Textile Factory

Users:

1. MD
2. Factory manager.
3. Supervisor.
4. Suppliers.
5. Clients.
6. Government regulator

for all users:

1. Login (using username, password and category)
2. Forget password (reset the password following some verification steps).
3. Logout (returns to the home page).
4. Minimize
5. Go to Home
6. Exit (close the application)

Workflow:

E1. First there will be a home page with fields: Username, Password and Category. The user needs to fill in the fields and press login(button). If the information matches with the listed by the company, then it takes to the UI of that user, else it will give an error message which will say “wrong username or password”.

E2. If the user forgets or wants to reset the password, the user needs to click on forget password(button) which will take to another UI where there will be fields: Email, Username, mobile number. The user needs to fill in the information and press okay(button), it goes to another UI where there are fields: pin, new password, confirm password. If the information (Name,Email, Username, mobile number) matchers with the company database then the application will autogenerate a code and send it to the user’s email, using the pin from the email the user will reset the password if the pin matchers with the autogenerated pin. After filling the details (pin, new password and confirm password) there will be a reset(button) clicking on it will take the user to the home window of the application.

E3. If the user wants to logout there will be a logout(button), by clicking on it will take the user to the login UI of the application.

E.4 If the user wants to minimize the application, clicking on the minimize button the application will minimize to the task bar.

E5. On the top right corner there will be two buttons (minimize and exit). Minimize(button) will be used to minimize the application to the task bar and the exit(button) will be used to close the application an take the user to the windows home page.

E6. There will be a home button on every UI which will direct the user to the dashboard of that user.

1. Managing Director:
2. Check company progress report.
3. Check appointments.
4. Check employee attendance.
5. Check reminders.
6. Check Payments
7. Check feedbacks.

Workflow:

After login the user will see the UI of the dashboard. Dashboard will contain buttons, on a bar which will have: progress report, appointment, employee attendance, Reminders, payments, check feedbacks, logout, exit.

Dashboard will show upcoming events, notice, daily reminders.

1. Check company progress report.

E1. Clicking on the “Check company progress report” button will take the user to a new UI, where there will be pie chart showing percentage of raw material ordered and barchart showing the profit made from each sector. There will be buttons for daily report, weekly reports, monthly report, yearly report, remark (for every report) and back, back will take the user to the dashboard.

E2. Clicking on the “daily report” button will take the user to another UI, where the user can see graphical representation of the daily progress stats, will have remark option, next, previous and back buttons. Using next can go to the next day, previous for previous day and back to return to the UI of progress report.

E3. Clicking on the “Weekly report” button will take the user to another UI, where the user can see graphical representation of the weekly progress stats, will have remark option, next and previous and back to return to the UI of progress report.

E4. Clicking on the “Monthly report” button will take the user to another UI, where the user can see graphical representation of the monthly progress stats, will have remark option, next and previous and back to return to the UI of progress report.

E5. Clicking on the “Yearly report” button will take the user to another UI, where the user can see graphical representation of the yearly progress stats, will have remark option, next and previous and back to return to the UI of progress report.

1. Check appointments

E1. Clicking on “Appointment” button will take the user to a new UI there will be buttons for view appointments, request appointments, accept appointments and a back button (to return to the UI of appointments).

E2. “View appointments” will take the user to UI which contains the list of appointments arranged by dates and time.

E3. “Request appointments” will take the user to UI which contains a dialogue box where user can select the user type with whom the user will request for appointment and set date, time slots (from starting to ending time) and purpose. After selecting the fields, a button “send” will ask for appointment. If the appointment is accepted then it will be added to the list of appointments for both the user.

E4. “Accept appointment” will take the user to UI which contains the list of appointments requested by other users. There will be options: Accept or decline. If accepted then the event will be added to both the users, a reminder will be set automatically with the purpose as the reminder message and if declined then a message will be returned to the requester saying “The appoint is not available, please reschedule”.

