

AN INFORMATION GUIDE

Inventory Organization System

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Discussion points

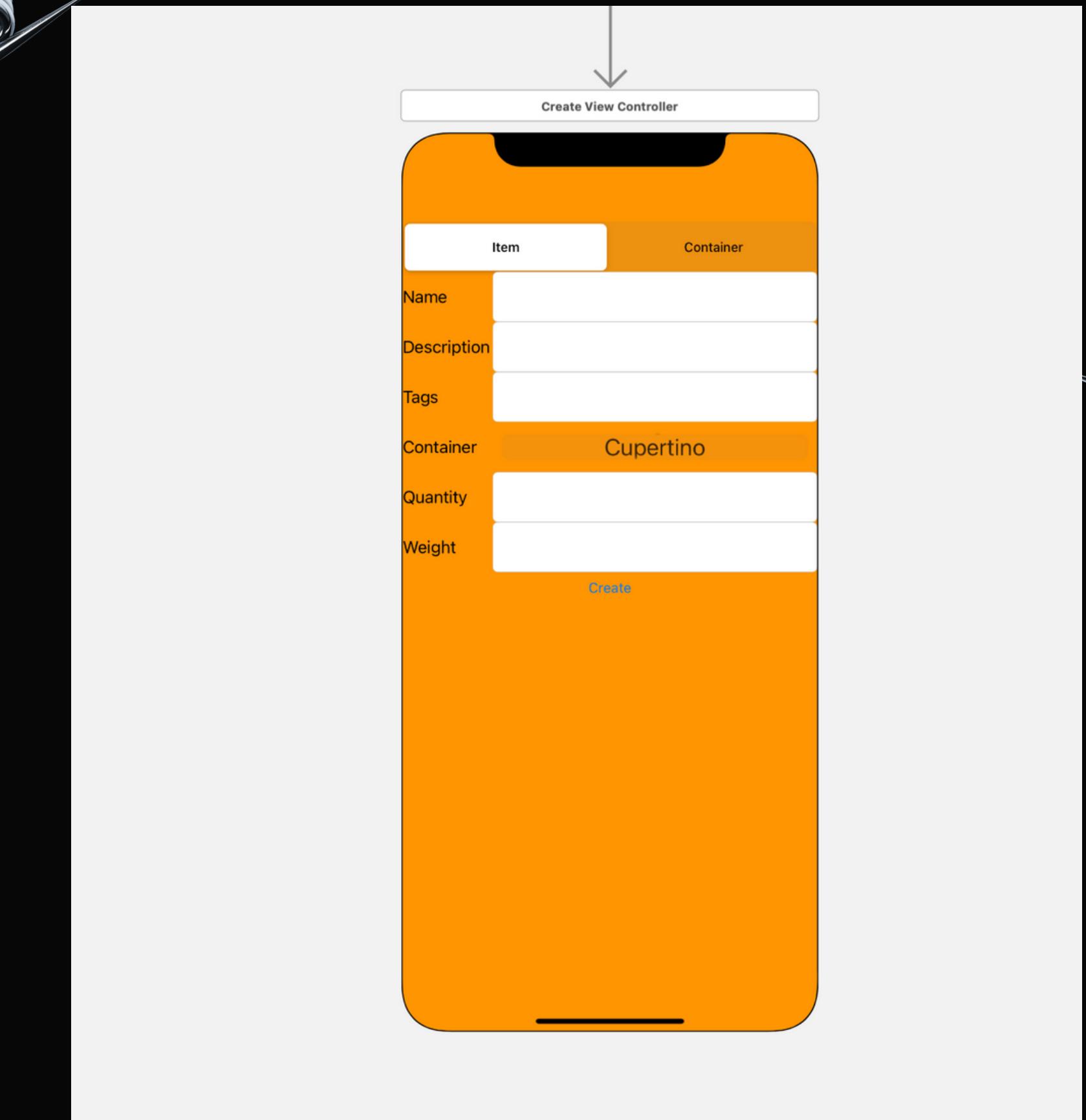
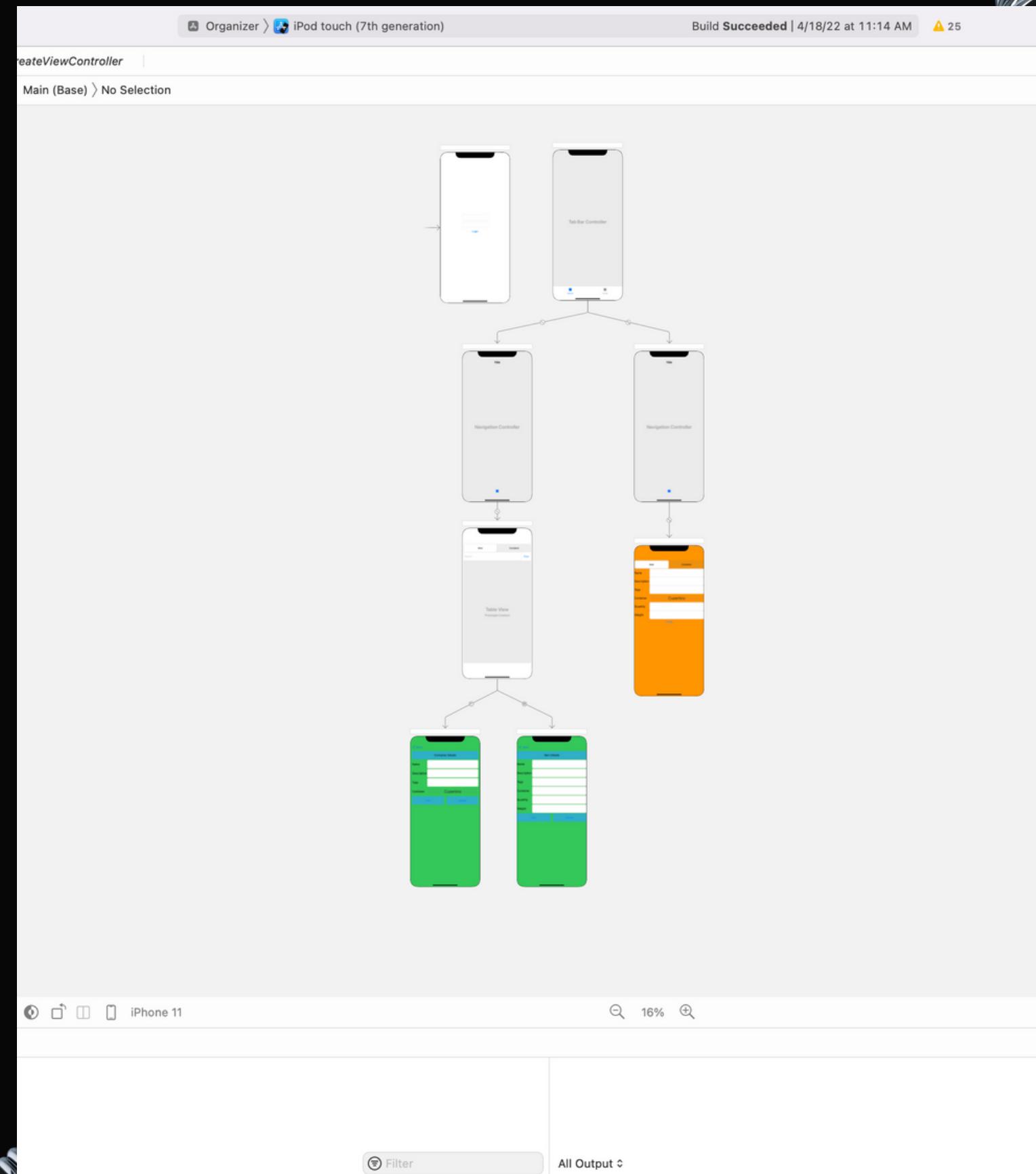
Key topics covered
in this presentation

