



Final Project Documentation: C# Window-Based Application

(Final Requirement in Integrative Programming)

E-PC: Computer Parts Management Information System

**Calayag, Jose Crisanto
Flores, Jean DyeI
Miravil, Adrian
Villa, Adrienne**

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1. Introduction

Computers have become powerful and universal devices that we rely on today. In addition, it helps us to accomplish tasks fast and efficiently. The role of a computer store is to provide computer-related services and products to customers. However, one of its biggest challenges is to help customers build their computer that can meet the requirement for their needs.

The E-PC is a computer parts management information system that consists of tasks such as efficient inventory and employee management, smoother cashier transaction, and automated real-time update in the kiosk application. In addition, it can track the inventory levels of computer parts in real-time, allowing for efficient restocking, and preventing stockouts or overstock situations. Moreover, it also saved the information of removed items and employees that helps for faster retrieval.

2. User Stories

- As an admin, I want to be able to add, edit, remove, and retrieve computer parts from the inventory, so that I can manage the available products effectively. In addition, I want to easily manage the information of my employees so that I can track their performance for the month and give them incentives based on their activities.
- As a cashier, I want to be able to process sales transactions for computer parts to facilitate smooth transactions with customers. In addition, I want to generate invoices or receipts for customers, detailing the items purchased or services rendered, for clarity and transparency.

- As a customer, I want to easily view the image and the details of the product that I want to buy. This can help me to easily decide which product I will get. In addition, I want to freely decide whether to make an order using the kiosk device or directly make an order to the admin counter.

3. System Design

The E-PC's architecture is composed of front-end that can be view and used by the clients, back-end that runs the overall system, and a local database that helps in storing and retrieving information. In addition, it has two separate applications that has shared database. The first one is the application that can be used by the employees and the second one is the kiosk application that can be used by the customer. The front-end's design ensures that the application is functionable and pleasurable to the clients. In addition, it helps the clients to efficiently do their tasks. The back end was developed and programmed in a way that it can connect to the front-end's design and to the database. Moreover, the back end and the database help each other to efficiently insert, remove and retrieve information. The shared database ensures that real-time updates are working and automated between the two applications.

Figure 1 shows the ordering flow of the customer when using the application in a kiosk device. The customer has the freedom to choose which item he/she wants to buy. Lastly, the customer will generate a unique cart code that can be showed to the cashier to process the order.

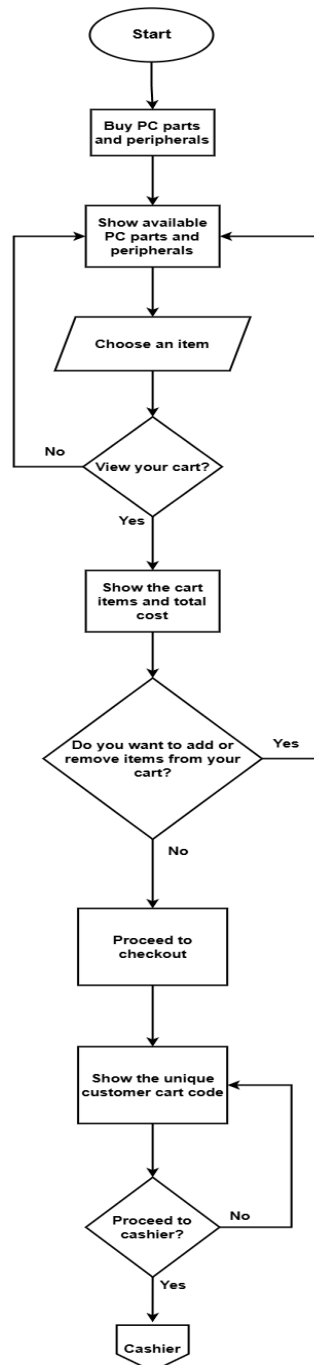


Figure 1. Ordering (Customer)

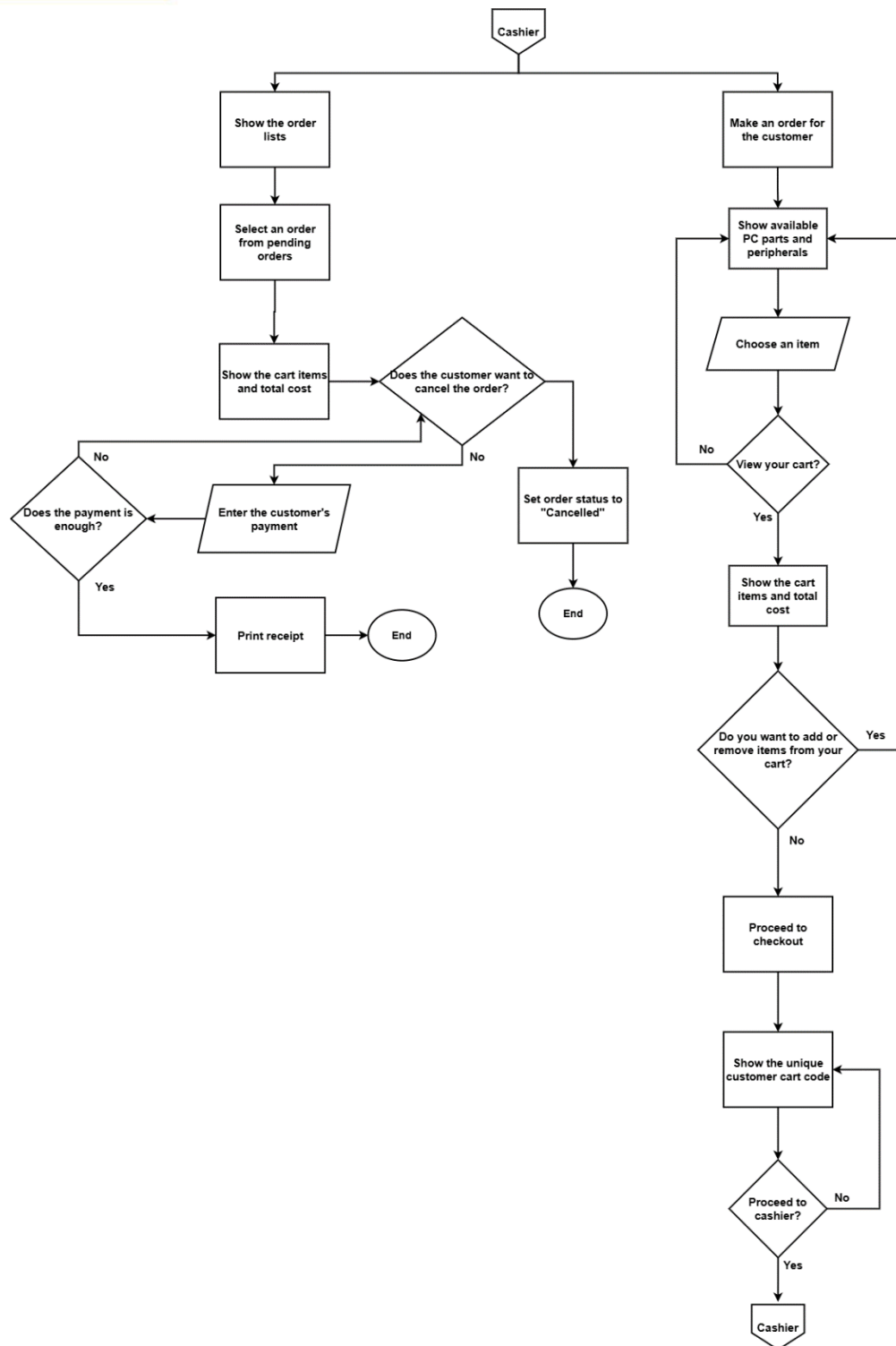


Figure 2. Order processing (Cashier)

Figure 2 shows the order processing flow in the cashier. The cashier can view orders, process orders, and generate or print receipts for the customer. In addition, the cashier can make an order for customers what does not want to use the kiosk device.

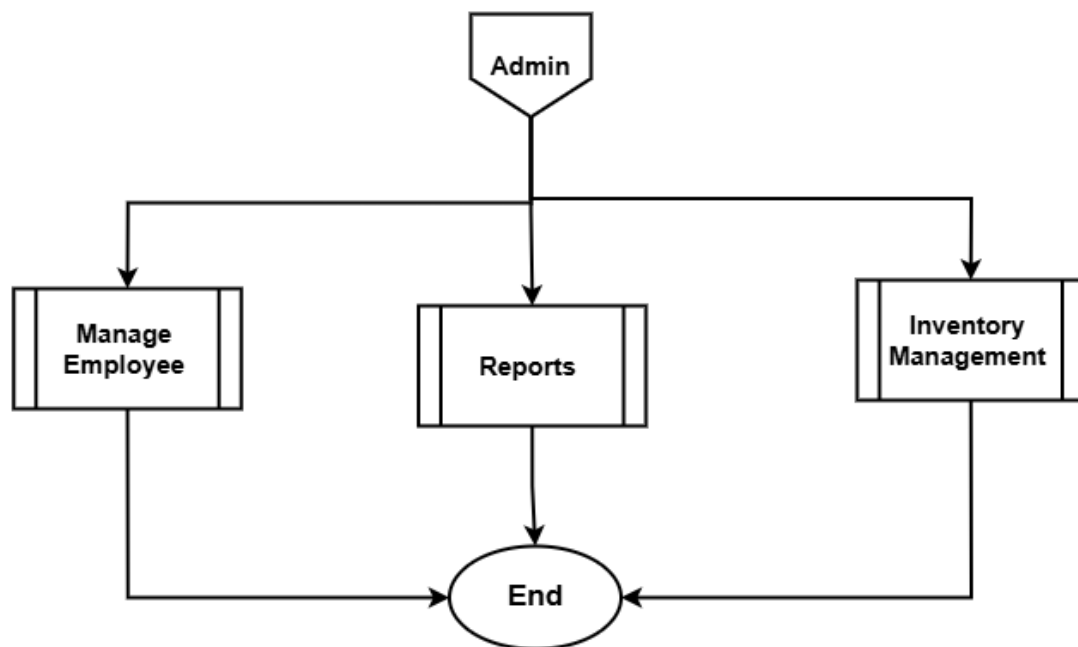


Figure 3. Admin processes

Figure 3 shows the processes that the admin can use to help them finish their desired tasks. It consists of managing employee, reports, and inventory management. In addition, it helps the admin to make an order for the customers that do not want to use the application for the kiosk device. The manage employee and inventory management helps the admin to efficiently add, edit, remove, and retrieve products and employees. The reports help the admin to track the stocks and sales and track the performance of the employees.

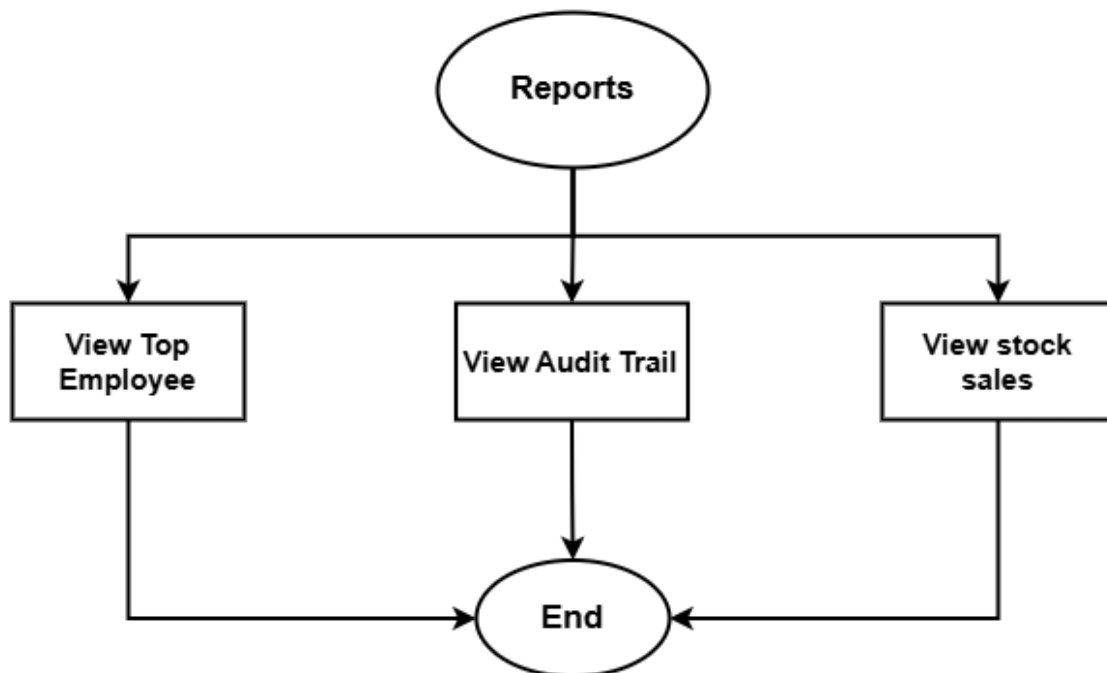


Figure 4. Reports (Admin)