E5. If the user already has an appointment/clash on that date and time slot then the appointment request will appear red in color and will have only option to decline.

E5. Back button will take the user to the dashboard UI.

1. Check employee attendance

E1. Clicking on the “Employee attendance” button the user will see an UI which will show the percentage of every sector employee weekly/monthly attendance in pie charts depending on the user’s choice.

E2. There will button to switch the layout form weekly to monthly and vice-versa.

E3. There will be a remark button below every pie cart by which the user can write a message to the supervisor of that sector.

E4. Back button on the top left corner, which will take the user to the dashboard.

1. Check reminders

E1. Clicking on the “Reminder” button the user will see the UI, where it will have buttons for set reminder, edit reminder, delete reminder & back.

E2. Clicking on set reminder a dialogue box will appear where there will be fields for date, month, year, title, the message and a set reminder button. After giving the inputs the user needs to press the set reminder button to set the reminder.

E4. Clicking on “edit reminder”, a dialogue box will appear where it will ask for the date, month and year. If reminder exists then will ask for the fields/field to change, else it shows a message “The reminder does not exist”.

E5. Clicking on “delete reminder”, a dialogue box will appear which will ask for date, month and year. If the reminder exists then ask for confirmation else show a message “The reminder does not exist”.

1. Check payments

E1. Clicking on the “payments”, the user will see an UI where there will be clickable buttons for Transaction history, make payment, cancel payment, Check dues, back.

E2. Clicking on “Transaction history” will take the user to another UI, which will show the transaction details according to the dates for last 5 days.

E4. The user can jump to any day or any particular user’s history by clicking on the jump to date or the category. Clicking them will take the user to other UI according to the choice. If any date was selected then the transaction details for that particular day will be showing and if any category is chosen then the UI will show the transaction details for that particular category.

E5. Clicking on “make payments” will take the user in another UI where the user will get buttons for instant payment, schedule payment.

E6. Clicking on “instant payment” will take the user to another UI which will have fields Category, purpose & amount. After the user fill up the fields the user needs to press confirm to send the payment.

E7. Clicking on “schedule payment” will do the same as instant payment but there will be another field of date and time at which the user wants to make the payment and click confirm after filling the fields. The payment will automatically transfer, if the payment is not canceled in between.

E8. Clicking on cancel payment will open a dialogue box where it will ask for date, category & purpose. If the payment is scheduled then a confirmation button will pop out and clicking on it will cancel the payment and if not found, a message will pop out saying “No payment is scheduled”.

E9. Clicking on Check dues will take the user to another UI which will show the dues that will receive with details of product, price and deadline. There will be a switch button to switch UI switch and show the dews that needs to be cleared by the company with details like product, price, deadline.

\*\* All the above events will have a back button to take the user back to the UI it was previously in.

1. Check feedbacks

E1. Clicking on “Check feedbacks” will take the user to an UI, where the user will be able to see buttons for clients, suppliers and back.

E2. Clicking on “clients” will take the user to an UI where the feedbacks from the clients will show according to dates and the feedback.

E3. Clicking on “suppliers” will take the user to an UI where the feedbacks from the suppliers will show according to dates and the feedback.

E4. Clicking on “Government Regulator” will take the user to an UI where the feedbacks from the suppliers will show according to dates and the feedback.

\*\* All the above events will have a back button to take the user back to the UI it was previously in.

1. Factory manager:
2. Sign up new users (set user name, password and set account).
3. Remove user.
4. add new project
5. Check production report.
6. Hire/fire.
7. Order raw materials.

Workflow:

After login the user will see a dashboard where there will be buttons for signup new user, remove user, add new projects, Order raw materials, set target, hire/fire.

1. Sign-up new users

E1. Clicking on “Sign-up new users” will take the user to an UI, where the user will see a form which will have fields for Name, user name (for application use), category, email, contact no, password,DOB.

