Related Applets	61
3.18.4. Module Name - Project Implementation Steps	62
Scope Management (End Results)	62
Project Gantt Chart	62
Project Kickstart Meeting	62
Weekly Meeting	62
Agile Method	62
Cashflow Projection	62
Human Resource Management	62
Communication Management	62
Risk Management	62
UAT (User Acceptance Test)	62
Requirement Analysis	63
Project Goes Live	63

Post Mortem	63
3.19. Digital Twin Module	63
3.19.1. Introduction	63
Overview	63
Applets	63
Features and Functions	63
What's New	63
Getting Started	63
Module Dependencies	63
3.19.2. Digital Twin - Unique Value Proposition	63
3.19.3. Digital Twin - Related Applets	63
3.19.4. Module Name - Project Implementation Steps	63
Scope Management (End Results)	63
Project Gantt Chart	63
Project Kickstart Meeting	64
Weekly Meeting	64
Agile Method	64
Cashflow Projection	64
Human Resource Management	64
Communication Management	64
Risk Management	64
UAT (User Acceptance Test)	64
Requirement Analysis	64
Project Goes Live	64
Post Mortem	64
3.20. Datalake Module	64
3.20.1. Introduction	64
Overview	64
Applets	65
Features and Functions	65
What's New	65
Getting Started	65
Module Dependencies	65
3.20.2. Datalake - Unique Value Proposition	65
3.20.3. Datalake - Related Applets	65
3.20.4. Datalake - Project Implementation Steps	65
Scope Management (End Results)	65
Project Gantt Chart	65
Project Kickstart Meeting	65
Weekly Meeting	65
Agile Method	65

Cashflow Projection	66
Human Resource Management	66
Communication Management	66
Risk Management	66
UAT (User Acceptance Test)	66
Requirement Analysis	66
Project Goes Live	66
Post Mortem	66
4. Applet Directory	67
4.1. Applet Listing	67
4.1.1. Applet Store	68
Introduction	68
Modules	68
Menu 01 - e.g. Sales Orders Listing	68
Menu 02 - e.g. Line Items	68
Permission Settings	69
Personalization	69
Related Applets	69
Pricing	69
Release Note	69
Roadmap	69
4.1.2. Tax Configuration Applet	69
Introduction	69
Modules	69
Menu 01 - e.g. Sales Orders Listing	70
Menu 02 - e.g. Line Items	70
Permission Settings	70
Personalization	70
Related Applets	70
Pricing	70
Release Note	70
Roadmap	70
4.1.3. Organization Applet	71
Introduction	71
Modules	71
Menu 01 - e.g. Sales Orders Listing	71
Menu 02 - e.g. Line Items	71
Permission Settings	72
Personalization	72
Related Applets	72
Pricing	72

Release Note	72
Roadmap	72
4.1.4. Chart of Account Applet	72
Introduction	72
Modules	72
Menu 01 - e.g. Sales Orders Listing	73
Menu 02 - e.g. Line Items	73
Permission Settings	73
Personalization	73
Related Applets	73
Pricing	73
Release Note	73
Roadmap	73
4.1.5. Cashbook Applet	74
Introduction	74
Modules	74
Menu 01 - e.g. Sales Orders Listing	74
Menu 02 - e.g. Line Items	74
Permission Settings	75
Personalization	75
Related Applets	75
Pricing	75
Release Note	75
Roadmap	75
4.1.6. Doc Item Maintenance Applet	75
Introduction	75
Modules	75
Menu 01 - e.g. Sales Orders Listing	76
Menu 02 - e.g. Line Items	76
Permission Settings	76
Personalization	76
Related Applets	76
Pricing	76
Release Note	76
Roadmap	76
4.1.7. Inventory Item Maintenance Applet	77
Introduction	77
Modules	77
Menu 01 - e.g. Sales Orders Listing	77
Menu 02 - e.g. Line Items	77
Permission Settings	78