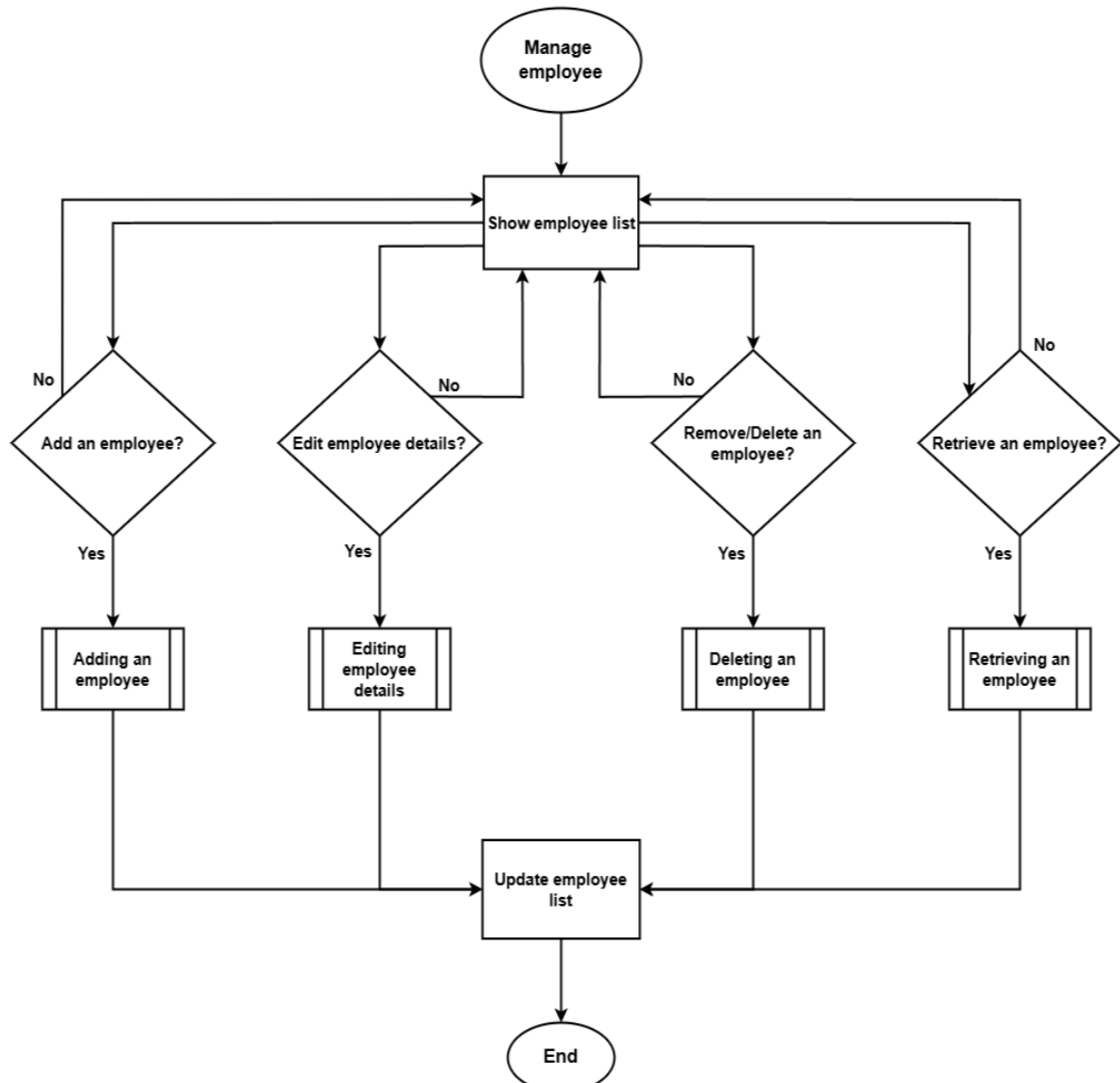


Figure 5. Manage employee (Admin)

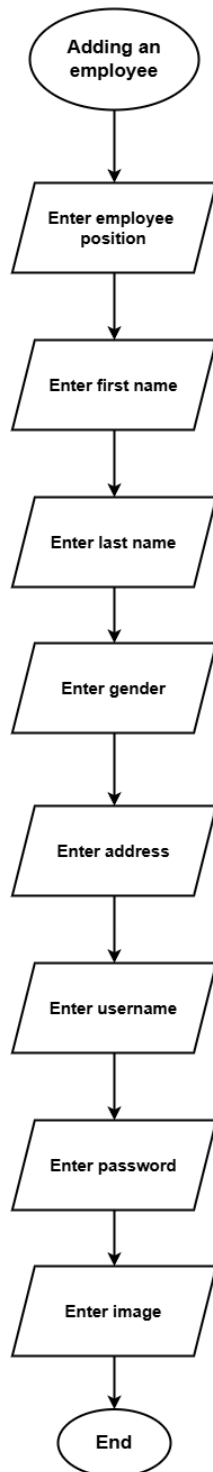


Figure 6. Add employee (Admin)

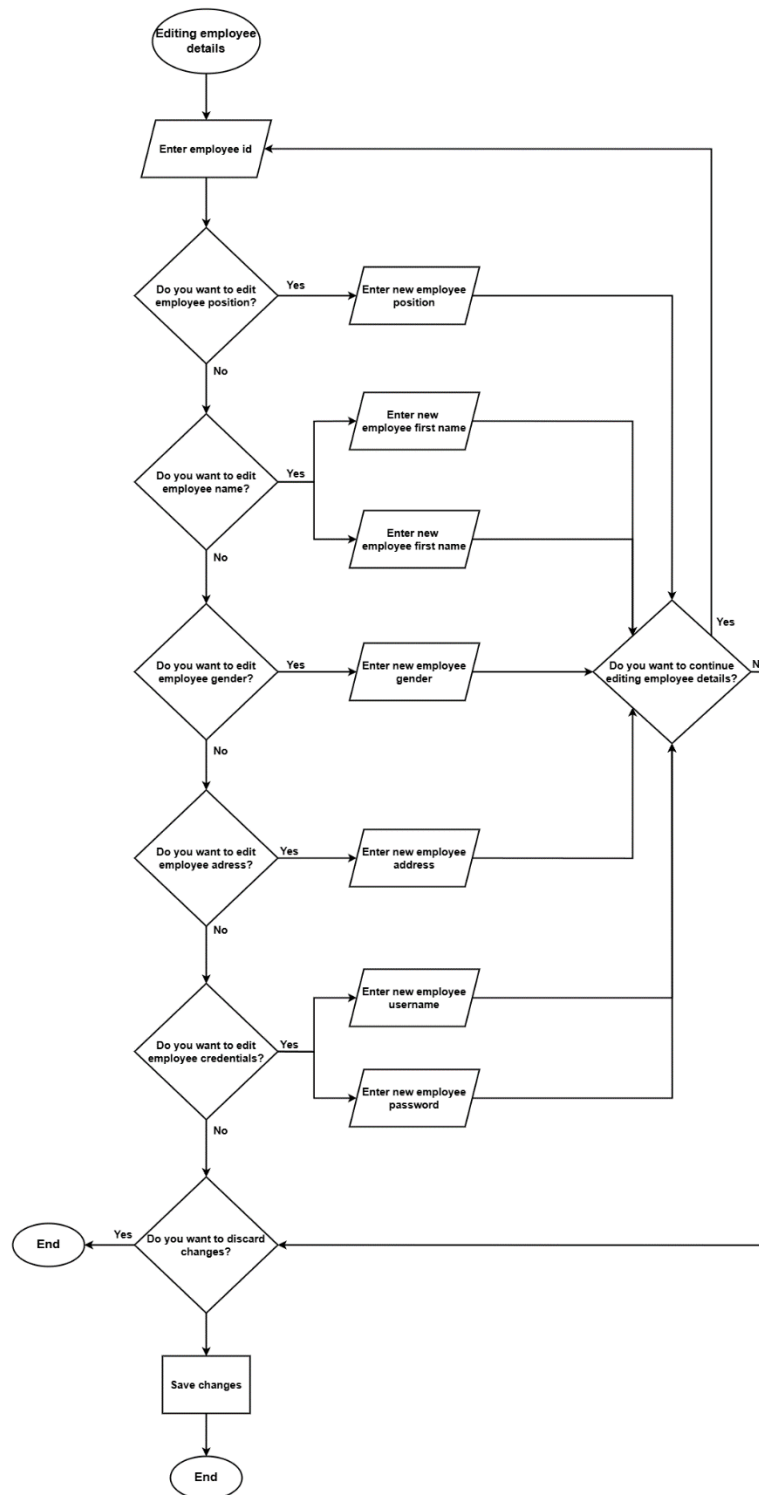


Figure 7. Edit employee (Admin)

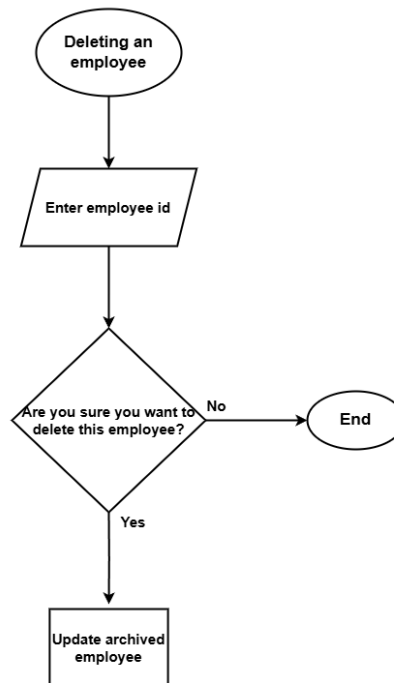


Figure 8. Delete employee (Admin)

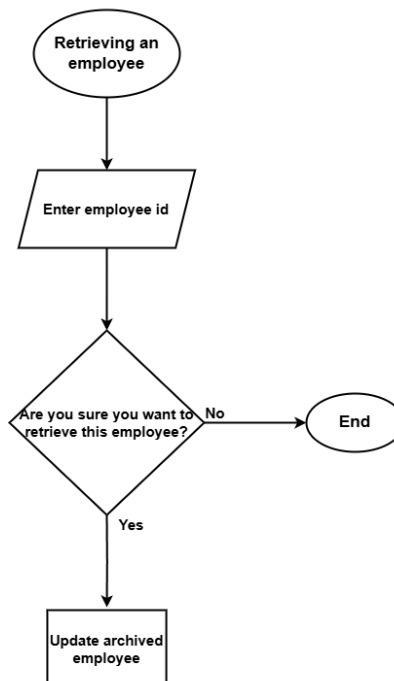


Figure 9. Retrieve employee (Admin)

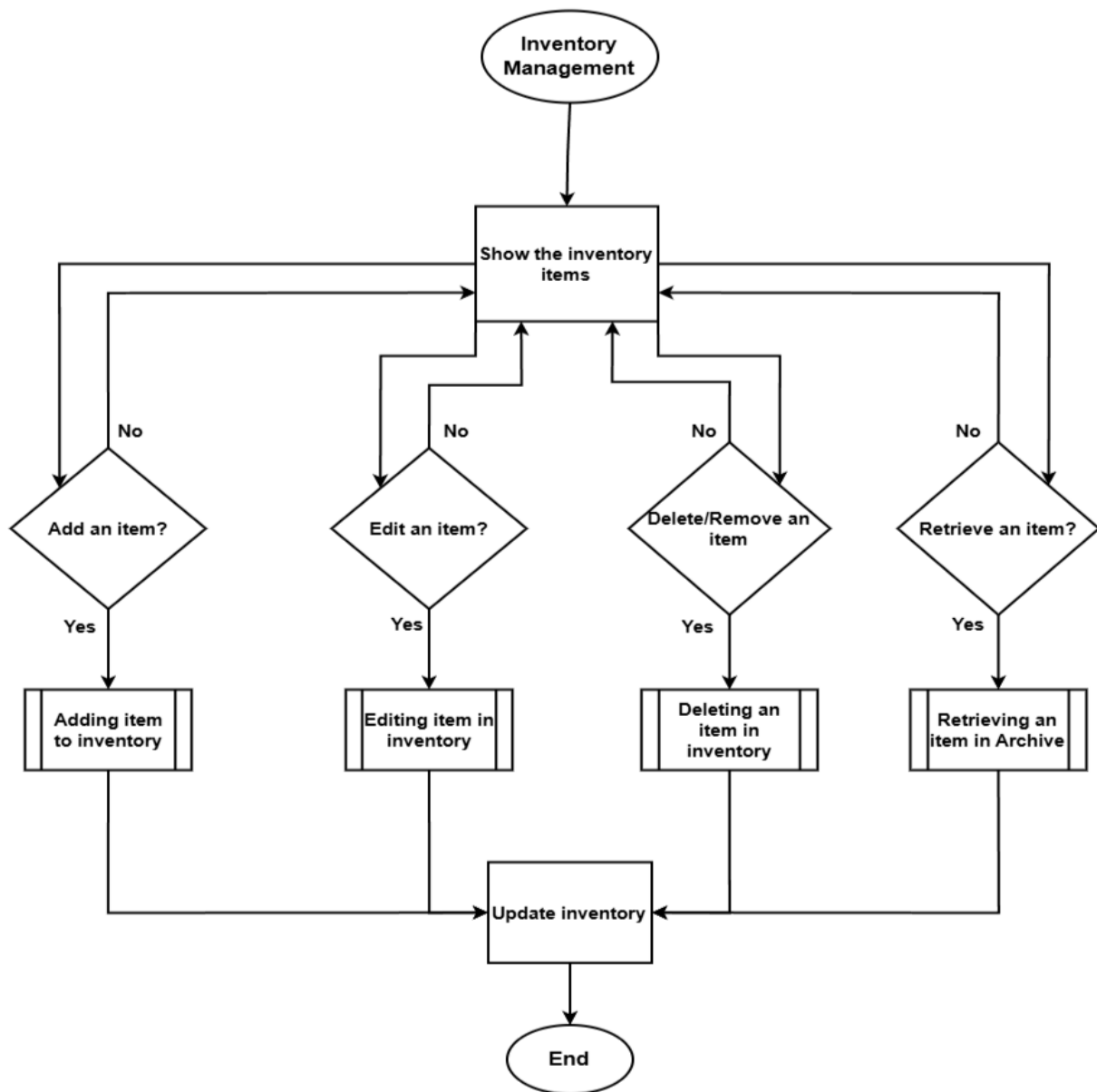


Figure 10. Inventory management (Admin)

