Chris Rodgers

Option 1: Inventory app

Week 3

CS - 360 Mobile Architect and Programming

Southern New Hampshire University

1. We are about to design a new inventory app. This app will track items that are located in the warehouse. We will have two screens as the Major components. We will create a login screen for security of the data. This will contain both a screen for a new user, as well as a current user. We will also create a user screen for individuals to be able to add, delete, and view the current inventory that is located in the warehouse. Lastly our app will include an auto-order function incase we sell out of an item, then we can reorder it.
2. As the Users I see the inventory workers in the ware house using this the most. They are the ones responsible for ordering product, and sending it away. Customer could at least view the data but we would want to restrict them from being able to order the product.
3. There will be two screens that are on the app
   1. For the Login screen I see the user seeing two boxes one marked Username and the other Password. Then two buttons one marked new worker and the other marked ok to check the user names certification.
   2. I see a table with a few columns one marked picture, then product, Product description, then an add, or subtract button. Then an ok to verify the products as the inventory level is changed.
4. In the XML files we will have to create buttons and place them there. The same will go for the login screen. These will be for the User to Login, add and subtract inventory, and finalize the order. We could create a bar that shows what screen we are on at the top of the page.