

Store Management System

Project Description:

My project is going to be more of a store management system. In this program you will be able to either log in/create an account as a consumer or the store manager. As the consumer you will be able to see the store inventory and buy from the store, deposit money into your account. As the store admin you will be able to see the store inventory of course and if an item runs out you have the ability to buy more of it. However you only have a certain amount of funds and can gain more from sales to customers. The manager will be able to set the prices, view customer accounts, and delete them if needed/edit their credit balance. This will be updated If i can think of more features.

Intended User:

The intended user for this program are two people, the consumer and the store manager.

What problem is it trying to solve?:

This project solves the problem of inventory management/store management for a manager. Counting physical inventory can be hard, so why not begin with a program to keep track of what got sold, what is coming in, and what is in the current inventory. For the consumer online shopping is just way easier.

Which Technology will you need?:

I will be using java for this project, and will be using fileinput and output streams for storing data. Maybe some simple encryption if there is enough extra time.

Use Case Analysis:

ADMIN:

Example run of the beginning of the program for the admin. Choices will be made with numbers and it is a command line interface.

```
0)admin
1)user
2)EXIT
```

Enter account number:

Enter passcode:

```
0)view inventory
1)order inventory
2)view customers
3)delete customer
4)complete order
```

5)etc

USER:

User interactions will be kept simple cause users do not want complications when buying things, they can log in and order any specific item they want that is available in the inventory.

0) admin

1) user

2) exit

Enter Account Number:

Enter Passcode:

Welcome! Please select a menu option

1)order an item

2)Change Name on File

3) exit

1

Product ~~~~~ ID: ~~~~~

Enter product id you would like to order:

~~~

Enter shipping address:

Order Complete! Will be shipped shortly

**Algorithm:**

**Main.java:**

Brains of the operation. All user input for the menu will be handled here. First ask the user or admin and then for respective username and password. For the admin the default will be 00000 and 12345. The read and write function will reside here as well.

**User.java:**

This will be the user class, parameters will be user, password, credit amount. The initializers will default all these to an empty string for now and will be changed the instant an instance is created. This will have a get and set for those parameters.

**Admin.java:**

This will contain the admin class and have the parameters of userName, password, and a vector of users. It will have getters and setters for all those. It will have a method to find the user from the vector as well and the ability to edit their details.

**UI Design:**

This will be a command line UI, it will use number inputs as selection of menu options and just the normal keyboard for username and password inputs, maybe find a library that lets me customize the color and size of the print outs.

**Data Design:**

The data in this program will need to be consistent. I will be using fileinputstream and fileoutputstream to store the data. I will also look into encryption of the data(simple) and see if it is reasonable. I will use vectors for the users and the built in methods are very nice.

**UML:**

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