**PseudoCode**

class Item(id#, name, price, quantity)

//Data fields

this.id# = id#

this.name = name

this.price = price

this.quantity = quantity

class Employee

//Superclass for GM, Purchasing, Store Clerk class

//Methods will include Search

class GeneralManager

//inherits from Employee

//Class specific methods include Edit, Create, Change, Check Alerts

class Purchasing

//inherits from Employee

//Class specific methods include Change, Check Alerts

Class StoreClerk

//inherits from Employee

//No class specific methods

//When user runs program, they will be prompted to enter login details

//Login Prompt

//Program will store usernames/passwords for GM, Purchasing, and Store Clerks

Login Form

if (username & pass == stored variables)

open main inventory screen

else

print "Invalid Credentials" and re-display login prompt

//Main inventory screen will display list of items currently in database.

//Buttons will include Search, Edit Item, Create New Item, Change Quantity, Check Alerts, Close

//Depending on user that is logged in, some buttons will be greyed out depending on access level

//Search Function will include a text field for user to input an item, then click search to display results

if (search is clicked)

if (textbox.Text is found in database)

display results in main inventory list

else

return "No Items Found"

//Edit item

Edit Item button

if (edit item is clicked)

display new form with item details

//Display ID#, name, price, quantity

//Buttons on new form - Modify, Submit, Delete, Close

if (modify is clicked)

data fields can be changed

if (submit button is clicked)

check that data entered is valid

if (data is valid)

update item and submit to database

else

display error message

if (delete is clicked)

remove item from database

if (close is clicked)

exit form and return to main screen

//Create New Item

Create New Item button

if (create new item is clicked)

display new form with empty data fields

//Empty data fields for ID#, name, price, quantity

//Buttons on new form - Submit, Cancel, Close

if (submit button is clicked)

check that data entered is valid

if (data is valid)

update item and submit to database

else

display error message

if (cancel is clicked)

clear data fields

if (close is clicked)

exit form and return to main screen

//Change - Allows a change in quantity for currently selected item

Change Quantity Button

if (changed quantity is clicked)

save and cancel buttons are executable

quantity field becomes writeable

if (save is clicked)

check that new quantity is valid

if (quantity is valid)

update quantity and submit to database

save and cancel buttons are disabled

quantity field becomes read-only

else

display error message

if (cancel is clicked)

ignore changes to quantity field

save and cancel buttons are disabled

quantity field becomes read-only

//Check Alerts - Checks quantity of all items, display alert for items below pre-set number

Check Alert Button

if (check alert is clicked)

display new form listing items with quantity below pre-set number

//Buttons on new form = Order Item, Close

if (order item is clicked)

display new form with data field for quantity

//Buttons on new form - Place Order, Cancel

if (place order is clicked)

check that data is valid

if (data is valid)

update quantity in database

else

display error message

if (cancel is clicked)

exit form

if (close is clicked)

exit form

//Close Button - Exits user from program

Close Button

if (close is clicked)

prompt user "Are you sure you want to exit?" //Display Yes or No buttons

if (yes is clicked)

exit program

if (no is clicked)

return to main form