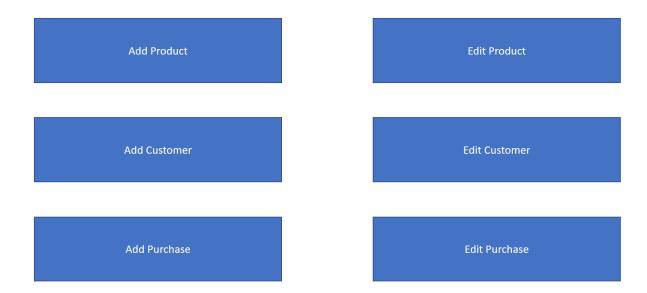
Project 2 Design Document

Charles Painter

Use Case 1: User wants to add a new product to the system.

1. User selects "Add Product" from home screen.



2. User is presented with Add Product screen.

Add Product



3. User inputs data and clicks "add."

Add Product



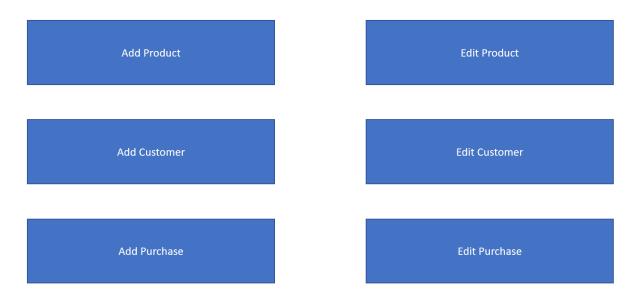
4. Data is added and the user is shown a message stating the operation was a success.

Product Added Successfully.

Continue

Use Case 2: User wants to edit an existing product.

1. User selects "Edit Product" from home screen.



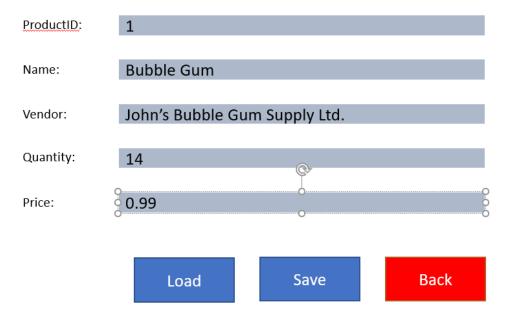
2. User inputs the ProductID they want to edit and clicks "load."

Edit Product



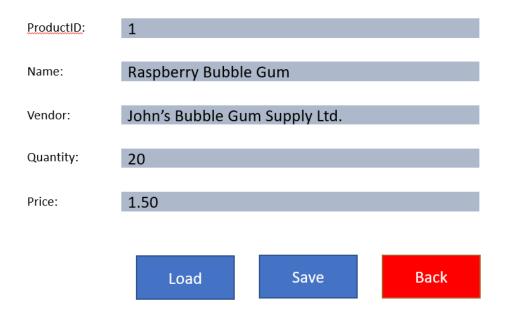
3. The program loads the appropriate data for that product, which the user may now edit.

Edit Product



4. The user edits the data within the fields and clicks save.

Edit Product



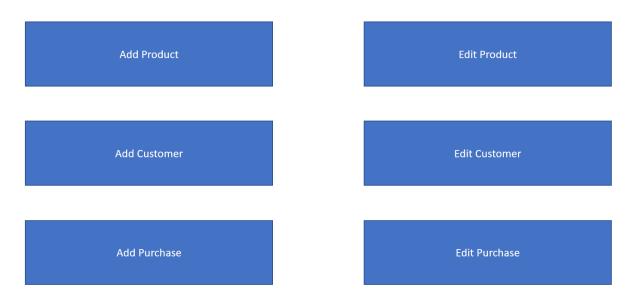
5. The user is shown a message stating the operation was a success.

Product Edited Successfully.

Continue

Use Case 3: User wants to add a new customer to the system.

1. User selects "Add Customer" from home screen.



2. User is presented with "Add Customer" screen.

Add Customer



3. User inputs data and clicks "add."

Add Customer



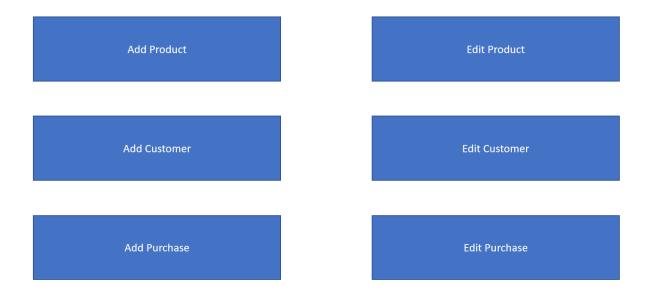
4. Data is added and the user is shown a message stating the operation was a success.