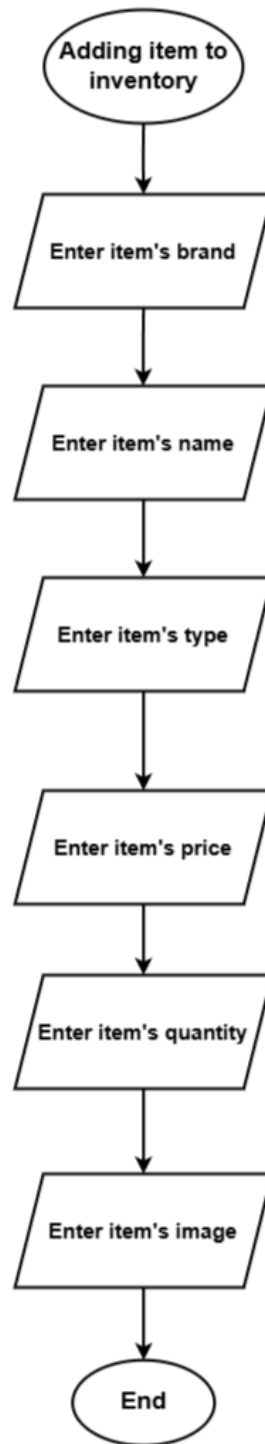


Figure 11. Add item (Admin)

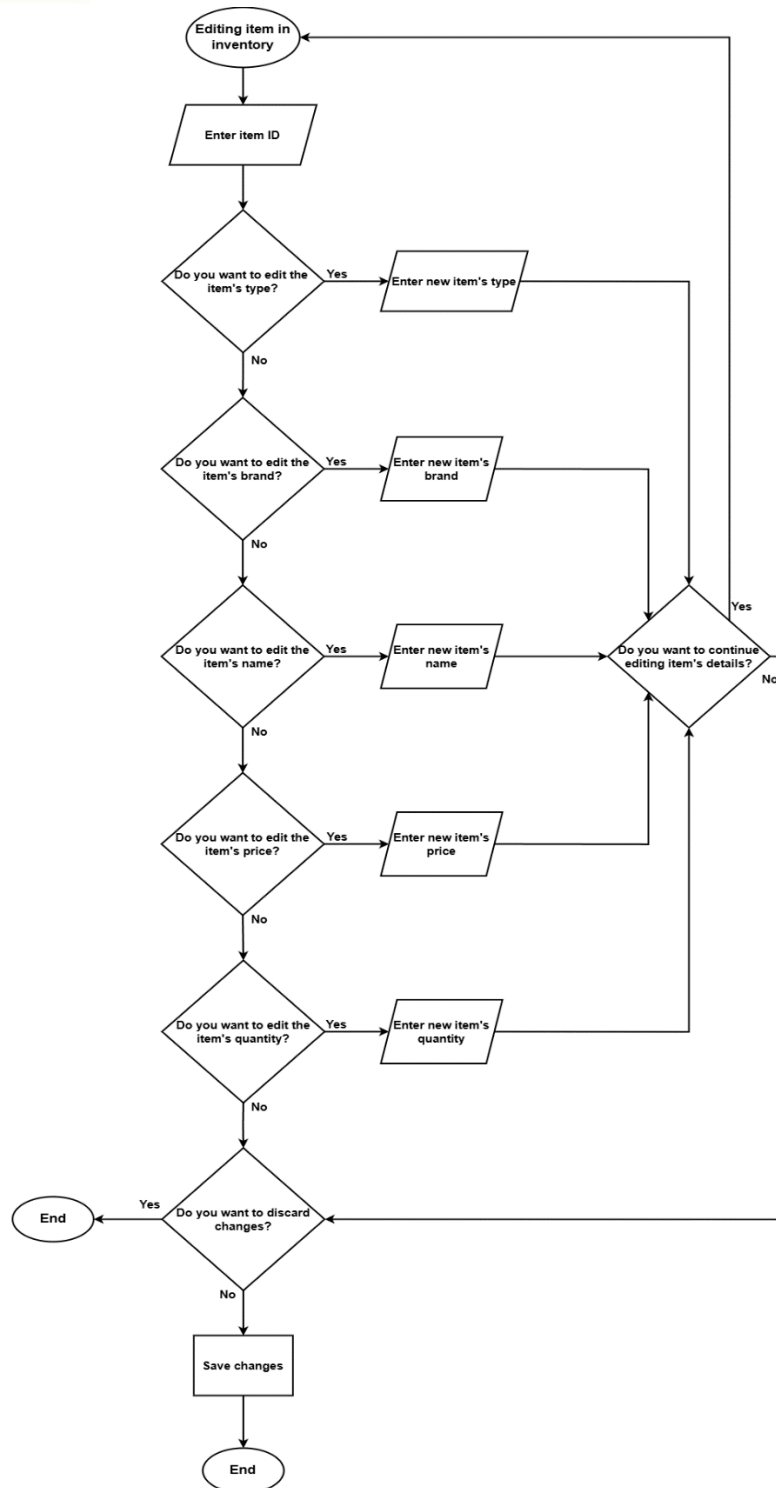


Figure 12. Edit item (Admin)

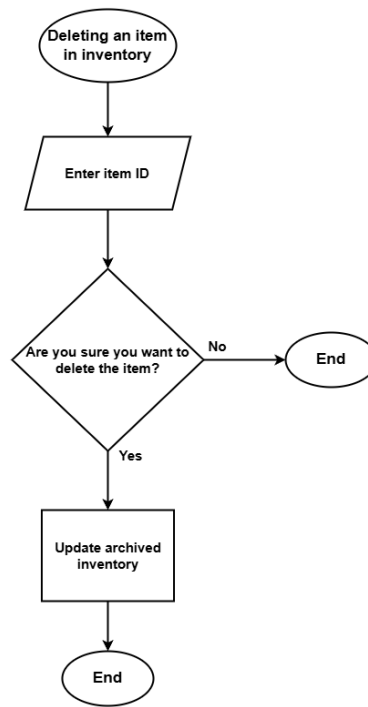


Figure 13. Delete item (Admin)

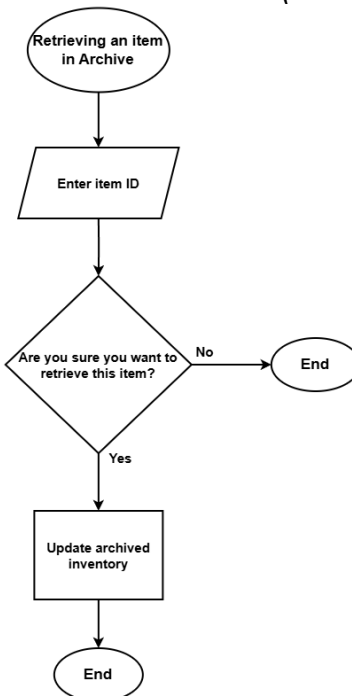


Figure 14. Retrieve item (Admin)

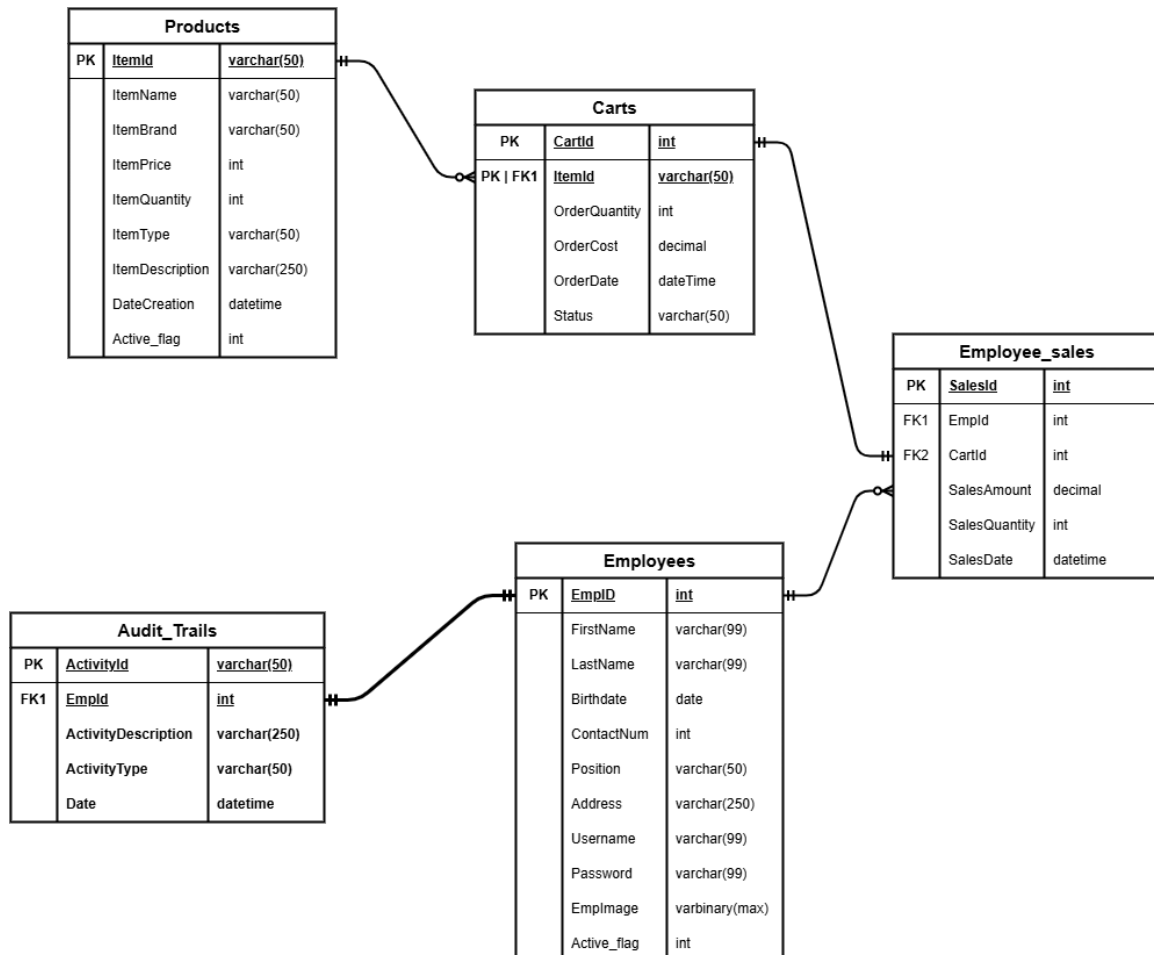


Figure 15. Entity Relationship Diagram

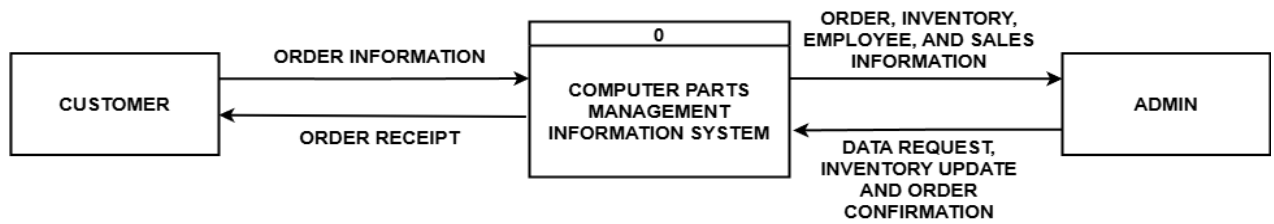


Figure 16. Context diagram (Level 0)