Personalization	78
Related Applets	78
Pricing	78
Release Note	78
Roadmap	78
4.1.8. Entity Maintenance Applet	78
Introduction	78
Modules	78
Menu 01 - e.g. Sales Orders Listing	79
Menu 02 - e.g. Line Items	79
Permission Settings	79
Personalization	79
Related Applets	79
Pricing	79
Release Note	79
Roadmap	79
4.1.9. Customer Maintenance Applet	80
Introduction	80
Modules	80
Menu 01 - e.g. Sales Orders Listing	80
Menu 02 - e.g. Line Items	80
Permission Settings	81
Personalization	81
Related Applets	81
Pricing	81
Release Note	81
Roadmap	81
4.1.10. Supplier Maintenance Applet	81
Introduction	81
Modules	81
Menu 01 - e.g. Sales Orders Listing	82
Menu 02 - e.g. Line Items	82
Permission Settings	82
Personalization	82
Related Applets	82
Pricing	82
Release Note	82
Roadmap	82
4.1.11. Employee Maintenance Applet	83
Introduction	83
Modules	83

Menu 01 - e.g. Sales Orders Listing	83
Menu 02 - e.g. Line Items	83
Permission Settings	84
Personalization	84
Related Applets	84
Pricing	84
Release Note	84
Roadmap	84
4.1.12. Merchant Admin Maintenance Applet	84
Introduction	85
Modules	85
Menu 01 - e.g. Sales Orders Listing	86
Menu 02 - e.g. Line Items	86
Permission Settings	86
Personalization	86
Related Applets	86
Pricing	86
Release Note	86
Roadmap	86
4.1.13. UCC Applet	87
Introduction	87
Modules	87
Menu 01 - e.g. Sales Orders Listing	88
Menu 02 - e.g. Line Items	88
Permission Settings	88
Personalization	88
Related Applets	88
Pricing	88
Release Note	88
Roadmap	88
4.1.14. Bank Reconciliation Applet	88
Introduction	89
Modules	89
Menu 01 - e.g. Sales Orders Listing	90
Menu 02 - e.g. Line Items	90
Permission Settings	90
Personalization	90
Related Applets	90
Pricing	90
Release Note	90
Roadmap	90

5. Cloud Native Architecture	91
5.1. Background	91
5.2. Motivation	91
5.2.1. Integrations	91
5.2.2. Infrastructure and Toolchain	91
5.2.3. Network Effect	91
5.2.4. Cloud Cost Savings	92
5.2.5. Artificial Intelligence	92
5.2.6. Human Resource	92
5.3. Journey	92
5.4. Challenges and Lessons	92
5.5. Technical Considerations	92
6. Technical Guide	93
6.1. Applet Development Guide	93
6.1.1. Creating a new Applet	93
Preparation Before Developing A New Applet	93
Business Requirements	93
Database Design	93
Mock Up and Design	93
API Design	93
6.1.2. Deploying applet to s3	93
6.1.3. Developer SysAdmin Applet	93
6.1.4. Example Applet Template	93
6.1.5. Inactive Applet	93
6.1.6. Publishing an Applet	93
6.1.7. Releasing new version of the applets	94
Handling changes in permission templates	94
Getting approval	94
6.1.8. Full Deletion of Applet	94
Removal of applet from Applet-Catalogs	94
Removal of applet from users who have installed the applet	94
Removal of the Javascript Bundle from s3	94
Delete all applet settings / configurations in bl_applet_* tables in both Tenant and Root ...	94
Removal of all schedulers related to this applet	94
Removal of Audit Trails and other applet related tables	94
Removal of applet from the Applet Master List - Google Spreadsheet	94
Removal	94
6.1.9. Quality Control Checklist	94
UI Design QC	94
Documentation QC	94
Permissions QC	94

Features QC	94
Development / Staging Environment QC	94
Commercials QC	95
Source Code QC	95
6.1.10. Support and Maintenance of Applet	95
6.1.11. Suspension of Applet	95
6.1.12. Types of Applet	95
6.1.13. UI Design Guidelines	95
6.1.14. Vendor Account	95
Vendor Registration	95
Developer Registration	95
Linking to the AkaunHQ Entity Account	95
6.1.15. Pricing for applets	95
6.1.16. Scheduler for applet	95
6.1.17. Webhooks for Applets	95
6.1.18. Archiving an Applet	96
6.1.19. Client Side Settings	96
6.2. Akaun Shell Development Guide	96
6.3. Cloud Infrastructure	96
6.4. BigLedger Database Guide	96
6.4.1. Overview	96
6.4.2. Database Schema	96
6.4.3. Liquibase	96
6.4.4. The Root Database Schema	96
6.4.5. The Tenant Database Schema	96
6.5. BigLedger Java API Guide	96
6.5.1. Spring Framework	96
6.5.2. RESTful API Best Practices	96
6.6. Domain Driven Design	96
6.7. CP Commerce Development	96
6.8. Kubernetes	96
7. Documentation Authoring	97
7.1. Authoring this Documentation	97
7.2. Setup and Configurations	97
7.2.1. Github Repository	97
7.2.2. Asciidoctor Toolchain	98
Installing Asciidoctor	98
Installing Epub3 Converter	99
Installing PDF Converter	99
Installing Multipage HTML Converter	99
7.2.3. Visual Studio Code	99

