**Project Three**

**Application:** Inventory management application

**Application Description:**

**The launcher Icon:**

**A black square with a smiling face

Description automatically generated**

White and black color.

The inventory management application is software I created to assist users in managing their stock of products. Anybody who wants to keep track of what they possess in their store is the intended user. If an individual gets rid of an object, whether by purchasing it or alternatively, that individual has the choice of discarding it. To utilize this software, all that is required is an username and passwords; if the individual using it is not already logged in, then may sign up and then log in to the software's interface.

The things in the inventory are handled by the application in one of two ways. To begin with, each item is recognized by an item software, that may include a serial number or another distinctive identifier. The individual can add something to the database, and it will show up on the layout within the exact same page. Furthermore, an item of stock will be assigned to a certain type, which will be defined by an individual item identifier that cannot be shared with any other group. The smartphone application will keep a record of all the products in a category, and if the number of them falls below, it will notify users with a notice with the item in question name of the group of products that the products are insufficient. Users may eliminate and modify grid objects by tapping on the trash and pen icons in the selected action column, accordingly.

**The version for android:**

The application was created with API 22 or is compatible with the latest version of Android (Lollipop) and greater, thereby accounting for about 92.3 percent of the smartphones and tablets now in use. In addition to the fundamental features that Android has long had, this application has no difficult requirements.

**The Permissions:**

This software will just ask for Deliver SMS authorization for sending alerts to the client. The app presently requires no other permissions. If we need to add functions that call for more access to computer parts and functions, we will extensively explain this and provide correct alerts to have the individual grant authorization deliberately.

**App Monetization:**

Consumers will be given the option of using it for nothing but advertisements. These advertisements will be placed in such a way that they aren't disruptive to the application's usage. On the other side, the consumer can opt to shell out an annual fee for having no adverts displayed on the mobile application at all. In future editions of this application, various bundles may be charged differently based on the functionality supplied to the customer.

**The application future:**

The application has a lot of promises. In future versions, this application will be a full-fledged checkout application, allowing customers to enter item barcodes to add the product to the system before purchasing it, as well as capture numerous additional inventory-related variables. It will additionally be improved in future editions to include more intricate and thorough reporting options.