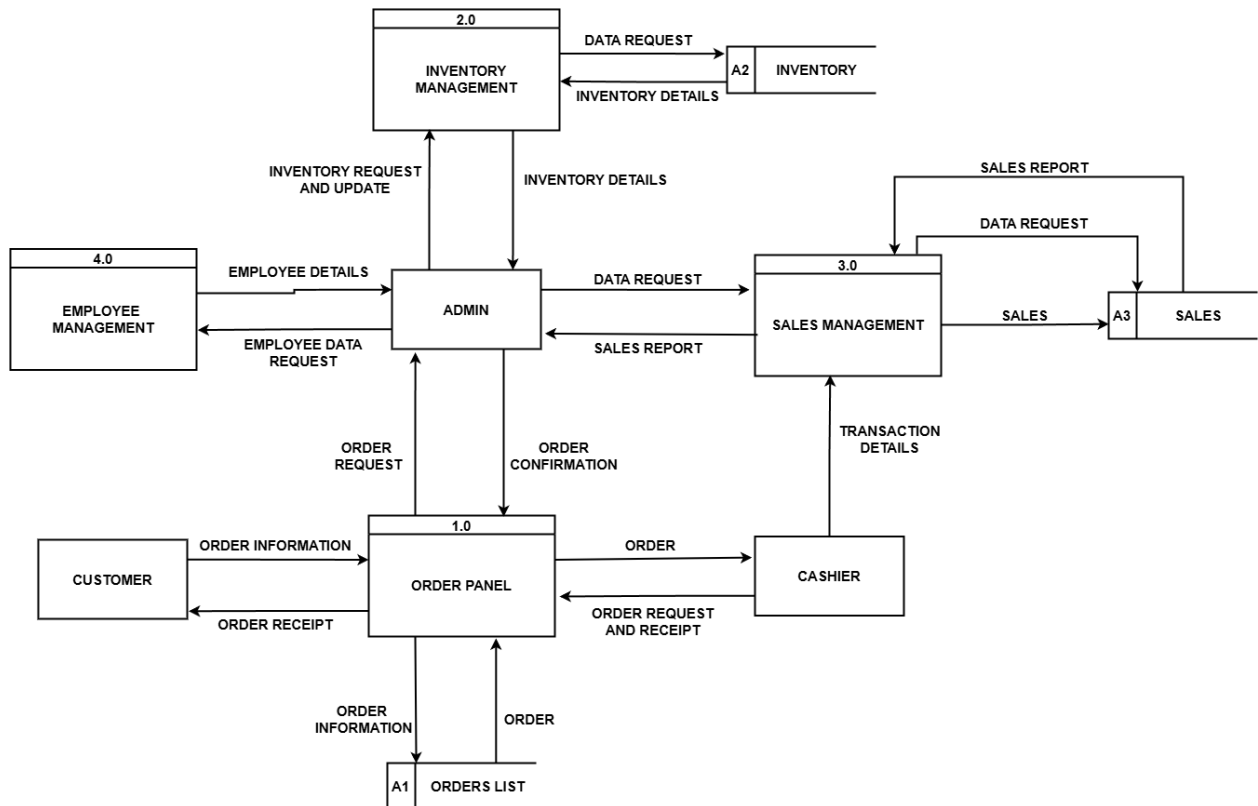


Figure 17. Dataflow diagram (Level 1)

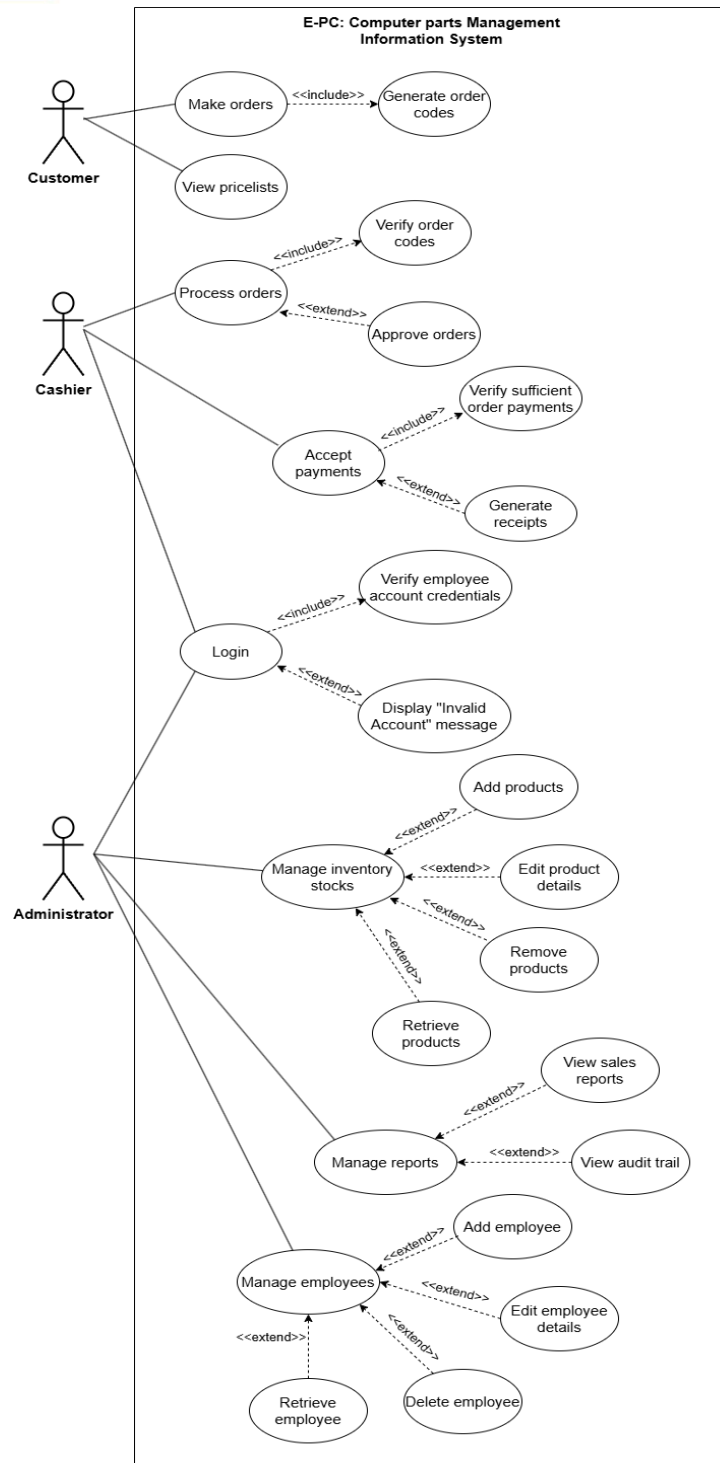


Figure 18. Use case diagram

4. User Interface (UI) Design



Image 1. Login page

The login page consists of minimal design and minimal number of buttons and input boxes for faster login. In addition, the account was provided by the admin.

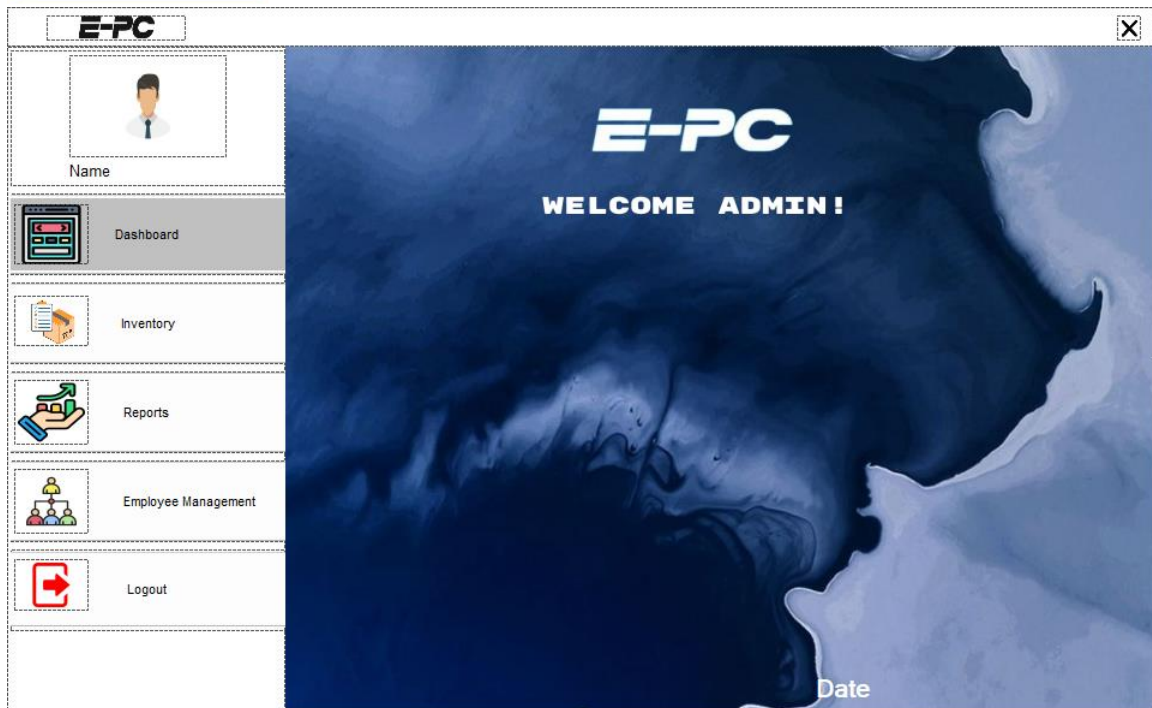


Image 2. Admin dashboard

The admin dashboard has a side panel that contains buttons for dashboard, inventory, order, employee management, and logout. These buttons will help the admin to finish their desired tasks.

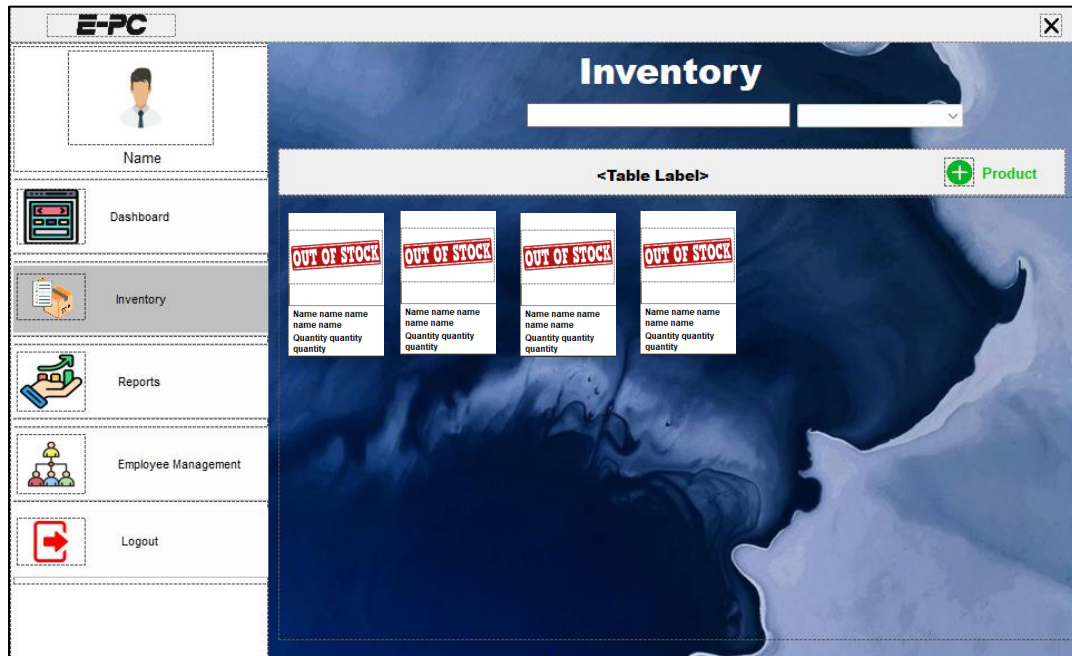


Image 3. Inventory page

The inventory page has a button for adding product, a combo box for easily sorting the products (Active and Archived), a smart search for efficiently finding the products, and a table for displaying the products.