7.3. Understanding the Directory Structure	99
7.4. Images	100
7.5. Committing Changes To The Repository	100
7.6. List of workshops	101
Glossary	102
Appendix A: First Appendix	103
A.1. First Subsection	103
A.2. Second Subsection	103
Appendix B: Second Appendix	104
B.1. First Chapter	104
B.2. Second Chapter	104

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	<a href="https://<something>.akaun.net">https://<something>.akaun.net	This is the life environment, used by real businesses in their day to day operations.
Staging	https://akaun.cloud	<a href="https://<something>.akaun.app">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	<a href="https://<something>.akaun.xyz">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

some sections here

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.

Applets

The core module consiste of the following applets:

- [Section 4.1.2, "Tax Configuration Applet"](#)
- [Section 4.1.3, "Organization Applet"](#)
- [Section 4.1.4, "Chart of Account Applet"](#)
- [Section 4.1.6, "Doc Item Maintenance Applet"](#)
- [Section 4.1.5, "Cashbook Applet"](#)
- [Section 4.1.7, "Inventory Item Maintenance Applet"](#)
- [Section 4.1.8, "Entity Maintenance Applet"](#)
- [Section 4.1.9, "Customer Maintenance Applet"](#)
- [Section 4.1.11, "Employee Maintenance Applet"](#)
- [Section 4.1.10, "Supplier Maintenance Applet"](#)

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 4.1.2, “Tax Configuration Applet”](#)
- [Section 4.1.3, “Organization Applet”](#)
- [Section 4.1.4, “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. Point of Sales 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. Point of Sales - Unique Value Proposition

3.3.3. Point of Sales Module - Related Applets

3.3.4. 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

3.4. Manufacturing 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. Manufacturing - Unique Value Proposition

3.4.3. Manufacturing - Related Applets

3.4.4. 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

3.5. Membership 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. Membership - Unique Value Proposition

3.5.3. Membership - Related Applets

3.5.4. 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

3.6. Referral Module

3.6.1. 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

3.6.2. Referral - Unique Value Proposition

3.6.3. Referral Module - Related Applets

3.6.4. 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

3.7. Customer Relationship Management

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. CRM - Unique Value Proposition

3.7.3. CRM - Related Applets

3.7.4. 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

3.8. Contact Center Module

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.

Applets

Features and Functions

What's New

Getting Started

Module Dependencies

3.8.2. Contact Center - Unique Value Proposition

3.8.3. Contact Center - Related Applets

- [Section 4.1.13, "UCC Applet"](#)

3.8.4. 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

3.9. Name of 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. Digital Marketing - Unique Value Proposition

3.9.3. Digital Marketing - Related Applets

3.9.4. 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

3.10. Inventory 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. Inventory Module - Unique Value Proposition

3.10.3. Inventory Module - Related Applets

3.10.4. 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

3.11. 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

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

3.13.2. 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

- 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

3.14. 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

Overview

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

Applets

The pgw module consiste of the following applets:

- [Section 4.1.2, "Tax Configuration Applet"](#)
- [Section 4.1.3, "Organization Applet"](#)
- [Section 4.1.4, "Chart of Account Applet"](#)
- [Section 4.1.6, "Doc Item Maintenance Applet"](#)
- [Section 4.1.5, "Cashbook Applet"](#)
- [Section 4.1.7, "Inventory Item Maintenance Applet"](#)
- [Section 4.1.8, "Entity Maintenance Applet"](#)
- [Section 4.1.9, "Customer Maintenance Applet"](#)
- [Section 4.1.11, "Employee Maintenance Applet"](#)
- [Section 4.1.10, "Supplier 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. Applet Directory

4.1. Applet Listing

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.