- Project Overview
- Planned Features
- Challenges
- Learning Experience
- Starting from Scratch

Project Overview

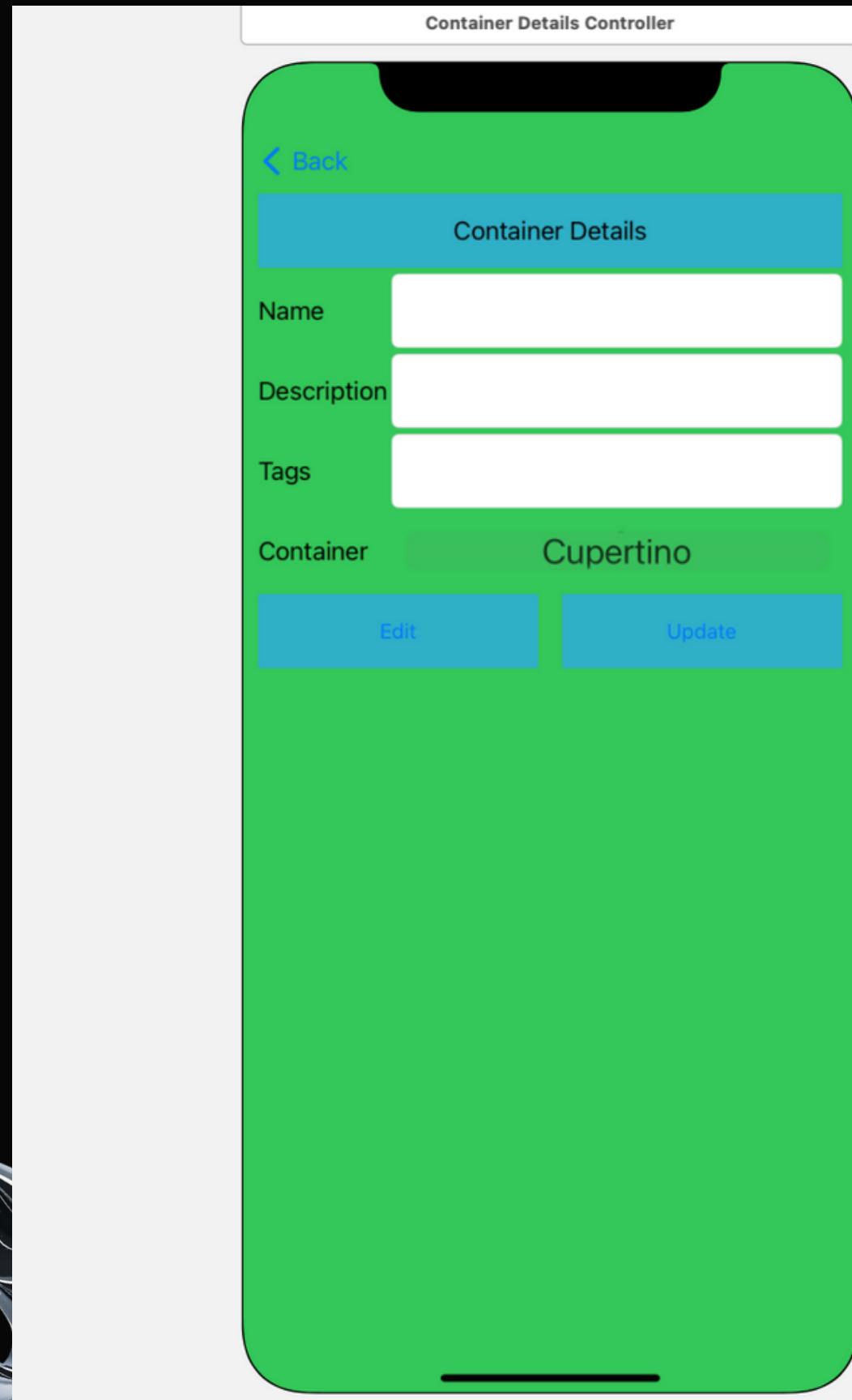
- Collection Organization
- Commercial and Private Use
- Stored Information Pertaining to Item Itself and its Container