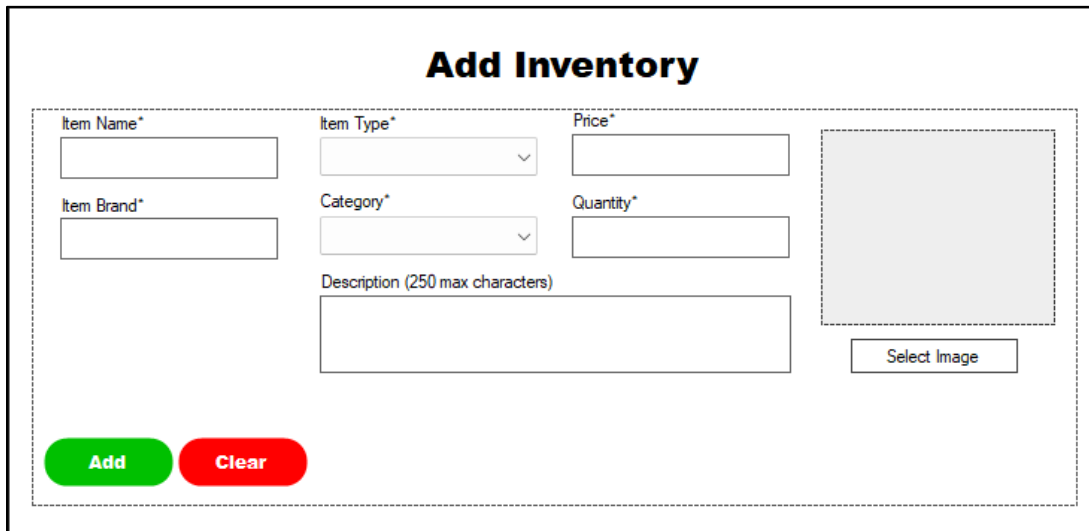




Image 4. Add Inventory

By clicking add product on the inventory header, this user control will pop-up and can easily add a product.

<Activity>



<ItemId>

Select Image

Item Name*

Item Brand*

Item Type*

Category*

Price*

Quantity* (<Quantity Activity>)

Description (250 max characters)

<blank>

Save

Cancel

Image 5. Edit Item

If the user clicked the item from the table of inventory, then can see or preview the item and can click the edit button on the upper right to edit the item.

<Header>

Current quantity

<Label 1>

Remarks *

Save

Cancel

Image 7. Adding and Removing Quantity

Admin can easily add and remove quantity by clicking the [+] and [-] on the edit item. The header and the label change based on what the user wants, whether add and remove.

If the user removed an exact quantity, it will automatically add on the archive table that can also retrieve if the user wants.

Item Name	
Item ID: <id>	Item Quantity: <quantity>
Item Type: <type>	Deletion Date: <date>
Retrieve	

Image 8. Retrieving item

By clicking the item on the archive table, the user can retrieve the item and it will automatically add on the active product table.

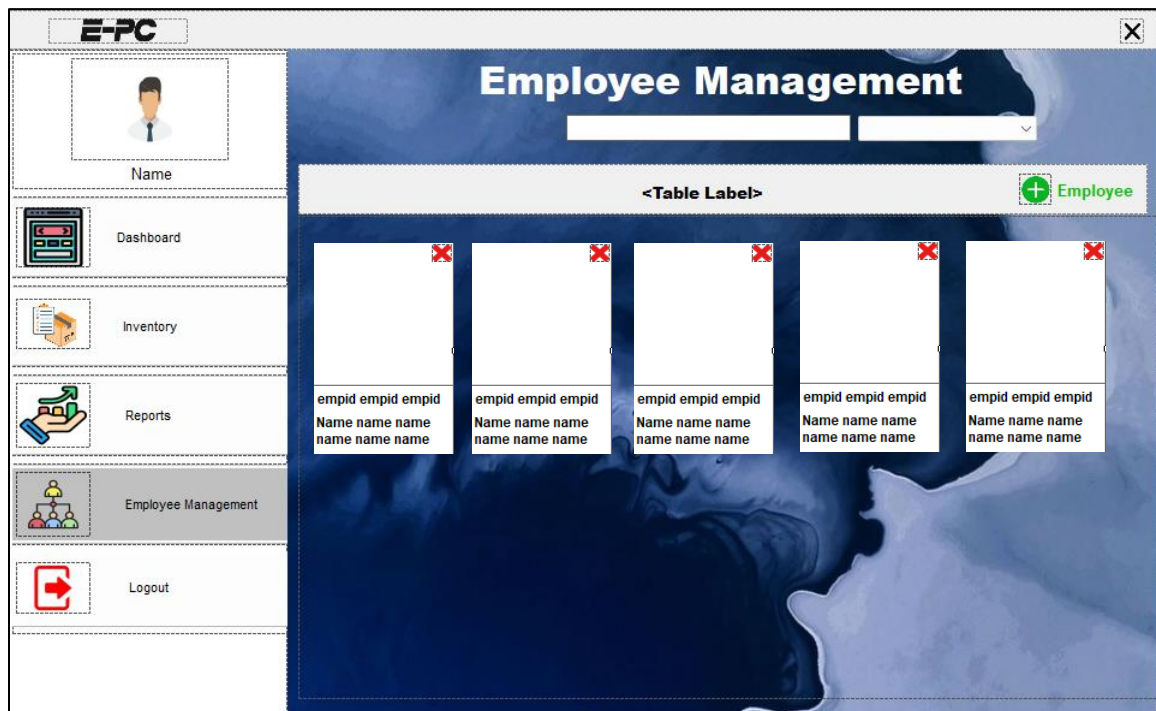


Image 9. Employee management page

The employee management page was like inventory page which contains button for adding employee, a combo box for sorting the employees (Active and Archive), a smart search for efficiently finding the employee, and a table for displaying the employees.

By clicking the X button on the employee, it will automatically add on the archive table and can also be retrieve if the admin wants to retrieve the specific employee.

Add Employee




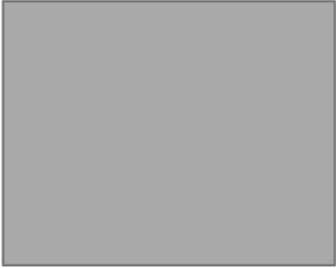
First Name*	Contact number*	Age*	 <input type="button" value="Select Image"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	
Last Name*	Birthdate*	Username*	
<input type="text"/>	Monday , January 1, 1990 	<input type="text"/>	
	Position*	Password*	
	<input type="text"/>	<input type="text"/>	
Address* (250 max characters)			
<input type="text"/>			

Image 10. Add Employee

By clicking add employee on the employee header, this user control will pop-up and now the user can add employee.

<Activity>




<EmpId>

First Name*

Last Name*

Age*

Contact Number*

Birthdate*

Position*

Username*

Password*

Address

Image 11. Show Employee

If the user clicked the item from the table of employee, then can see or preview the details or information of the employee and can click the edit button on the upper right to edit the information.

Employee Name	
Employee ID: <id>	Contact #: <contact>
Position: <position>	
<input type="button" value="Retrieve"/>	

Image 12. Retrieving Employee

By clicking the employee on the archive table, the user can retrieve the employee and it will automatically add on the active employee table.

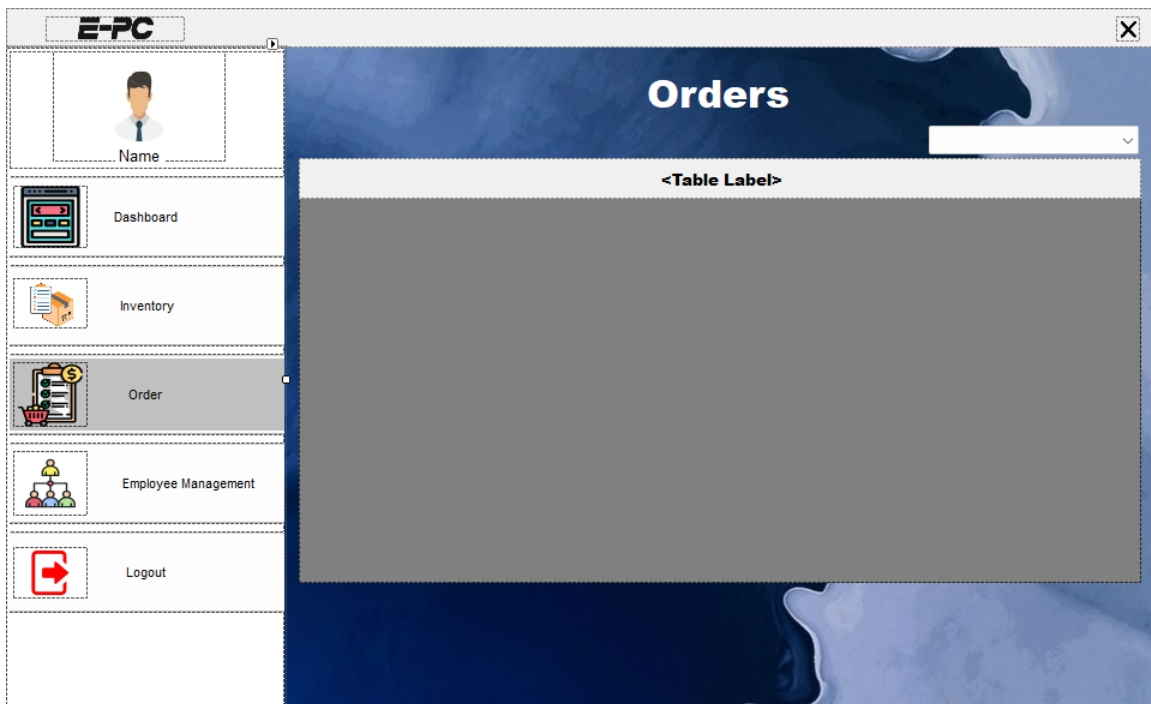


Image 13. Orders page for Admin

The orders page for Admin has a button for making an order for customers that does not want to use the kiosk, a combo box for easily sorting the orders (Pending, Completed, and Canceled), and a table for displaying the orders.

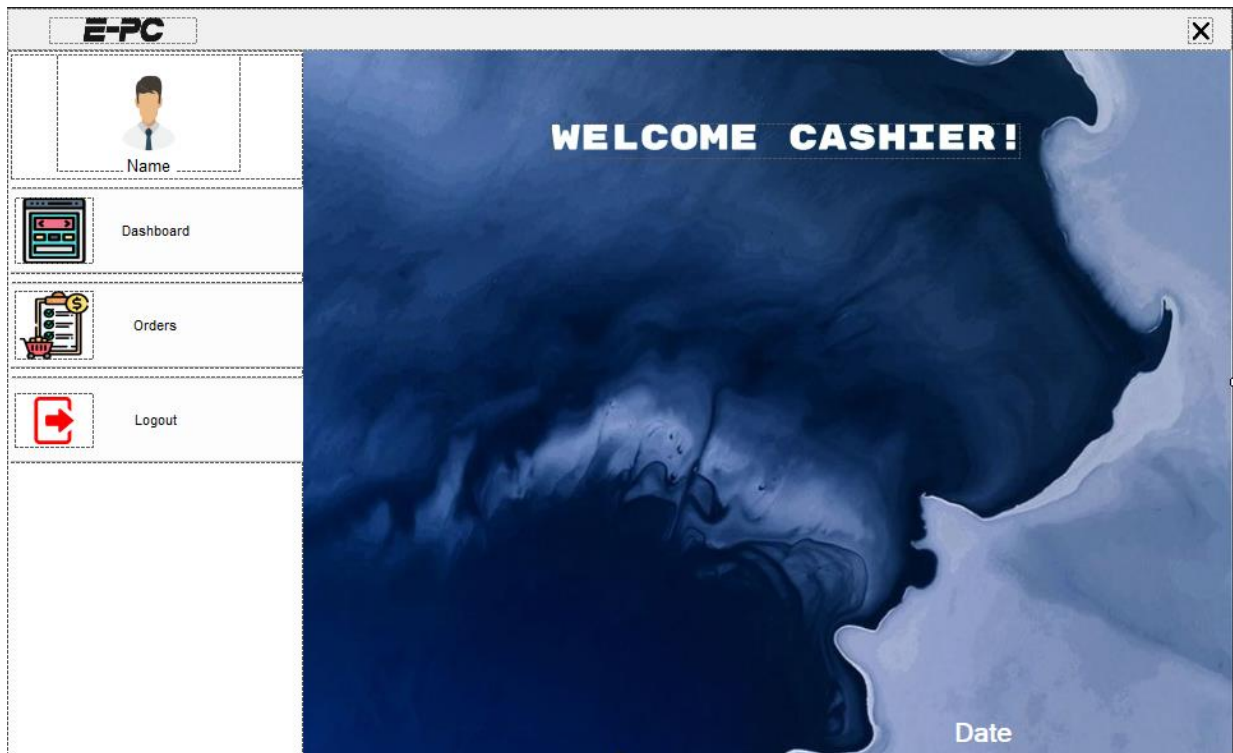


Image 14. Cashier dashboard

The cashier dashboard has a side panel that consists of buttons for dashboard, orders, and logout. These buttons will help the cashier to finish their desired tasks.

