

Project Participants:

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Title:

Inventory System of Motor Parts and Accessories

Executive Summary:

The project can handle the inventory of a motor parts and accessories shop. There will be users of the system wherein they will be the ones responsible for adding or updating items available in the shop.

- Entities: User Accounts, Items, Item Type, and Added on Inventory.
- A User can perform the following operations:
 - Login, and use the system
 - Browse all Items (GET on Items)
 - Browse Items by Item Type (GET on Items with Item Type specified)
 - View all details about a specific Item (GET on Items by primary key)
 - Add Account (POST in Accounts)
 - Add Inventory (POST in Inventory)
 - Add Item Type (POST in Item Type)
 - Add Item (POST in Items)
 - Change unit cost (PUT on Items)
 - Change markup (PUT on Items)

- Delete Item in Items (DELETE on Items) 11 Note: Delete item type id then motoitemcode

Stretch Goals (to be completed if time allows, or after graduation):

- Include sales, services, archive, return item/s, and unit price update functionality.

ERD