E2. Filling up the necessary details mentioned above, click “SignUp” button to add the user to the database.

E3. If all the details are not filled then a message will show, saying “All information are not filled”.

E4. If the User already exists, then a message shows, “User already exist, please try with another username”.

E5. If the confirm password does not match with the password field, then a message will show saying “The password do not match”.

1. Remove user

E1. Clicking on “Remove user” will take the user to an UI, where it will ask for the username and category.

E2. Filling the fields, the user will click on the confirm button. The software will check and match with the database, if the fields matches then another massage will appear for reconfirmation.

E3. Clicking on the “confirm delete” will remove the user from the database.

E4. Clicking on “Home button” will take the user to the dashboard UI.

1. add new project

E1. Clicking on “add new project” will take the user to an UI where, where there will be a list of confirmed list order list from the clients, which will enable the user to add a new project.

E2. In order to add a new project, the user needs to select the field of sector for which the project will be added.

E3. After selecting the sector, the user needs to add fields for project name, company for which the project is being done, final product, deadline, quality, quantity, raw materials needed.

E4. Clicking on the “confirm” button will ask the user for reconfirm.

E5. If the user clicks confirm then the project will get added on the database.

1. Check production report

E1. Clicking on “Check production report” will take the user to an UI, where there will be options for each sector (Wool, Silk, cotton, Ryon, polyester and Nylon) by clicking on each sector the user will be able to see another UI which shows, the percentage of each projects/orders complete, using a pie chart (on the pie chart the state on work will be mentioned like spinning, webbing, dying, printing and production or ready).

E2. Clicking on the pie charts will take the user to another UI which will show the rate of work done per day, deadline for the particular work, the assumption of finishing date (By calculating the rate of work excluding the holidays), raw materials used, materials needed, last target met or not and a button “Set target” to set the target.

E3. Clicking on “Set targets” a dialogue box will appear where it will ask the user to input the target (The number of workers needed, time to complete, the amount of production).

E4. If the project/order is complete clicking on “Set target” will show a message saying the “The project is ready to deliver”. And there will be a button “finish” and clicking in it to finish the project (which will remove the project from the on-going project list).

E4. There will be a “remark” option for every UI by which the user will be able to give remarks (a message) to the supervisor.

E5. Clicking on “Back button” will take the user to the previous UI.

1. Hire/fire

E1. Clicking will “Hire/fire” will take the user to a UI where there will be buttons for Hire and Fire.

E2. Clicking on “Hire” will take the user to an UI, where there will be buttons for “make circular”, “see response”.

E4. Clicking on “make circular” will change the lower part of the “Hire” UI, where it will add fields, for category of employee, which sector to work, position/post, educational background, how much past experience required.

E5. After filling all the fields, there will be a “create” button, clicking on it will autogenerate a Job circular. If all the fields are not added, the create option will not work and show a message “All the fields needed to be filled”.

E6. An event will automatically get added in the “see response”.

E6. Clicking on “see response” will take the user to another UI where it will show the list of responses for every position created.

E7. Clicking on the Posts (position of work) will show the list of applications (CV).

E8. Clicking the applications will enable the user to view the CV. After reviewing the CV there will be buttons for call for interview, waiting and reject.

E9. If the user clicks call for interview, an email will autogenerate to the applicant saying that he/she is selected for the interview.

E10. If the user clicks on waiting, an email will autogenerate to the applicant saying that he/she is in the waiting list.

E11. If the user clicks on waiting, an email will autogenerate to the applicant saying that he/she got rejected.

1. Order raw materials

E1. Clicking on “order raw materials” will take the user to another UI where it shows the Sectors: Machines, Silk, wool, cotton, polyester, Nylon.

E2. Clicking on the sector will take the user to another UI where it shows the raw materials listed by the suppliers.

E3. Clicking on the desired material and clicking on “Order” button will show a dialogue box which asks for amount of raw material (check the limit of availability set by the supplier) and a button “confirm order” to confirm the order.