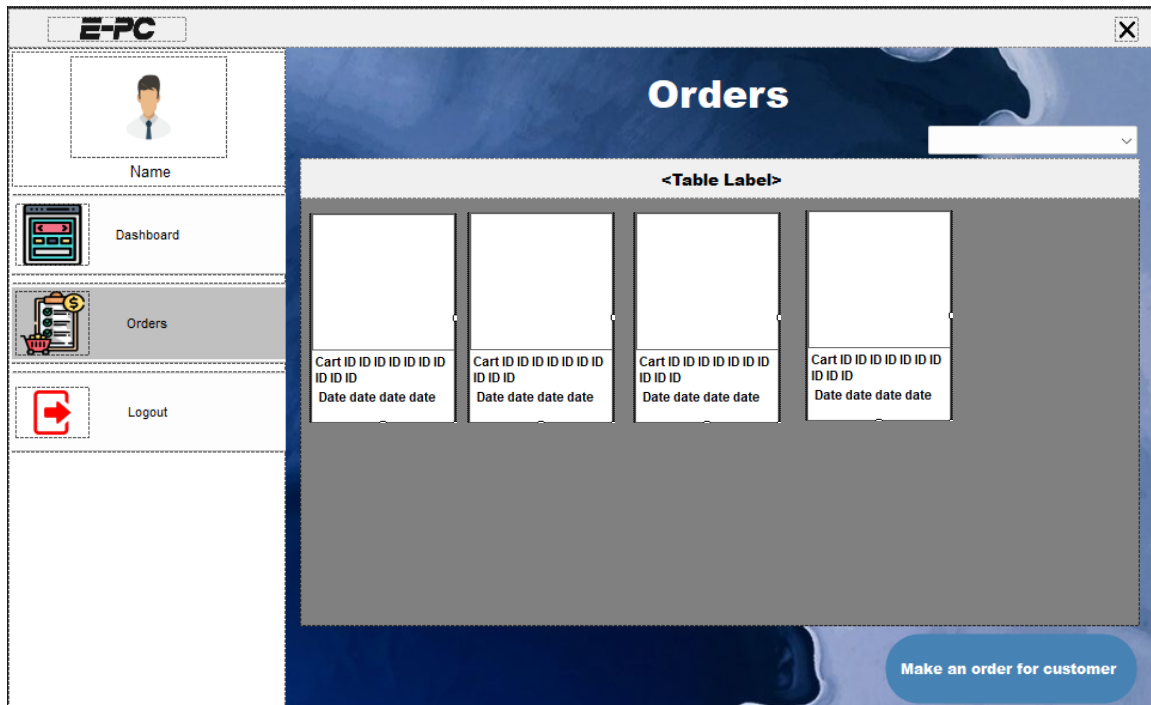


Image 15. Orders page for cashier

The orders page for cashier can view the order of the customer if they click the cart in the orders table. It can also be sort by choosing from the combo box whether Pending, Complete, or Canceled.

Cashier can also make an order for customer by clicking the button on the lower left (Make an order for customer).

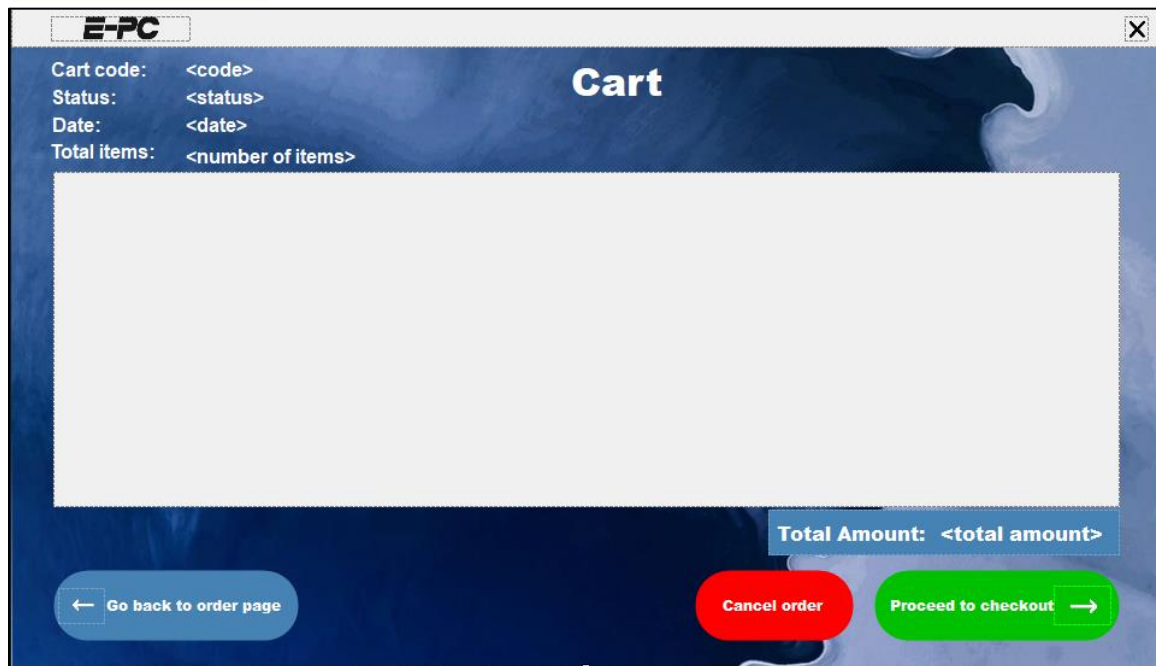
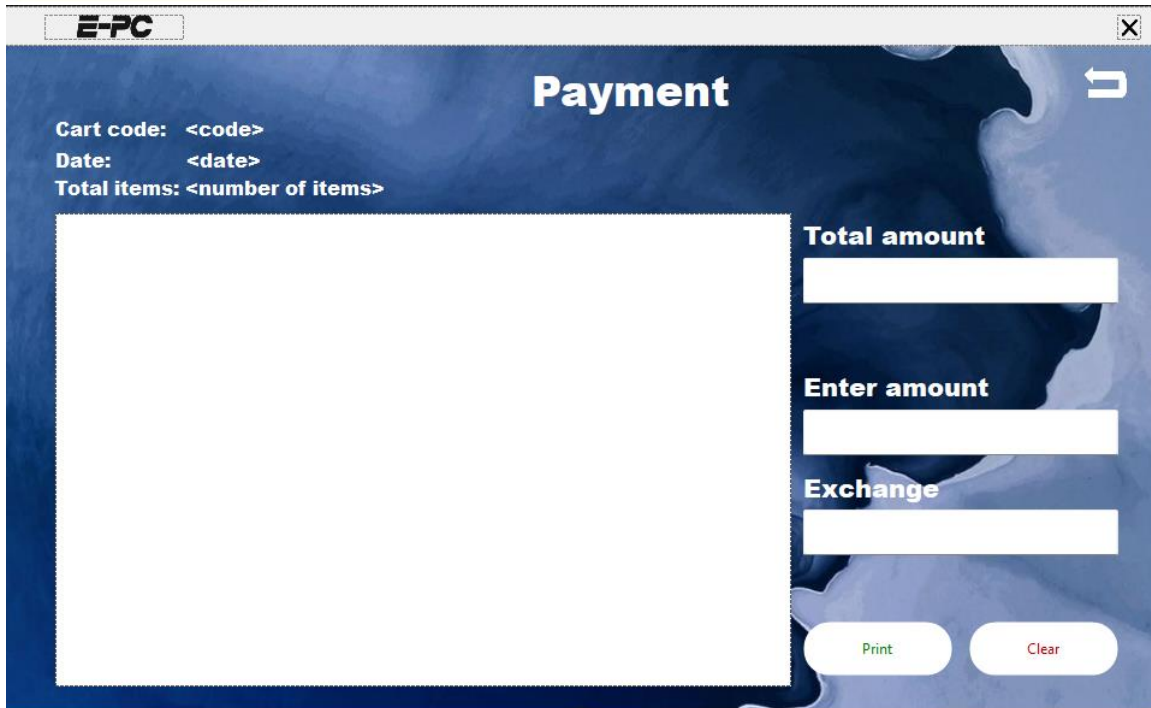


Image 16. Cashier show cart

If the cashier clicked the cart from the orders table, show cart will appear and can easily check if the customer choose the right item and can also be cancel by clicking the “Cancel Order”. Cashier can also go back to the order page by clicking the button on the lower left (Go back to order page) and can also proceed to checkout by clicking the button on the lower right (Proceed to checkout).



The screenshot shows a web browser window titled "E-PC" with a close button in the top right corner. The page has a dark blue background with a white abstract design on the right side. The main heading "Payment" is centered at the top in white. On the left, there is a white box containing the following text: "Cart code: <code>", "Date: <date>", and "Total items: <number of items>". To the right of this box, there are three white input fields. The first is labeled "Total amount", the second is labeled "Enter amount", and the third is labeled "Exchange". Below these fields are two buttons: a green "Print" button and a red "Clear" button. A white back arrow icon is located in the top right corner of the page content area.

Image 17. Payment page

If the cashier clicked the “Proceed to Checkout” button, payment page will appear, and the cashier can also see the order summary. The total amount will automatically appear based on what the customer wants to buy. The cashier can enter the amount and if there’s any excess on the amount, the amount to be exchange will automatically appear.



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X

E-PC

Address: <address>

Cashier Name: <Cashier name>

Cart ID: <CartID>

Type of Payment: Cash

Date: <date>

Purchase

<Item Name>	<Quantity>	<Price>
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Total Amount: <totalAmount>

Payment amount: <payment amount>

Exchange: <exchange amount>

Image 18. Receipt

If the cashier clicked the print button, the receipt will appear and automatically print.

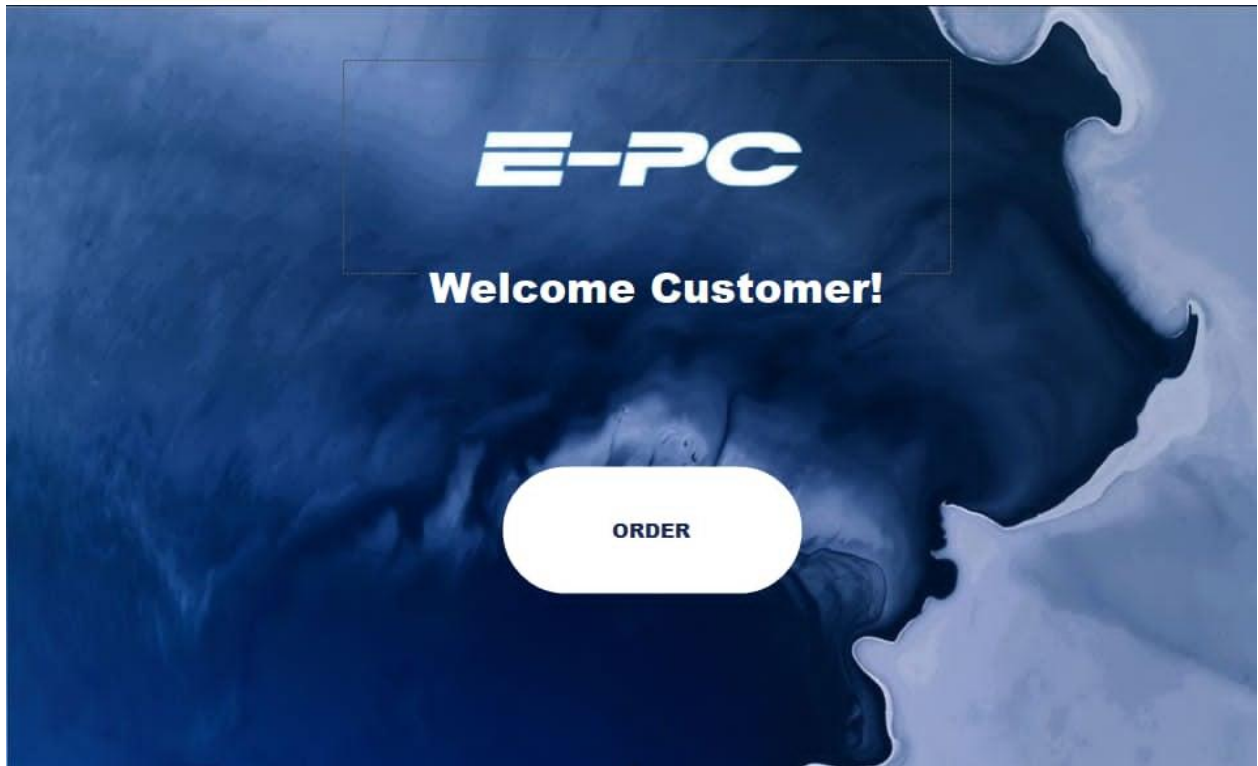


Image 19. Customer kiosk homepage

The homepage for customer kiosk has a button for making an order. It has minimal number of buttons to lessen the confusions for the customer when using the kiosk device.