4.1.1. Applet Store



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.

Modules

This applet is used in the following modules:

- [Section 3.1, “Core Module”](#)
- [Section 3.2, “Accounting Module”](#)
- [Section 3.3, “Point of Sales Module”](#)
- [Section 3.4, “Manufacturing Module”](#)
- [Section 3.5, “Membership Module”](#)
- [Section 3.6, “Referral Module”](#)
- [Section 3.7, “Customer Relationship Management”](#)
- [Section 3.8, “Contact Center Module”](#)
- [Section 3.9, “Name of Module”](#)
- [Section 3.10, “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”](#)

Menu 01 - e.g. Sales Orders Listing

Menu 02 - e.g. Line Items

Permission Settings

Personalization

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

Pricing

Release Note

Roadmap

4.1.2. Tax Configuration Applet



Introduction

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

Modules

This applet is used in the following modules:

- [Section 3.1, “Core Module”](#)
- [Section 3.2, “Accounting Module”](#)
- [Section 3.3, “Point of Sales Module”](#)
- [Section 3.4, “Manufacturing Module”](#)
- [Section 3.5, “Membership Module”](#)
- [Section 3.6, “Referral Module”](#)

- [Section 3.7, “Customer Relationship Management”](#)
- [Section 3.8, “Contact Center Module”](#)
- [Section 3.9, “Name of Module”](#)
- [Section 3.10, “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”](#)

Menu 01 - e.g. Sales Orders Listing

Menu 02 - e.g. Line Items

Permission Settings

Personalization

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

Pricing

Release Note

Roadmap

4.1.3. Organization Applet



Introduction

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

Modules

This applet is used in the following modules:

- [Section 3.1, “Core Module”](#)
- [Section 3.2, “Accounting Module”](#)
- [Section 3.3, “Point of Sales Module”](#)
- [Section 3.4, “Manufacturing Module”](#)
- [Section 3.5, “Membership Module”](#)
- [Section 3.6, “Referral Module”](#)
- [Section 3.7, “Customer Relationship Management”](#)
- [Section 3.8, “Contact Center Module”](#)
- [Section 3.9, “Name of Module”](#)
- [Section 3.10, “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”](#)

Menu 01 - e.g. Sales Orders Listing

Menu 02 - e.g. Line Items

Permission Settings

Personalization

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

Pricing

Release Note

Roadmap

4.1.4. Chart of Account Applet



Introduction

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

Modules

This applet is used in the following modules:

- [Section 3.1, “Core Module”](#)
- [Section 3.2, “Accounting Module”](#)
- [Section 3.3, “Point of Sales Module”](#)
- [Section 3.4, “Manufacturing Module”](#)
- [Section 3.5, “Membership Module”](#)
- [Section 3.6, “Referral Module”](#)

- [Section 3.7, “Customer Relationship Management”](#)
- [Section 3.8, “Contact Center Module”](#)
- [Section 3.9, “Name of Module”](#)
- [Section 3.10, “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, “Data Lake Module”](#)

Menu 01 - e.g. Sales Orders Listing

Menu 02 - e.g. Line Items

Permission Settings

Personalization

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

Pricing

Release Note

Roadmap

4.1.5. Cashbook Applet



Introduction

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

Modules

This applet is used in the following modules:

- [Section 3.1, “Core Module”](#)
- [Section 3.2, “Accounting Module”](#)
- [Section 3.3, “Point of Sales Module”](#)
- [Section 3.4, “Manufacturing Module”](#)
- [Section 3.5, “Membership Module”](#)
- [Section 3.6, “Referral Module”](#)
- [Section 3.7, “Customer Relationship Management”](#)
- [Section 3.8, “Contact Center Module”](#)
- [Section 3.9, “Name of Module”](#)
- [Section 3.10, “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, “Data Lake Module”](#)

Menu 01 - e.g. Sales Orders Listing

Menu 02 - e.g. Line Items

Permission Settings

Personalization

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

Pricing

Release Note

Roadmap

4.1.6. Doc Item Maintenance Applet



Introduction

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

Modules

This applet is used in the following modules:

- [Section 3.1, “Core Module”](#)
- [Section 3.2, “Accounting Module”](#)
- [Section 3.3, “Point of Sales Module”](#)
- [Section 3.4, “Manufacturing Module”](#)
- [Section 3.5, “Membership Module”](#)
- [Section 3.6, “Referral Module”](#)