E4. Clicking on the “Confirm order” will place the order to the supplier.

1. Supervisor:
2. Set daily inventory input.
3. View remark.
4. Check targets.
5. Set schedule for workers.
6. Give review of raw materials.

Workflow

After login the user (for every sector) will see an interface where there will be buttons for set daily input, view remarks, set schedule for workers, check targets.

1. Set daily inventory input

E1. Clicking on set daily input will take the user to another UI where it will show the list of project names.

E2. Clicking on any project name will show the user a dialogue box with some fields like, type and amounts of raw materials used, type and amounts of raw materials needed, amount of work done, target met or not, number of workers worked and the stage of work (like spinning, webbing, dying, printing) and buttons “Set” and “Finish”.

E3. Clicking on “Set”, will set the information for that project.

E4. If the work is done, then the user needs to click on “Finish” which will remove the project from the list.

1. View remark.

E1. Clicking on “View remarks” will take the user to an UI where there will be a list for every on-going projects.

E2. Clicking on each project will show the list of remarks for that particular project (the list will be arranged by the recent to older) on another UI.

E3. Clicking on the remarks will fully show the message in a dialogue box.

E4. To close the dialogue box there will be a “close” button.

1. Check targets

E1. Clicking on “Check targets” will take the user to another UI, where there will be a list of targets for the ongoing projects.

1. Set schedule for workers

E1. Clicking on “Set schedule for workers” will take the user to an UI where there will be a list of ongoing projects.

E2. Clicking on each project from the list will ask the user to set the number of workers to work for the sub sectors, “raw materials”, “spinning”, “webbing”, “dying”, “packaging”, “finishing”, “printing” and the number of hours to work.

E3. Clicking on “set” button will set the schedule for that project.

1. Suppliers:
2. Add/Update products list.
3. Check Orders
4. Check bills.
5. check feedback.
6. Check Appointment

Workflow:

After login the user will see an interface, where it will have buttons for “Update products list”, “Check Orders”, “Check bills”, “Give feedback”, “Check appointments”.

1. Add/Update product list

E1. Clicking on “ADD/Update product list” will take the user to an UI which shows buttons, Add new product, Update product, delete products.

E2. Clicking on “Add new product” will ask the user to enter the Name of the product, Quantity, sector, availability, Price, description. There will be an confirm button to add the product to the product list.

E3. Clicking on “Update list” will ask for name, sector, new name, quantity, price, availibity, description and clicking on the update button will change/Update product information.

E5. Clicking on “delete products” will show a list of existing products and clicking on them a message will pop up saying “Are you sure you want to remove the product?” and there will be a yes-no button. If pressed yes then the product will be removed and if no then the dialogue box will close.

1. Check Orders

E1. Clicking on “Check Orders” will show the list of orders placed by the company and the deadline to delivery.

1. Check Bills

E1. Clicking on “Check Bills” will take the user to another UI where there will be list due list and paid list. E2. The due list will contain the name of orders with order number, due amount and due date, and a toggle button to see paid list arranged according to date.

E2. If the bill is overdue then there will be an option “ask due” which will notify the MD.

1. Check feedback

E1. Clicking on “check feedback” will take the user to the list of delivered products and show its review and feedback.

1. Check Appointment

E1. Clicking on “Check Appointment” button will take the user to a new UI there will be buttons for view appointments, request appointments, accept appointments and a back button (to return to the UI of appointments).

E2. “View appointments” will take the user to UI which contains the list of appointments arranged by dates and time.

E3. “Request appointments” will take the user to UI which contains a dialogue box where user can select the user type with whom the user will request for appointment and set date, time slots (from starting to ending time) and purpose. After selecting the fields, a button “send” will ask for appointment. If the appointment is accepted then it will be added to the list of appointments for both the user.

