

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.

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, 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: (cant think of anything right now)

Staff: Reads from file to present all the staff working for the restaurant. Will print employees in the console prior to GUI; including name, position, schedule and pay. Each given field can be edited, or the entry deleted altogether.

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.

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.