- [Section 3.7, “Customer Relationship Management”](#)
- [Section 3.8, “Contact Center Module”](#)
- [Section 3.9, “Name of Module”](#)
- [Section 3.10, “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”](#)

Menu 01 - e.g. Sales Orders Listing

Menu 02 - e.g. Line Items

Permission Settings

Personalization

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

Pricing

Release Note

Roadmap

4.1.7. Inventory Item Maintenance Applet



Introduction

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

Modules

This applet is used in the following modules:

- [Section 3.1, “Core Module”](#)
- [Section 3.2, “Accounting Module”](#)
- [Section 3.3, “Point of Sales Module”](#)
- [Section 3.4, “Manufacturing Module”](#)
- [Section 3.5, “Membership Module”](#)
- [Section 3.6, “Referral Module”](#)
- [Section 3.7, “Customer Relationship Management”](#)
- [Section 3.8, “Contact Center Module”](#)
- [Section 3.9, “Name of Module”](#)
- [Section 3.10, “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, “Data Lake Module”](#)

Menu 01 - e.g. Sales Orders Listing

Menu 02 - e.g. Line Items

Permission Settings

Personalization

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

Pricing

Release Note

Roadmap

4.1.8. Entity Maintenance Applet



Introduction

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

Modules

This applet is used in the following modules:

- [Section 3.1, “Core Module”](#)
- [Section 3.2, “Accounting Module”](#)
- [Section 3.3, “Point of Sales Module”](#)
- [Section 3.4, “Manufacturing Module”](#)
- [Section 3.5, “Membership Module”](#)
- [Section 3.6, “Referral Module”](#)

- [Section 3.7, “Customer Relationship Management”](#)
- [Section 3.8, “Contact Center Module”](#)
- [Section 3.9, “Name of Module”](#)
- [Section 3.10, “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”](#)

Menu 01 - e.g. Sales Orders Listing

Menu 02 - e.g. Line Items

Permission Settings

Personalization

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

Pricing

Release Note

Roadmap

4.1.9. Customer Maintenance Applet



Introduction

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

Modules

This applet is used in the following modules:

- [Section 3.1, “Core Module”](#)
- [Section 3.2, “Accounting Module”](#)
- [Section 3.3, “Point of Sales Module”](#)
- [Section 3.4, “Manufacturing Module”](#)
- [Section 3.5, “Membership Module”](#)
- [Section 3.6, “Referral Module”](#)
- [Section 3.7, “Customer Relationship Management”](#)
- [Section 3.8, “Contact Center Module”](#)
- [Section 3.9, “Name of Module”](#)
- [Section 3.10, “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”](#)

Menu 01 - e.g. Sales Orders Listing

Menu 02 - e.g. Line Items

Permission Settings

Personalization

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

Pricing

Release Note

Roadmap

4.1.10. Supplier Maintenance Applet



Introduction

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

Modules

This applet is used in the following modules:

- [Section 3.1, “Core Module”](#)
- [Section 3.2, “Accounting Module”](#)
- [Section 3.3, “Point of Sales Module”](#)
- [Section 3.4, “Manufacturing Module”](#)
- [Section 3.5, “Membership Module”](#)
- [Section 3.6, “Referral Module”](#)

- [Section 3.7, “Customer Relationship Management”](#)
- [Section 3.8, “Contact Center Module”](#)
- [Section 3.9, “Name of Module”](#)
- [Section 3.10, “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, “Data Lake Module”](#)

Menu 01 - e.g. Sales Orders Listing

Menu 02 - e.g. Line Items

Permission Settings

Personalization

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

Pricing

Release Note

Roadmap

4.1.11. Employee Maintenance Applet



Introduction

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

Modules

This applet is used in the following modules:

- [Section 3.1, “Core Module”](#)
- [Section 3.2, “Accounting Module”](#)
- [Section 3.3, “Point of Sales Module”](#)
- [Section 3.4, “Manufacturing Module”](#)
- [Section 3.5, “Membership Module”](#)
- [Section 3.6, “Referral Module”](#)
- [Section 3.7, “Customer Relationship Management”](#)
- [Section 3.8, “Contact Center Module”](#)
- [Section 3.9, “Name of Module”](#)
- [Section 3.10, “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, “Data Lake Module”](#)