E4. “Accept appointment” will take the user to UI which contains the list of appointments requested by other users. There will be options: Accept or decline. If accepted then the event will be added to both the users, a reminder will be set automatically with the purpose as the reminder message and if declined then a message will be returned to the requester saying “The appoint is not available, please reschedule”.

E5. If the user already has an appointment/clash on that date and time slot then the appointment request will appear red in color and will have only option to decline.

E5. Back button will take the user to the dashboard UI.

1. Clients:
2. Order products.
3. See other clients.
4. Check Cart.
5. See the live work progress.
6. Give feedback.
7. Payment information.
8. Check Appointment

Workflow:

After login the user will see an UI where there will be buttons for Order products, See the other clients, set appointment, check cart, See live work progression, feedback, Payment information, Check Appointment.

1. Order Products

E1. Clicking on “Order products” will take the user to an UI where the user will be able to see the blocks of sectors. Clicking on the sectors will show the list of available item list (checking the available products on database) and a message on the top “click the product to add to cart”.  
E2. Clicking on the block of products will show a dialogue box, where it will ask the project name, amount of product and the deadline and there will be an add button below.

E3. Clicking on “add” will add to cart and wait for the user’s confirmation.

1. See other clients

E1. Clicking on “See other clients” will take the user to another UI, where the user will see the name and logo of other companies in blocks.

1. Check Cart

E1. Clicking on “check cart” will take the user to another UI where there will be lists of orders.

E2. Clicking on the order will give option for “request appointment” for the first time after placing the order, if the appointment is already done (doing a background check) then it will give options for “Proceed the Order”, “Cancel the Order”, “request appointment again”.

E3. Clicking on “request appointment” will redirect the user to requesting options.

E4. Clicking on “proceed orders”, will take the user to another UI where there will be a dialogue box, where there will be fields for Project name (Which will be auto generated from the previous added name but can be changed if the user wants), category (Which will be auto generated from the previous added and cannot be replaced), amounts of products, deadline (Which will be auto generated from the previous added and can be replaced), payment date, amount advanced etc (project will get added to the payment list), (Order ID will be auto generated).

E5. Clicking on “Cancel Order”, will ask for confirmation and if the user presses okay then the order will be canceled.

E6. Clicking on “request appointment again”, will redirect the user to appointment section.

1. See the live work progress

E1. Clicking of “See Live work process” will take the user to another IU where the user will see a list of projects with their respective names.

E2. Clicking on the projects will show dialogue box with a pie chart, which will show how much work is done in percentage and at which stage the product at.

E3. There will be a close button to close the dialogue box.

1. Give feedback

E1. Clicking on “give feedback” will take the user to an UI which shows the list of projects done and clicking on the project will allow the user to give ratings 1-5 stars and a comment section to write feedback.

1. Payment information

E1. Clicking on “Payment Information” will take the user to a UI where there will be list of Projects along with its due date.

E2. Clicking on projects will show the details of the payment (The name of project, total amount, advanced payment, due, date to clear the due, make payment).

E3. Clicking on make “make payment” will take the user to a UI where it will ask for payment method (options \*Bank transfer, \*Mobile Banking, \*Card).

E4. Clicking on then method will give its following details:  
 \* Bank transfer: There will be name and logo of the bank in a block. Clicking on the desired bank will give an interface where there will be fields for account number, amount, order Id (will be auto generated as per project), Reference (will be auto generated from the software) and a confirm payment button.

E5. Clicking on confirm payment button will enable a code field and a code will be auto generated and send to the user email which will be for 5 min.

E6. Filling the correct code will allow the user to enable the “pay” button. Clicking on it will transfer the amount.

E7. If the code do not match with the generated code then a message will pop out saying code don’t match.

E8. There will be a “resend” button to regenerate a new code and send to the email (Will be used when the code do not match, time exceeded or mail didn’t receive on time).

