

Project: Hardware Store Management System

Team Members: Jacob, Ash, Tristen **Object**

Classes:

Main: Presumably only a means to initiate and access the system. Is the starting point to access any given class or functionality, as well as an admin log-in; consisting of username and password. Account information stored in and read from a file. Once logged-in, user can add, edit and delete accounts. Otherwise presents access to latter systems/menus;

- Item browser [Store class.]
- Item orders [Purchase class.]
- Item stock [Inventory class.]
- Staff browser [Staff class.]
- Customer rewards log [Customer class.]
- Purchase history [Purchase and Payment classes.]

Profiles: The class from which Main draws for the login system, or the login system itself. Facilitates storage and processing of account username, password, and job category- which will allow access to specific systems dependent on the account's type Can have an ultimate Administrator level, which allows access to everything. Each given field can be edited, or the entry deleted altogether.

Store: Reads from file to present a selection of items on sale. Will print items in the console prior to GUI; including name, price, location, brand, a short description and stock amount. Each given field can be edited, or the entry deleted altogether.

Inventory: Reads from a unique file AND the Store file, presenting matching information to each item in the Store file. Will print information in the console prior to GUI; including name, total inventory amount, and storage location. Each given field can be edited, or the entry deleted altogether.

Customer: Used to process customer rewards as with most modern stores. Associates and stores phone numbers, names, and built up discount amounts- likely just dollar amounts that slowly accumulate. Customer data can be deleted, but not exactly edited.

Staff: Reads from file to present all the staff working for the restaurant, and works overall as a system to manage store staff. Will print employees in the console prior to GUI; including

name, job category, schedule and pay. Each given field can be edited, or the entry deleted altogether. May or may not need to be linked to related profile, if the staff member has one?

Purchase: A menu/field wherein the used to order new items or extra stock. Draws from the Store and Inventory files, respectively, to present existing items and their stock. Will present a means for the user to place the order of a desired amount, along with price. Furthermore stores history of orders in a given text file, accessed from purchase history menu under Orders type.

Payment: A menu/field accessed once placing an order from the prior Purchase class, or when processing a customer order manually. Used to process the payment- as per the name- by entering in card information; number, CVV, expiration date, address, and an optional confirmation email. Obviously, won't actually work. Furthermore stores history of sales in a given text file, accessed from purchase history menu under Sales type. Likely delineated by date of purchase, associated reward account and logged-in cashier account, and items purchased.