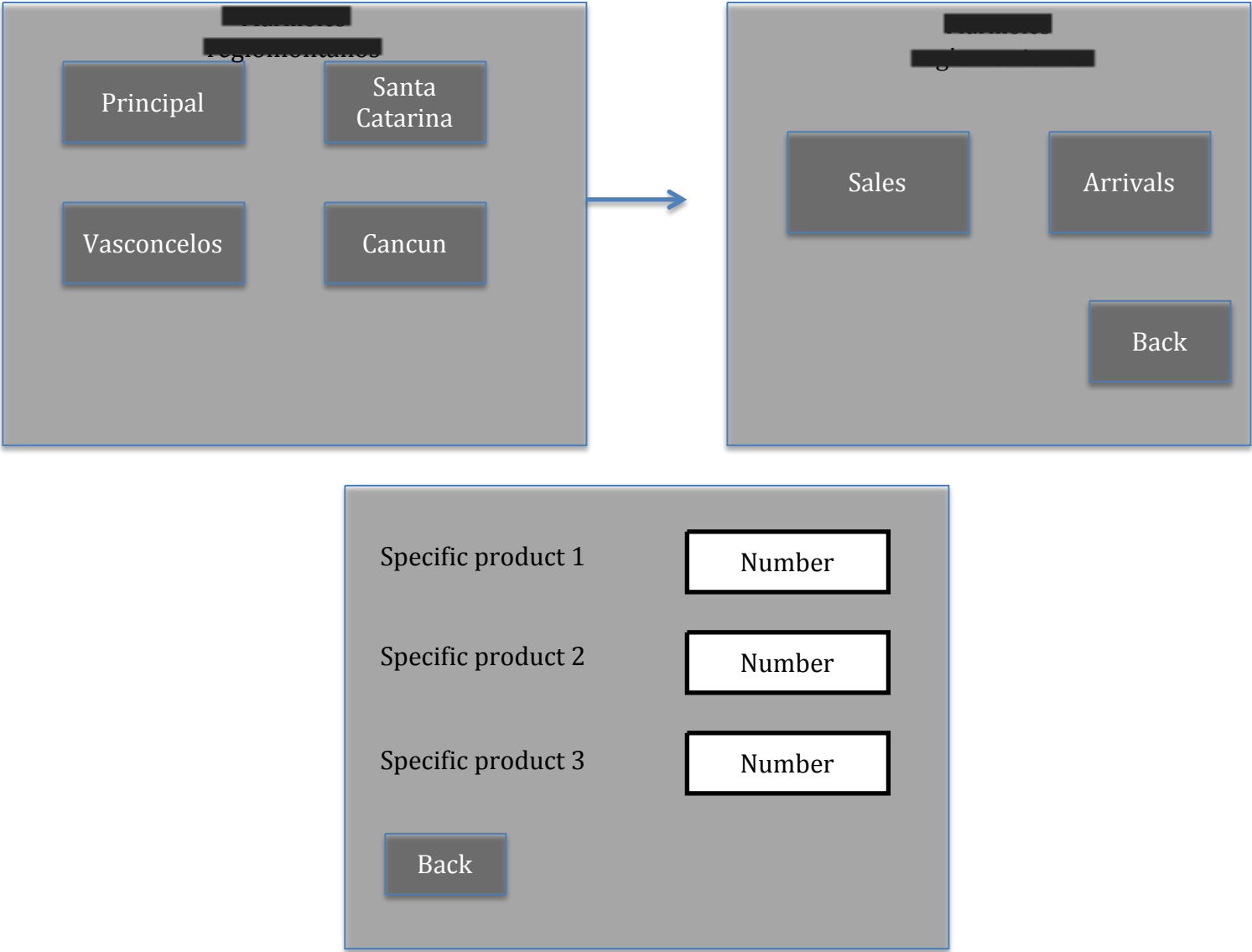


[REDACTED]

Design Overview

The program should open on a menu window displaying the 4 different store options to choose from. After doing that, it will display the option of a sale or arrival of product meaning if the inventory will increase or decrease the amount later specified. At last a menu with all products and their specific categories will be displayed and changed for the specified amount on the previously selected store.

Program Schemes



The program begins by saving the pre-given value of the store selected in *storeTracker* which then link to the values inside the *comboBox* for the store with the *storeTracker* value. Then, the *comboBox* product category is linked each to a *TextField* called “quantityX” each. At last the value registered by the *TextFields* is saved on the *changeValue* variable, which is saved on the list *inventory* and written on the CSV with the associated *storeTracker* value.