1. Check appointment

E1. Clicking on “Check Appointment” button will take the user to a new UI there will be buttons for view appointments, request appointments, accept appointments and a back button (to return to the UI of appointments).

E2. “View appointments” will take the user to UI which contains the list of appointments arranged by dates and time.

E3. “Request appointments” will take the user to UI which contains a dialogue box where user can select the user type with whom the user will request for appointment and set date, time slots (from starting to ending time) and purpose. After selecting the fields, a button “send” will ask for appointment. If the appointment is accepted then it will be added to the list of appointments for both the user.

E4. “Accept appointment” will take the user to UI which contains the list of appointments requested by other users. There will be options: Accept or decline. If accepted then the event will be added to both the users, a reminder will be set automatically with the purpose as the reminder message and if declined then a message will be returned to the requester saying “The appoint is not available, please reschedule”.

E5. If the user already has an appointment/clash on that date and time slot then the appointment request will appear red in color and will have only option to decline.

E5. Back button will take the user to the dashboard UI.

1. Government regulator / regulator:
2. Check legal papers (like license, permission of raw materials, etc).
3. Update Rules.
4. Check Transactions.
5. Check tax information.
6. Check appointment.

Workflow

After login there will be an UI where there will be buttons for Check legal papers, Check tax information, Give warnings Update rules, Check Transactions.

1. Check legal papers

E1. Clicking on “Check legal papers” will take the user to an UI where it will show the paper titles in blocks.

E2. Clicking on the blocks will show the pdf of that scanned paper.

1. Update rules

E1. Clicking on “Update rules” will take the user to an UI where it will have buttons for Add rule, edit rule, delete rule.

E2. Clicking on “Add rules” will show a drop box to choose the category of rule and after clicking in the category the user will attach a PDF of scanned rules and give title and clicking on add will add the rule to the rule list.

E3. Clicking on “Edit rule” will show the list of rules and clicking on the titles of the rule, will allow the user to update the pdf of that rule (Check for appointments is done or not for the first time. If the appointment is done then allows to update, if not then “Gives a message take appointment to make change”.) Clicking on “update”, will delete the existing and replace it.

E4. Clicking on “Delete rule” will show the list of rules and clicking on the titles of the rule, will allow the user to delete the pdf of that rule (Check for appointments is done or not for the first time. If the appointment is done then allows to update, if not then “Gives a message take appointment to make change”). Clicking on “delete”, will delete the existing rule.

1. Check Transactions

E1. Clicking on “check transactions” will allow the user to see a list of daily transactions done by the company and to whom.

1. Check Tax information

E1. Clicking on “Check tax information” will take the user to an UI which shows the list of unpaid taxes according to months and the due dates, and buttons for “give warning”, “legal notice”.

E2. If there is no due then it shows a message “All taxes are paid”.

E3. Clicking on give warning will send a warning notification to the MD.

E4. Clicking on legal notice will send the scanned PDF of the legal notice.

1. Check appointment.

E1. Clicking on “Check Appointment” button will take the user to a new UI there will be buttons for view appointments, request appointments, accept appointments and a back button (to return to the UI of appointments).

E2. “View appointments” will take the user to UI which contains the list of appointments arranged by dates and time.

E3. “Request appointments” will take the user to UI which contains a dialogue box where user can select the user type with whom the user will request for appointment and set date, time slots (from starting to ending time) and purpose. After selecting the fields, a button “send” will ask for appointment. If the appointment is accepted then it will be added to the list of appointments for both the user.

E4. “Accept appointment” will take the user to UI which contains the list of appointments requested by other users. There will be options: Accept or decline. If accepted then the event will be added to both the users, a reminder will be set automatically with the purpose as the reminder message and if declined then a message will be returned to the requester saying “The appoint is not available, please reschedule”.

E5. If the user already has an appointment/clash on that date and time slot then the appointment request will appear red in color and will have only option to decline.

E5. Back button will take the user to the dashboard UI.