Menu 01 - e.g. Sales Orders Listing

Menu 02 - e.g. Line Items

Permission Settings

Personalization

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

Pricing

Release Note

Roadmap

4.1.12. Merchant Admin Maintenance Applet



Designed by pngtree

Introduction

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

Modules

This applet is used in the following modules:

- [Section 3.1, “Core Module”](#)
- [Section 3.2, “Accounting Module”](#)
- [Section 3.3, “Point of Sales Module”](#)
- [Section 3.4, “Manufacturing Module”](#)
- [Section 3.5, “Membership Module”](#)
- [Section 3.6, “Referral Module”](#)

- [Section 3.7, “Customer Relationship Management”](#)
- [Section 3.8, “Contact Center Module”](#)
- [Section 3.9, “Name of Module”](#)
- [Section 3.10, “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, “Data Lake Module”](#)

Menu 01 - e.g. Sales Orders Listing

Menu 02 - e.g. Line Items

Permission Settings

Personalization

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

Pricing

Release Note

Roadmap

4.1.13. UCC Applet



Introduction

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

Modules

This applet is used in the following modules:

- [Section 3.1, “Core Module”](#)
- [Section 3.2, “Accounting Module”](#)
- [Section 3.3, “Point of Sales Module”](#)
- [Section 3.4, “Manufacturing Module”](#)
- [Section 3.5, “Membership Module”](#)

- [Section 3.6, “Referral Module”](#)
- [Section 3.7, “Customer Relationship Management”](#)
- [Section 3.8, “Contact Center Module”](#)
- [Section 3.9, “Name of 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, “Data Lake Module”](#)

Menu 01 - e.g. Sales Orders Listing

Menu 02 - e.g. Line Items

Permission Settings

Personalization

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

Pricing

Release Note

Roadmap

4.1.14. Bank Reconciliation Applet



Introduction

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

Modules

This applet is used in the following modules:

- [Section 3.1, “Core Module”](#)
- [Section 3.2, “Accounting Module”](#)
- [Section 3.3, “Point of Sales Module”](#)
- [Section 3.4, “Manufacturing Module”](#)
- [Section 3.5, “Membership Module”](#)
- [Section 3.6, “Referral Module”](#)
- [Section 3.7, “Customer Relationship Management”](#)
- [Section 3.8, “Contact Center Module”](#)
- [Section 3.9, “Name of Module”](#)
- [Section 3.10, “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”](#)

Menu 01 - e.g. Sales Orders Listing

Menu 02 - e.g. Line Items

Permission Settings

Personalization

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

Pricing

Release Note

Roadmap

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. Technical Guide

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

6.1. Applet Development Guide

6.1.1. 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

6.1.2. 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

6.1.3. Developer SysAdmin Applet

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

6.1.4. 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.

6.1.5. 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.

6.1.6. Publishing an Applet

- Logo design

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

6.1.7. Releasing new version of the applets

Handling changes in permission templates

Getting approval

6.1.8. 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

6.1.9. 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

6.1.10. Support and Maintenance of Applet

6.1.11. Suspension of Applet

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

6.1.12. Types of Applet

6.1.13. 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

6.1.14. 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..

6.1.15. 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.

6.1.16. Scheduler for applet

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

6.1.17. 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..