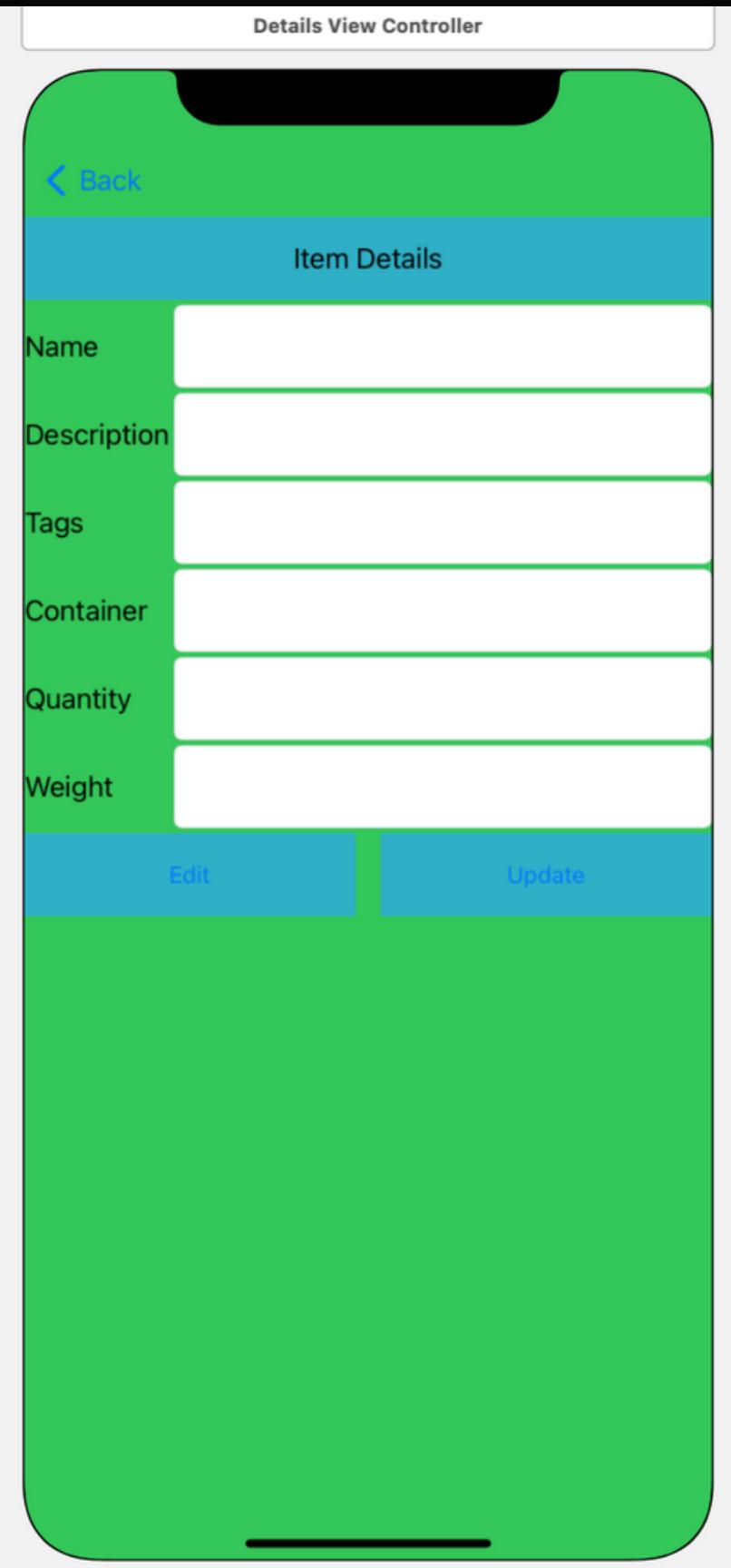


```
func CreateItem() {
    print(ItemName.text!)
    print("new item quantity should be" + (ItemQuantity.text ?? "its
        null"))
    let json: [String: Any] = [
        "itemID": "I1234",
        "name": ItemName.text!,
        "description": ItemDescription.text!,
        "unitWeight": Int(ItemWeight.text!) ?? 0,
        "quantity": Int(ItemQuantity.text!) ?? 0,
        "tags": ItemTag.text!,
        "assignedLocation":
            DropdownList
                [ItemContainerSelect.selectedRow(inComponent:0)].containerID,
        // "assignedLocation": ItemContainer.text!,
        "currentLocation": "1",
        "currentUser": "test",
        "image": "test"
    ]
}
```

Container Details Controller



Details View Controller



< Back

Container Details

Name

Description

Tags

Container Cupertino

Edit Update

< Back

Item Details

Name

Description

Tags

Container

Quantity

Weight

Edit Update



```
override func viewDidLoad() {  
  
    super.viewDidLoad()  
    getItemsDescription { (ItemStruct) in  
        var record = ItemStruct ⚠ Variable 'record' was never mutated; consider chan..  
        self.NameText.text = record.name  
        self.NameText.isUserInteractionEnabled = false  
        self.DescriptionText.text = record.description  
        self.DescriptionText.isUserInteractionEnabled = false  
        self.TagsText.text = record.tags  
        self.TagsText.isUserInteractionEnabled = false  
        self.ContainerText.text = record.currentLocation  
        self.ContainerText.isUserInteractionEnabled = false  
        self.QuantityText.text = String(record.quantity)  
        self.ContainerText.isUserInteractionEnabled = false  
        self.WeightText.text = String(record.unitWeight)  
        self.WeightText.isUserInteractionEnabled = false  
    }  
}
```

```
func UpdateItem() {  
    let json: [String: Any] = [  
        "itemID": currentItem,  
        "name": NameText.text!,  
        "description": DescriptionText.text!,  
        "unitWeight": Int(WeightText.text!) ?? 0,  
        "quantity": Int(QuantityText.text!) ?? 0,  
        "tags": TagsText.text!,  
        "assignedLocation": ContainerText.text ?? "1",  
        "currentLocation": "1",  
        "currentUser": "test",  
        "image": "test"  
    ]  
}
```

```
@IBAction func EditButton(_ sender: Any) {  
    self.NameText.isUserInteractionEnabled = true  
    self.DescriptionText.isUserInteractionEnabled = true  
    self.TagsText.isUserInteractionEnabled = true  
    self.ContainerText.isUserInteractionEnabled = true  
    self.ContainerText.isUserInteractionEnabled = true  
    self.WeightText.isUserInteractionEnabled = true  
}
```