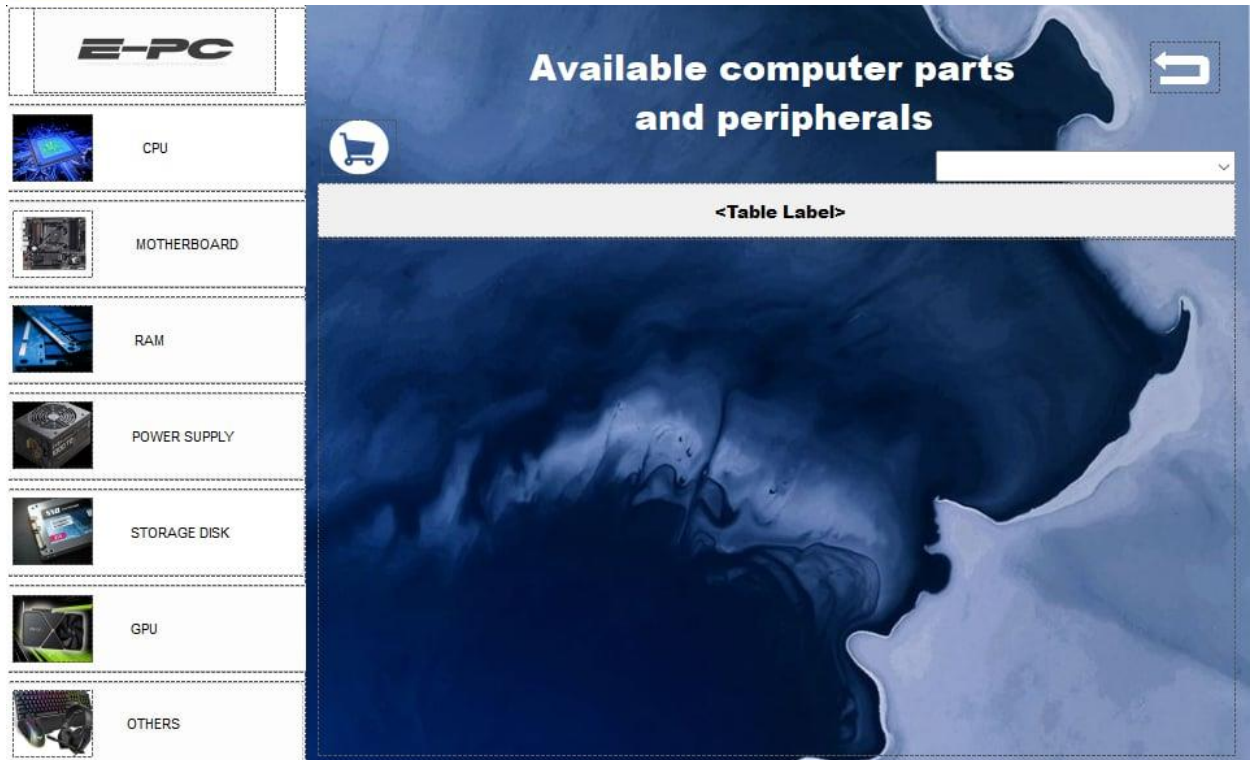


Image 20. Ordering page in kiosk

The ordering page in kiosk has a side panel that consists of types of computer parts. This will help the customer to easily find and sort the products based on their types. In addition, it has a button for showing their cart, a combo box for sorting the products based on their usage, and table for displaying the products.

Cart

Total items: <number of items>

	Item Name ✕		
	Item Type: <type>	Category: <category>	Order Quantity: <quantity>
	Description: <description>		
	Price: <price>		
	Item Name ✕		
	Item Type: <type>	Category: <category>	Order Quantity: <quantity>
	Description: <description>		
	Price: <price>		
Total Amount: <total amount>			

< Continue Shopping
Proceed to checkout

Image 21. Cart page

The cart page displays the total number of items, the items that the customer added to the cart, and the total amount of the items in the cart.

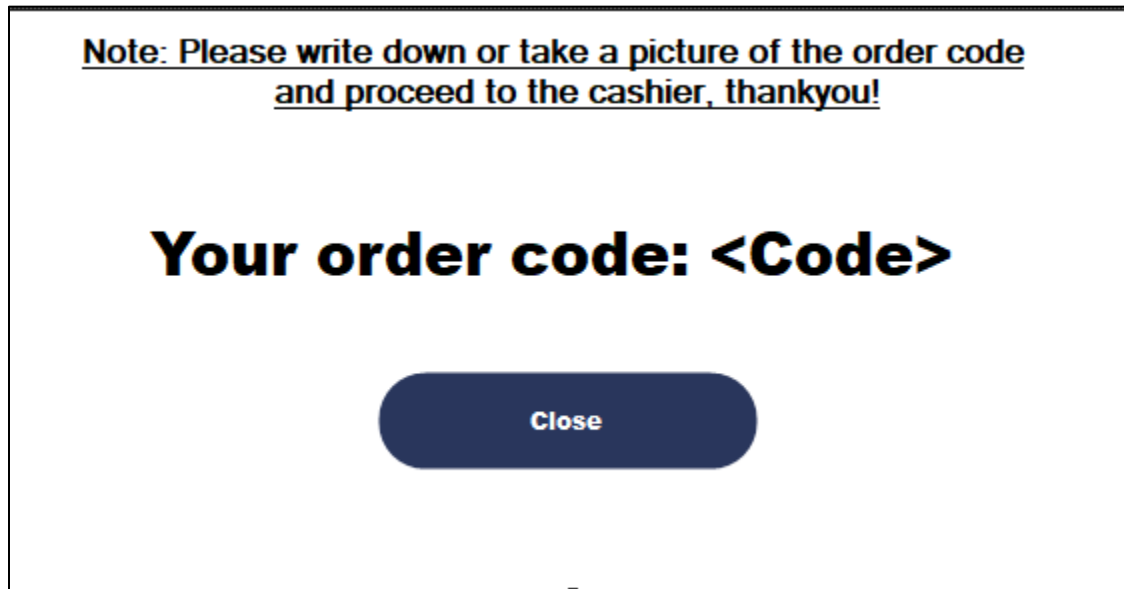


Image 22. Code Generator

After the customer clicked the proceed to checkout button, the code generator page will appear and the customer can see the code. There's a note on what the customer needs to do before the customer close the page. The code needs to present on the cashier so that the customer can complete the transaction.

5. Implementation Details

- **Specified Login** – The clients can easily login to the application by using their account credentials. In addition, different homepage will be shown after the login based on the position of the client.
- **Inventory Management** – This function helps the client to easily add, edit, remove, or retrieve an item information with the help of local database and SQL queries.
- **Orders Management** – This function helps the client to verify customer order codes, view ongoing and completed transactions, and checkout orders.
- **Employee Management** – This function helps the client to add, edit, delete, or retrieve an employee information with the help of local database and SQL queries.
- **Sales Management** – This function helps the client to view and generate sales reports.

6. Testing and Evaluation

A test strategy is a high-level plan that outlines the approach, objectives, and priorities for software testing activities within a project or organization. Unit Testing is the test strategy that we used. It is a fundamental practice in software development where individual components of the software are tested independently to verify each part functions. We conducted manual testing by personally writing and executing test cases.

Created By: Jose Crisanto B. Calayag

Date Created: June 3, 2024

Test Case ID	Test Case Description	Condition	Steps	Expected Result	Actual Result	Status
LG01	Test if the client can login by using the correct credentials.	1. The user will use the correct credentials in login.	1. Enter the credentials in username and password input box.	1. The client will login successfully.	The client login is successful.	Pass
LG02	Test if the client can access the admin homepage after logging in.	1. The client's position is admin.	1. Enter the credentials in username and password input box.	1. The client will be directed to admin homepage after logging in.	The client accessed the admin homepage.	Pass
LG03	Test if the client can access the cashier homepage after logging in.	1. The client's position is cashier.	1. Enter the credentials in username and password input box.	1. The client will be directed to cashier homepage after logging in.	The client accessed the cashier homepage.	Pass

AD01	Test if the client can add an item in inventory.	<p>1. The client is an admin</p> <p>2. The item is not existing in the inventory</p>	<p>1. Go to the inventory page.</p> <p>2. Click the add button.</p> <p>3. Enter the item information.</p> <p>4. Click the add button.</p>	<p>1. The item will be successfully added to the inventory.</p>	The item has been successfully added to the inventory.	Pass
AD02	Test if the client can edit an item in inventory.	<p>1. The client is an admin.</p> <p>2. The item has no description.</p> <p>3. The item is existing in the inventory.</p>	<p>1. Go to the inventory page.</p> <p>2. Click the item on the table.</p> <p>3. Click the edit button.</p> <p>4. Add details to the description box.</p> <p>5. Click save button</p>	<p>1. The textboxes in the item details will be editable after clicking the edit button.</p> <p>2. The client will insert the details in the description box.</p> <p>3. The textboxes in the item details will become not editable once the changes have been saved.</p>	The client has successfully edited the item details and added description to the description box.	Pass

AD03	Test if the client can remove an item in the inventory.	<p>1. The client is an admin.</p> <p>2. The item is in available products table.</p>	<p>1. Go to the inventory page.</p> <p>2. Click the 'X' button in the item.</p> <p>3. Agree to the deletion dialogue.</p>	<p>1. The item will be transferred to the archived table.</p>	The item has been successfully transferred to the archived table.	Pass
AD04	Test if the client can add an employee.	<p>1. The client is an admin.</p> <p>2. Employee is not existing in the employee table.</p>	<p>1. Go to the employee management page.</p> <p>2. Click the add employee button.</p> <p>3. Enter employee details.</p> <p>4. Click the add button.</p>	<p>1. The employee will be successfully added to the employee table.</p>	The employee has been successfully added to the employee table.	Pass
AD05	Test if the client can edit details of an employee	<p>1. The client is an admin.</p> <p>2. The employee is existing in the employee table.</p>	<p>1. Go to the employee management page.</p> <p>2. Click the employee in the employee table.</p> <p>3. Click the edit button.</p>	<p>1. The textboxes in the employee details will be editable after clicking the edit button.</p> <p>2. The client will change the</p>	The client has successfully edited and changed the employee address.	Pass

			<p>4. Edit the employee address.</p> <p>5. Click the save button.</p>	<p>employee address.</p> <p>3. The textboxes in the employee details will become not editable after clicking the save button.</p>		
AD06	Test if the client can remove an employee in the employee table.	<p>1. The client is an admin.</p> <p>2. The employee is existing in the employee table.</p>	<p>1. Go to the employee management page.</p> <p>2. Click the 'X' button in the employee.</p> <p>3. Agree to the deletion dialogue.</p>	<p>1. The employee will be transferred to the archived table.</p>	The employee has been successfully transferred to the archived table.	Pass
AD07	Test if the client can access the second application which is the one in the kiosk.	<p>1. The client is an admin.</p> <p>2. The main application is running.</p>	<p>1. Go to the orders page.</p> <p>2. Click the "Make an order for the customer" button.</p>	<p>1. The second application will be displayed.</p> <p>2. The client can use the second application while the main application is running.</p>	The second application has been successfully open and displayed while the main application is running.	Pass

CST01	Test if the client can make an order using the second application in the kiosk.	1. The client is a customer.	<p>1. Click the “Order” button in the kiosk.</p> <p>2. Choose an item and add it to the cart.</p> <p>3. View the cart and proceed to checkout.</p>	<p>1. A unique cart code will appear in the kiosk after proceeding to checkout.</p> <p>2. The cart code will be displayed in the orders page of admin and cashier.</p>	A unique cart code has been displayed in the kiosk and in the orders page of admin and cashier.	Pass
CSH01	Test if the client can view the cart details of the cart code in the orders page.	<p>1. The client is a cashier.</p> <p>2. The cart code is existing in the orders page.</p>	<p>1. Go to the orders page.</p> <p>2. Click the cart in the carts table.</p>	1. Cart details will be displayed in the screen including the item details.	Cart details has been successfully displayed in the screen including the item details.	Pass



Created By: Jean Dyel Flores

Date Created: June 12, 2024

Test Case ID	Test Case Description	Condition	Steps	Expected Result	Actual Result	Status
EM1	Test if the admin can add employee with complete details and image provided	The admin will add employee	Go to employee management Click the add button	The admin will add employee successfully	The admin successfully added employee	Passed
EM2	Test if the admin can add employee without image	The admin will add employee	Go to employee management Click the add button	The admin will add employee successfully	The admin successfully added employee	Passed
EM3	Test if the admin can add employee with same username and password with the other employees	The admin will add employee	Go to employee management Click the add button	The admin expects error or warning that username/password is not available	The admin successfully added employee with the existing username or password	Failed