6.1.18. Archiving an Applet

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

6.1.19. 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

6.2. Akaun Shell Development Guide

6.3. Cloud Infrastructure

6.4. BigLedger Database Guide

6.4.1. Overview

6.4.2. Database Schema

6.4.3. Liquibase

6.4.4. The Root Database Schema

6.4.5. The Tenant Database Schema

6.5. BigLedger Java API Guide

6.5.1. Spring Framework

6.5.2. RESTful API Best Practices

6.6. Domain Driven Design

6.7. CP Commerce Development

6.8. Kubernetes

Chapter 7. Documentation Authoring

7.1. 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

7.2. Setup and Configurations

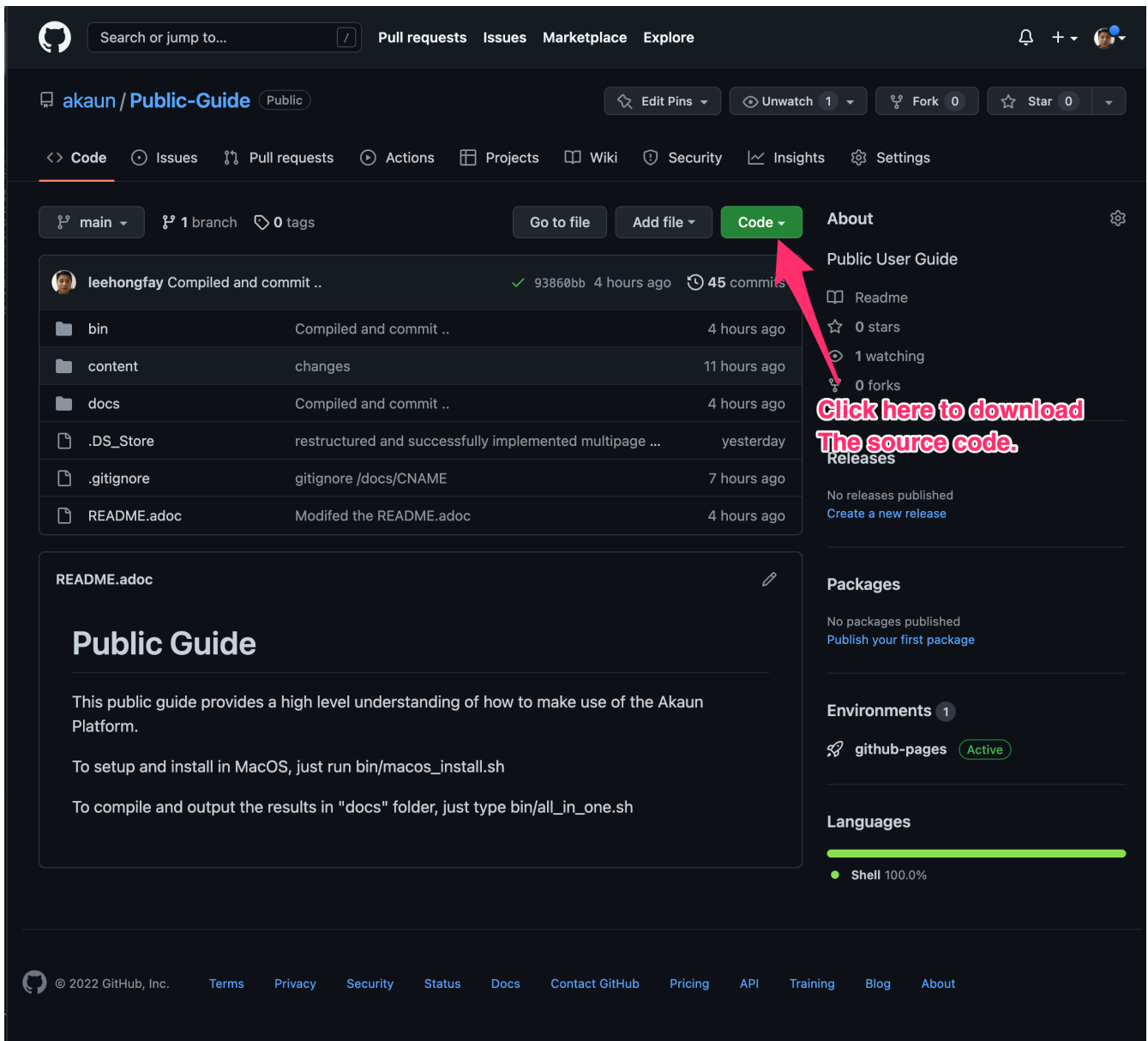
7.2.1. Github Repository

- 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:



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.

7.2.2. 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>

7.2.3. 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

7.3. 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 <code>publish.sh</code> , and this is the file that you would execute to compile the asciidoc into various file formats, and save them in the "docs" 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.

7.4. Images

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

Example:

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

7.5. 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" folder and subsequently publish the final output into the "docs" folder.

To view the final output, you can open the "docs" folder and view the content in the folder by opening one of the following files:

- 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 !!

7.6. 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: First Appendix

A.1. First Subsection

A.2. Second Subsection

Appendix B: Second Appendix

B.1. First Chapter

B.2. Second Chapter

sdfsfa