Customer Added Successfully.

Continue

Use Case 4: User wants to edit an existing customer.

1. User selects "Edit Customer" from home screen.



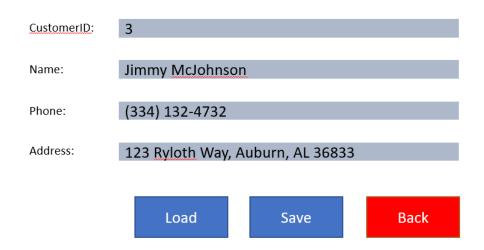
2. User inputs the CustomerID they want to edit and clicks "load."

Edit Customer



3. The program loads the appropriate data for that customer, which the user may now edit.

Edit Customer



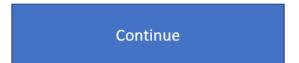
4. The user edits the data within the fields and clicks save.

Edit Customer



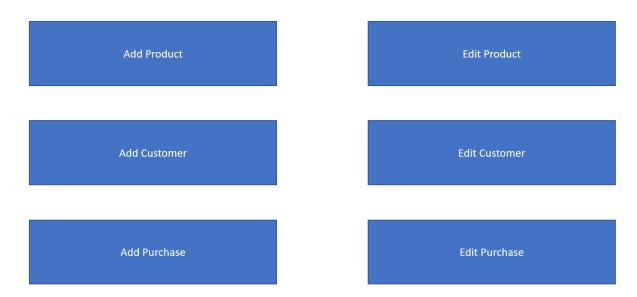
5. The user is shown a message stating the operation was a success.

Customer Edited Successfully.



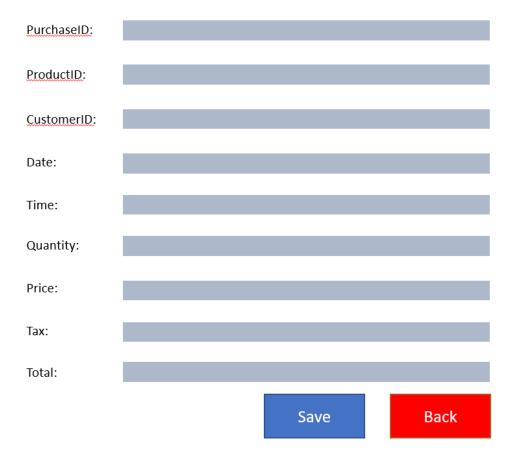
Use Case 5: User wants to add a new purchase to the system.

1. User selects "Add Purchase" from home screen.



2. User is presented with "Add Purchase" screen.

Add Purchase



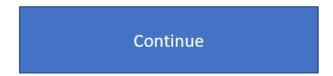
3. User inputs data and clicks "add."

Add Purchase



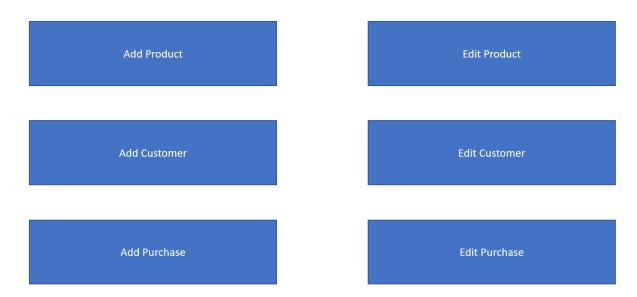
4. Data is added and the user is shown a message stating the operation was a success.

Purchase Added Successfully.



Use Case 6: User wants to edit an existing purchase.

1. User selects "Edit Purchase" from home screen.



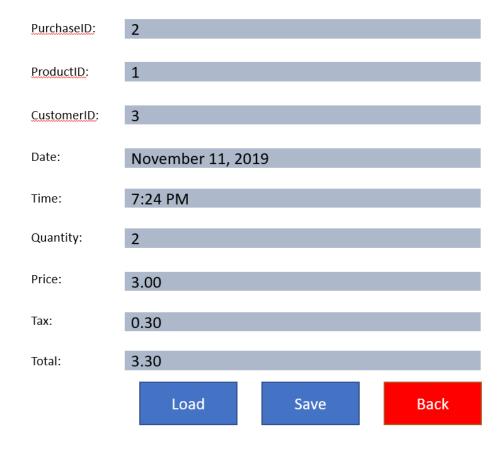
2. User inputs the PurchaseID they want to edit and clicks "load."

Edit Purchase



3. The program loads the appropriate data for that purchase, which the user may now edit.

Edit Purchase



4. The user edits the data within the fields and clicks "save."

Edit Purchase



5. The user is presented with a screen stating the operation was a success.

Product Edited Successfully.

Continue