**Design Statement**

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So, I wasn’t even sure if I could finish this on time considering I will spend my weekend traveling to locations to work on people’s problems. But surprisingly I did. I’ve been up for a few days though. I tried to think of everything I possibly could do with this and add it in. I spent a lot of time searching and researching as well as dealing with some “catastrophic failures” that completely messed up my project, crashed visual studios and erased a large portion of my work. So, this is far from the original one and concept. But I got it. I made everything save after closing out and coming back you can look into the database edit add and delete. In the Inventory System you use cancel to pull back the previous entry, edit it and then update it. I even added a feature to save the receipt at the location of your choosing. I tried to cover my entire project in error and exception handling and as much stuff as I could think of to try and keep it from being able to ever crash… and I’m surprisingly proud of this thing. But I know I probably missed a lot and for a while I didn’t think it would work. I’ve been in a straight panic for the entire week as I cannot afford failing financially or mentally… But yes, I think I did a pretty decent job on this. It was very far from easy, and I had sooo many questions. But with the help of Microsoft and several tech books, YouTube and the Internet (The best KB Article you can find), I think this is actually good. It’s a store but built from the employee viewpoint mostly. Starts off looking at the inventory screen then you can go to sales... Then there is a dashboard that charts sales and looks at what products are available. If they are low, it highlights them, and I have an area for looking at the vendors as well. It might not be the best but leagues better than a lot of stuff I’ve done in Visual Studios. I really hope it does well. Have a good weekend.