Planned Features

QR code and
RFID
Utilization

Create and
edit Items
and
Containers

Item Check
Out

Search
Function

Weight Based Item
Count

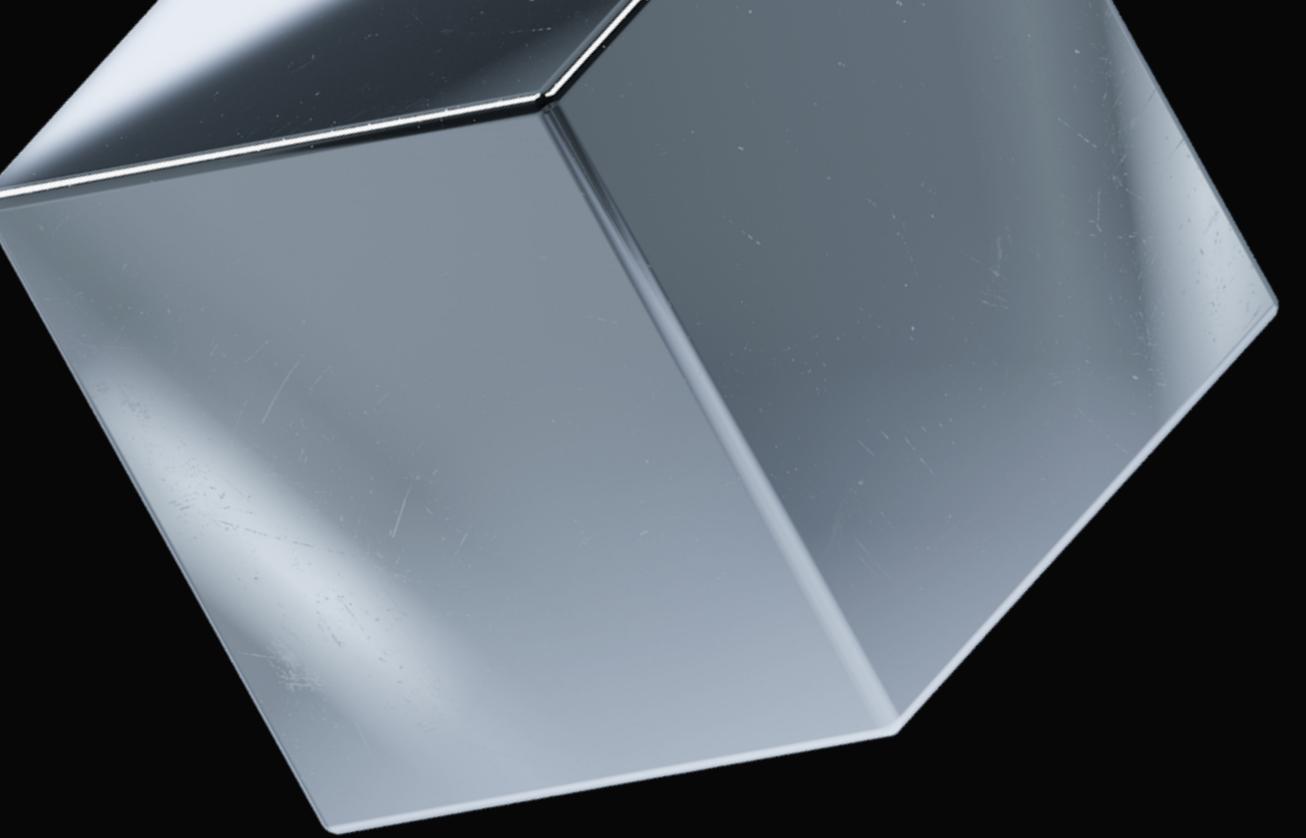
Learning Experience

- Remote Database Server
- API Usage



Challenges

- Hardware Compatibility
- Multi-Level Development
