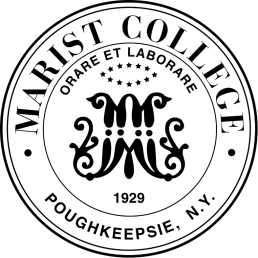
**Warehouse Management System**

**Introduction to Programming**

**CMPT 120L**

**Cache Me If You Can**

****

Marist College

School of Computer Science and Mathematics

Submitted To:

Dr. Reza Sadeghi

Date: Fall 2024

CMPT120\_Project Progress Report\_Phase 1\_Cache Me If You Can

**Project Progress Report 1 of Warehouse Management System**

**Team Name**

Cache Me If You Can

**Team Members**

1. Ethan Korkes [ethan.korkes1@marist.edu](mailto:ethan.korkes1@marist.edu) (Team Head)

2. Jack Teller jack.teller1@marist.edu (Team Member)

3. William Shockley [william.shockley1@marist.edu](mailto:william.shockley1@marist.edu) (Team Member)

4. Zachary Outman zachary.outman1@marist.edu (Team Member)

5. Ryan Taylor [ryan.taylor3@marist.edu](mailto:ryan.taylor3@marist.edu) (Team Member)

6. Thomas Weston [thomas.weston1@marist.edu](mailto:thomas.weston1@marist.edu) (Team Member)

**Description of Team Members**

1. Jack Teller

I am a beginner programmer with little to no prior coding experience. I chose this group because I am teammates with Ethan Korkes in athletics. Knowing that Ethan has an immense amount of coding experience, including an associate’s degree, it seemed natural for him to be the team head. I look forward to working collectively to accomplish our common goal.

2. William Shockley

I am a programmer with experience in R, C#, Java, and several other languages. I decided to join this group because the members are hardworking, open-minded, and easy to work with. Once we formed the group, it was clear that Ethan should be the team head, as he not only has previous experience but is also engaging in research on campus. I am excited to collaborate with my fellow team members on this project.

3. Zachary Outman

I am an intermediate programmer with experience in C++ and Java, and I graduated from SUNY WCC with a degree in Cybersecurity. I joined this group after being invited by Ethan, knowing that everyone in this group was hardworking and skilled in programming. Once we came together, it was clear that Ethan should lead the team, as he not only helped assemble the group but also displayed strong leadership qualities.

4. Thomas Weston

I am an intermediate programmer with some experience with Python, C#, and R. My father inspired me to start coding when he said, “If you’re going to sit at the computer all day, you should learn to do something useful with it.” I chose this group because the members have shown themselves to be knowledgeable and, more importantly, open to collaboration and pleasant to work with.

CMPT120\_Project Progress Report\_Phase 1\_Cache Me If You Can

5. Ryan Taylor

I am a beginner programmer with some experience in R. I chose to join this group due to my positive experiences with Ethan, Thomas, and William in class. They are great guys and very knowledgeable about programming. After our first group meeting, I realized this applied to everyone. It was obvious that Ethan should be the team head because of his leadership qualities. He took the initiative from the start, leading the group while listening to everyone’s ideas. I am eager to work with my team on this project.

6. Ethan Korkes

I am an intermediate programmer with experience in Python, Java, and basic HTML. I’ve worked with other languages as well, but these are the three I feel most comfortable with. I have received my associates degree from Valencia College. I've also attended Embry Riddle Aeronautical University and the University of Central Florida. I chose this group for several reasons: I knew some members before this class and knew how hardworking they were, and I met others during the class and felt a sense of kinship with them as fellow programmers. I wanted to form the best team possible, so I reached out to them as soon as I heard about the project, and we went from there.

CMPT120\_Project Progress Report\_Phase 1\_Cache Me If You Can

**Table of Contents**

Project Descriptions ………………………………………………………………………..…………..…………..5-6 Github Link…...……………..……………………………………………………………………………….……....…6

CMPT120\_Project Progress Report\_Phase 1\_Cache Me If You Can

**Project Description**

PROJECT TITLE: WAREHOUSE MANAGEMENT SYSTEM

**Summary:** THE WAREHOUSE MANAGEMENT SYSTEM (WMS) PROVIDES AN ORGANIZED WAY OF STORING DIFFERENT PRODUCTS AND ELEMENTS IN A WAREHOUSE. YOU CAN CONSIDER A LIBRARY AS A WAREHOUSE, WHICH MAINTAINS BOOKS’ DETAILS AND USER LIBRARIES. A GENERAL WMS STORES DETAILS OF NAME AND IDENTIFICATION NUMBER OF PRODUCTS, THEIR STORE TIME, THE REQUIRED STORAGE CONDITION, PRICE, WEIGHT, HEIGHT, ETC. FOLLOWING THIS, THIS SYSTEM ALLOWS GUEST USERS TO SEARCH FOR DIFFERENT CONTENT AND REQUEST TO BORROW/BUY THEM. YOUR WMS WILL STORE THE DATA OF DIFFERENT USER TYPES IN DISTINCT COMMA SEPERATED VALUE (CSV) FILES. THIS SYSTEM SHOULD AT LEAST SUPPORT THE FOLLOWING ITEMS:

1. ADMIN USER IS CAPABLE OF:

a. HAVING ADMIN USER AND PASSWORD FOR LOG IN (A STRING OF AT LEAST 8 CHARACTERS)

b. CHANGING THE ADMIN USER AND ADMIN PASSWORD

c. ADDING A GUEST USER TO WMS BY CREATING A NEW USERNAME AND PASSWORD. A GUEST USER IS NOT ABLE TO DEFINE OR REMOVE OTHER USERS.

d. REMOVING USERS FROM WMS BY REMOVING THEIR USERNAME, PASSWORD, AND CORRESPONDING RECORDED DATA.

e. ADDING AN ITEM TO THE WAREHOUSE WITH VARIED DETAILS, SUCH AS:

i.TYPE: FOOD, BOOKS, CARS, ETC.

ii.STORED TIME IN THE WAREHOUSE

iii.PICK OUT TIME FROM THE WAREHOUSE

iv.ID: EACH ITEM IN YOUR LIBRARY SHOULD HAVE A

UNIQUE IDENTIFICATION NUMBER WITH A SPECIFIC

FORMAT

v.NAME

vi.PROVIDER/CREATOR’S NAME

vii.QUANTITIES: THE NUMBER OF AVAILABLE ITEMS. FOR

INSTANCE, ITEM X WITH A QUANTITY OF 2 IS A SIGN OF 2

AVAILABLE X ITEMS IN YOUR WAREHOUSE.

viii.PLACE: WHERE THE ITEM IS STORED

ix.PRICE.

f. DELETING AN ITEM FROM WAREHOUSE

g. EDITING AN ITEM IN WAREHOUSE

h. VIEWING THE LIST OF BORROWING REQUESTS

i. ACCEPTING OR REJECTING A BORROWING REQUEST

2. EACH USER SHOULD BE ABLE TO:

a. SEARCH THROUGH WMS BASED ON ALL ITEMS’ DETAILS,

SUCH AS ID, NAME, AND PRODUCER.

b. SAVE A LIST OF FAVORITE ITEMS

CMPT120\_Project Progress Report\_Phase 1\_Cache Me If You Can

c. REQUEST TO BORROW/BUY SOME ITEMS FOR A SPECIFIC

TIME. FOR EXAMPLE, BORROWING ITEM A FOR 3 WEEKS.

d. VIEW THE HISTORY OF BORROWED ITEMS

3. WMS SHOULD BE A USER-FRIENDLY SOFTWARE, SUCH THAT: a. IT SHOWS A WELCOME PAGE

b. IT PROVIDES A MENU OF ALL FUNCTIONS TO THE USER IN ALL PAGES

c. IT ILLUSTRATES THE REPORTS IN A TABULAR FORM. FOR INSTANCE, IT DISPLAYS A WELL-ORGANIZED LIST OF THE REQUESTED ITEMS.

d. WMS SHOULD PROVIDE AN EXIT FUNCTION AND THANK THE USER FOR USING THIS SOFTWARE.

e. IT SHOWS A WARNING IF:

i.THE ADMIN USER TRIES TO ADD A NEW ITEM TO THE

LIBRARY WITH AN EXISTING ID.

ii.IF A GUEST USER TRIES TO BORROW MORE THAN 3 ITEMS.

iii.A USER SEARCH REQUEST RETURNS NULL ITEMS.

4. WMS SHOULD PROTECT THE USER INFORMATION, SUCH THAT: a. OPTIONAL: WMS PASSWORDS AND THE RECORDED INFORMATION SHOULD BE CIPHERED. IN THE SIMPLEST CASE, YOU CAN USE CAESAR CIPHER METHODOLOGY. THE EASIEST WAY TO UNDERSTAND THE CAESAR CIPHER IS TO THINK OF CYCLING THE POSITION OF THE LETTERS. IN A CAESAR CIPHER WITH A SHIFT OF 3, A BECOMES D, B BECOMES E, C BECOMES F, ETC. WHEN REACHING THE END OF THE ALPHABET IT CYCLES AROUND, SO X BECOMES A, Y BECOMES B, AND Z BECOMES C.

GitHub Link: https://github.com/Bomb321/CMPT120\_Project-4\_Cache-Me-If-You-Can