EM4	Test if the admin can remove employee	The admin will remove employee	Go to employee management Click the remove button Click "Yes"	The admin successfully removed employee	The admin successfully removed employee and it directs to the inactive lists	Passed
EM5	Test if the admin can bring the employee back into active lists	The admin will retrieve the employee back	Go to employee management Click the inactive list	The admin will successfully retrieve the employee back	The admin can't retrieve the employee back	Failed
EM6	Test if the admin can change information about the employees	The admin will change the employee's information	Go to employee management Click the employee Click the edit button	The admin successfully updated the information of the employee	The admin successfully updated the information of the employee	Passed
EM7	Test if the admin can add employee without name	The admin will add employee	Go to employee management Click the add button	The admin can't add the employee without name	The admin can't add the employee without name	Passed
EM8	Test if the admin can add employee without position	The admin will add employee	Go to employee management Click the add button	The admin can't add the employee without position	Employee unsuccessfully added because of bug in the program	Failed
EM9	Test if the admin can	The admin will add	Go to employee	The admin unsuccessfully add	Employee unsuccessfully	Passed

	add employee without contact number	employee	management Click the add button	employee because it has empty details	added because it has empty details	
EM10	Test if the admin can add employee without username and password	The admin will add employee	Go to employee management Click the add button	The admin unsuccessfully add employee because it has empty details	Employee unsuccessfully added because of the bug in the program	Failed

Created By: Adrian Miravil

Date Creation: June 12, 2024

TEST CASE ID	TEST CASE DESCRIPTION	CONDITION	STEPS	EXPECTED RESULT	ACTUAL RESULT
CSTO 1	1. TEST IF THE ADMIN CAN VIEW THE ITEM FROM INVENTORY	1. THE ADMIN WILL VIEW THE ITEM	1. GO TO THE INVENTOR Y 2. CLICK THE ITEM 3. VIEW DETAILS ON	1. THE ADMIN WILL VIEW THE ITEM SUCCESSFULLY	1. THE ADMIN VIEW THE ITEM SUCCESSFUL
CSTO 2	1. TEST IF THE ADMIN CAN EDIT THE DETAILS OF THE ITEM	1. THE ADMIN WILL EDIT THE ITEM FROM THE INVENTOR Y	1. GO TO THE INVENTOR Y 2. CLICK THE ITEM 3. CLICK THE EDIT ICON	1. THE ADMIN WILL EDIT THE ITEM FROM THE INVENTOY SUCCESSFULLY.	THE ADMIN EDIT THE ITEM FROM THE INVENTORY SUCCESSFUL

CST03	1. TEST IF THE ADMIN CAN ADD A QUANTITY ITEM FROM INVENTORY	1. THE ADMIN WILL ADD A QUANTITY FROM INVENTORY	1. GO TO THE INVENTORY 2. CLICK THE ITEM 3. CLICK THE EDIT ICON 4. CLICK THE ADD QUANTITY SIGN 5. ADD A QUANTITY OF THE ITEM 6. INPUT SOME REMARKS OF THE ITEM	1. THE ADMIN WILL ADD A QUANTITY FROM THE INVENTORY SUCCESSFULLY.	1. THE ADMIN ADD A QUANTITY FROM THE INVENTORY SUCCESSFUL.
CST04	1. TEST IF THE ADMIN CAN DECREASE A QUANTITY FROM THE INVENTORY	1. THE ADMIN WILL DECREASE A QUANTITY FROM INVENTORY	1. GO TO THE INVENTORY 2. CLICK THE ITEM 3. CLICK THE EDIT ICON 4. CLICK THE DECREASE QUANTITY SIGN 5. DECREASE A QUANTITY OF THE	1. THE ADMIN WILL DECREASE A QUANTITY FROM THE INVENTORY SUCCESSFULLY.	1. THE ADMIN DECREASE A QUANTITY FROM THE INVENTORY SUCCESSFUL.

			ITEM		
			6. INPUT SOME REMARKS OF THE ITEM		
CST05	1. TEST IF THE ADMIN CAN ADD AN ITEM FROM THE STOCK INVENTORY	THE ADMIN WILL ADD AN ITEM FROM THE STOCK INVENTORY	1. GO TO THE INVENTORY 2. CLICK THE ADD PRODUCT 3. FILL THE DETAILS OF THE ITEM 4. CLICK ADD	1. THE ADMIN WILL ADD AN ITEM FROM THE STOCK INVENTORY SUCCESSFULLY.	1. THE ADMIN ADD AN ITEM FROM THE STOCK INVENTORY SUCCESSFUL
CST06	1. TEST IF THE ADMIN CAN SEARCH AN ITEM FROM THE INVENTORY	1. THE ADMIN WILL SEARCH AN ITEM FROM THE INVENTORY	1. GO TO THE INVENTORY 2. GO TO THE SEARCH BAR	1. THE ADMIN WILL SEARCH AN ITEM FROM INVENTORY SUCCESSFULLY	1. THE ADMIN SEARCH AN ITEM SUCCESSFUL
CST07	1. TEST IF THE ADMIN CAN VIEW THE ITEM FROM THE ARCHIVED	1. THE ADMIN WILL VIEW THE ITEM FROM THE ARCHIVED	1. GO TO THE INVENTORY 2. GO TO THE AVAILABE THEN CHANGE IT TO ARCHIVED 3. CLICK AN ITEM 4. VIEW THE	1. THE ADMIN WILL VIEW THE ITEM FROM THE ARCHIVED SUCCESSFULLY.	1. THE ADMIN VIEW THE ITEM FROM THE ARCHIVED SUCCESSFUL.

			DETAILS ON		
CST08	1. TEST IF THE ADMIN CAN RETRIEVE THE ITEM FROM THE ARCHIEVE	1. THE ADMIN WILL RETRIEVE THE ITEM FROM THE ARCHIVE	1. GO TO THE INVENTOR Y 2. FO TO THE AVAILABL E THEN CHANGE IT TO ARCHIVE 3. CLICK AN ITEM 4. CLICK THE RETRIEVE 5. CLICK YES TO RETREIVE THE ITEM	1. THE ADMIN WILL RETRIEVE THE ITEM FROM THE ARCHIVE SUCCESSFULLY.	1. THE ADMIN RETRIEVE THE ITEM FROM THE ARCHIVE SUCCESSFUL.
CST09	1. TEST IF THE ADMIN CAN SAVE THE ITEM FROM THE ADD PRODUCT EVEN WITHOUT THE IMAGE OF THE ITEM	1. THE ADMIN WILL SAVE AN ITEM FROM ADD PRODUCT INVENTOR Y EVEN WITHOUT THE PICTURE OF THE ITEM	1. GO TO THE INVENTOR Y 2. CLICK THE PRODUCT 3. VIEW THE DETAILS ON 4. CLEAR THE IMAGE OF THE ITEM	1. THE ADMIN WILL ADD AND CLEAR FROM THE ADD PRODUCT UNSUCCESSFULL Y.	1. THE ADMIN WILL ADD AND REMOVE AN IMAGE FROM THE ADD PRODUCT INVENTORY UNSUCCESSFUL.
CST10	1. TEST IF THE ADMIN CAN SELECT AN IMAGE OF	1. THE ADMIN WILL SELECT AN ITEM	1. GO TO THE INVENTOR Y	1. THE ADMIN WILL SELECT AN IMAGE FROM THE ADD PRODUCT INVENTORY	1. THE ADMIN SELECT AN IMAGE FROM THE ADD PRODUCT

	THE ITEM FROM ADD PRODUCT INVENTORY	FROM THE ADD PRODUCT INVENTORY	2. CLICK THE PRODUCT 3. CLICK SELECT IMAGE 4. SELECT AN IMAGE FROM THE FILE	SUCCESSFULLY.	INVENTORY SUCCESSFUL.
CST1 1	1. TEST IF THE ADMIN CAN REMOVE THE ITEM FROM THE STOCK INVENTORY	1. THE ADMIN WILL REMOVE AN ITEM FROM THE STOCK INVENTORY	1. GO TO THE INVENTORY 2. CLICK THE ITEM 3. CLICK THE REMOVE ITEM	1. THE ADMIN WILL REMOVE AN ITEM FROM THE STOCK INVENTORY UNSUCCESSFULLY.	1. THE ADMIN REMOVE AN ITEM FROM THE STOCK INVENTORY UNSUCCESSFUL
CST1 2	1. TEST IF THE CAN REMOVE AN ITEM FROM THE STOCK INVENTORY	1. THE ADMIN WILL REMOVE AN ITEM FROM THE STOCK INVENTORY	1. GO TO THE INVENTORY 2. CLICK THE ITEM 3. CLICK THE EDIT ICON 4. CHANGE THE QUANTITY FROM TO 0	1. THE ADMIN WILL REMOVE AN ITEM FROM THE STOCK INVENTORY SUCCESSFULLY.	1. THE ADMIN REMOVE AN ITEM FROM THE STOCK INVENTORY SUCCESSFUL
CST1 3	1. TEST IF THE ADMIN CAN ADD AN ITEM FROM THE ARCHIVE INVENTORY	1. THE ADMIN WILL ADD AN ITEM FROM THE ARCHIVE INVENTORY	1. GO TO THE INVENTORY 2. GO TO THE AVAILABLE AND	1. THE ADMIN WILL ADD THE PRODUCT FROM THE ARCHIVED INVENTORY UNSUCCESSFULLY.	1. THE ADMIN ADD THE PRODUCT FROM THE ARCHIVED INVENTORY UNSUCCESSFUL



			CHANGE IT TO ARCHIVED		
			3. CLICK THE ADD PRODUCT		
			4. FILL UP THE DETAILS		
			5. ADD AN IMAGE FOR THE ITEM		
			6. SAVE THE ITEM		



Limitations:

- **3D Item Models** - 3D modeling is a computer graphics process of creating a mathematical representation of a 3D object or shape using specialized software.

7. Appendix

- **Guna Framework** – Guna Framework is a powerful set of .NET UI/UX controls and components for developers working on windows form applications. In addition, it is lightweight in Visual Studio and outputs optimized GUIs that ensures smooth performance.
- **Figma** – Figma is a web-based graphics editing and user interface design application. It can be used in wireframing and component designing.
- **Draw.io** – Draw.io is a free online diagram software that allows you to create various types of diagrams and charts. This includes flowchart, entity relationship diagram, use-case diagram, data flow diagram.

References:

Guna Framework – www.gunauui.com

Figma – www.figma.com

Draw.io – www.drawio.com



User Manual:

1. Main application:

- **Login page (Admin and Cashier)**
 - The user can enter their credentials in the username and password box.
 - The user can login by clicking the Login button.
- **Dashboard (Admin and Cashier)**
 - The user can use the side panel in the dashboard to enter the other pages by clicking their buttons or icons.
 - The user can logout using logout button in the side panel.
- **Inventory page (Admin)**
 - The user can view and edit item details by clicking the item image in the table.
 - The user can sort the items (Active and Archive) by clicking the dropdown box near the search bar.
 - The user can use the smart search in search bar by typing the item details.
 - The user can add a product by clicking the add product button.
 - The admin can insert item details after clicking the add product button.
 - The user can remove an item by clicking the 'X' button in the item (The item will be transferred to the archived table).
 - The user can retrieve an item from the archived table by clicking the item image in the archived table.
- **Employee management page (Admin)**
 - The user can view and edit employee details by clicking the employee image in the table.
 - The user can sort the employees (Active and Archive) by clicking the dropdown box near the search bar.
 - The user can use the smart search in search bar by typing the employee details.
 - The user can add an employee by clicking the add employee button.
 - The user can remove an employee by clicking the 'X' button in the employee (The employee will be transferred to the

archived table).

- The user can retrieve an employee from the archived table by clicking the employee image in the archived table.
- **Orders page (Admin and Cashier)**
 - The user can view the carts code in the table.
 - The user can view the carts details by clicking the cart image.
 - The user can sort the carts (Pending, Completed, Cancelled) by clicking the dropdown box near the search bar.
 - The user can checkout orders by verifying the code and clicking the checkout button.
 - The user can assist customers that does not want to use the kiosk by clicking the “Make an order for customer” button.
- **Reports page (Admin)**
 - The user can view and track the performance and activities of the employee in Audit Trail table.
 - The user can view the inventory sales in the Sales table.

2. Second application (Kiosk):

- **Customer order page**
 - The user can make an order by clicking the “Order” button in the starting page.
 - The user can use the side panel to choose the type of computer parts.
 - The user can sort the computer parts (Gaming, Rendering, Office, Study) by clicking the dropdown box.
 - The user can view item details by clicking the image of the item.
 - The user can increase or decrease their desired item order quantity by clicking the **[+]** and **[-]** buttons in the item details screen.
 - The user can add the item to the cart by clicking the “Add to cart” button in item details screen,
 - The user can view their cart details by clicking the cart icon.
 - The user can generate their own cart code by clicking the “Proceed to checkout” button in the cart details screen.