- Task Delegation



What We'd Do Different



Desktop
Development

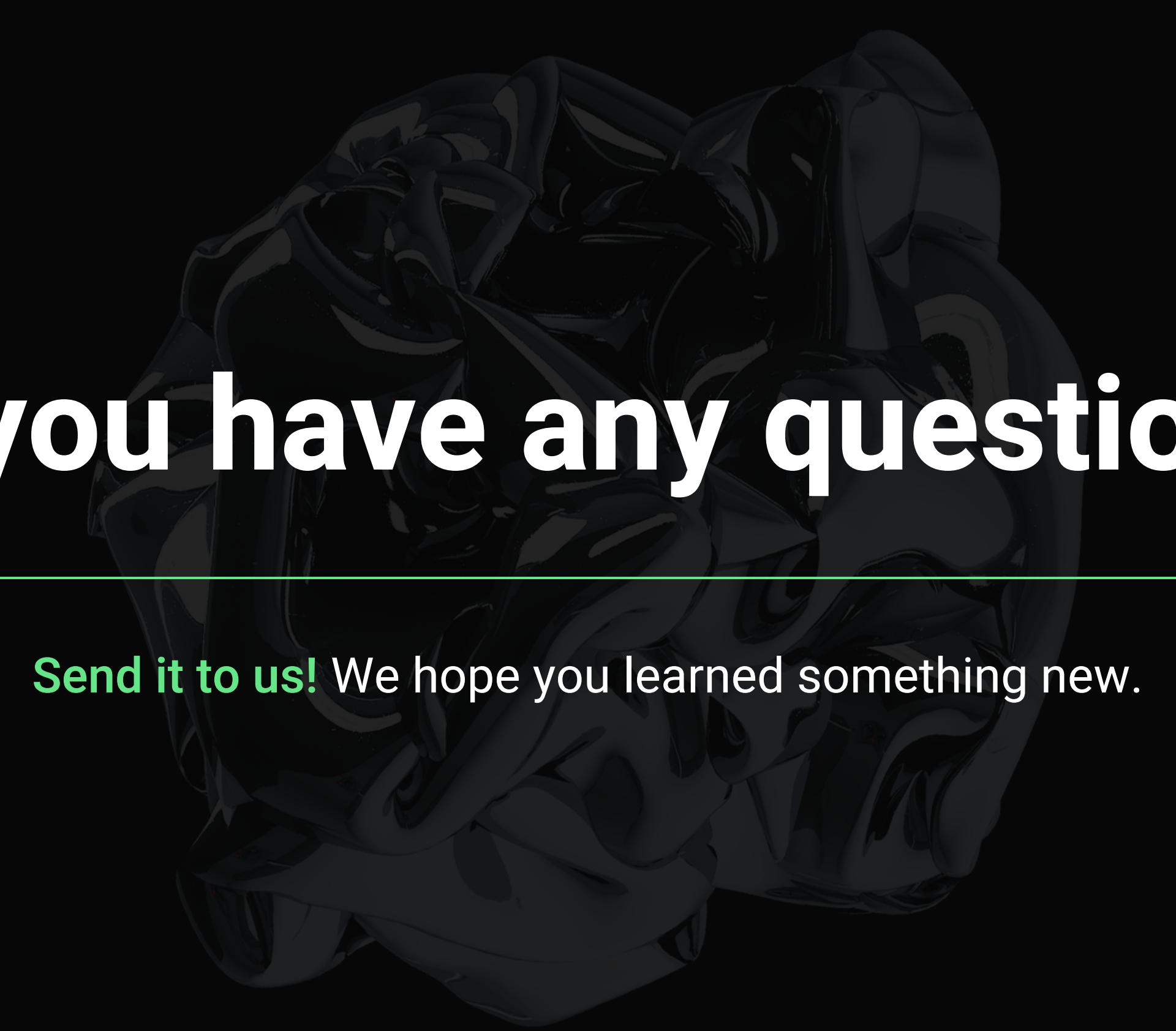


Ease of Use



Refinement
of API





Do you have any questions?

Send it to us! We hope you learned something new.



Free Resources

Use these free recolorable icons and illustrations in your Canva design

