

Kohl Johnson

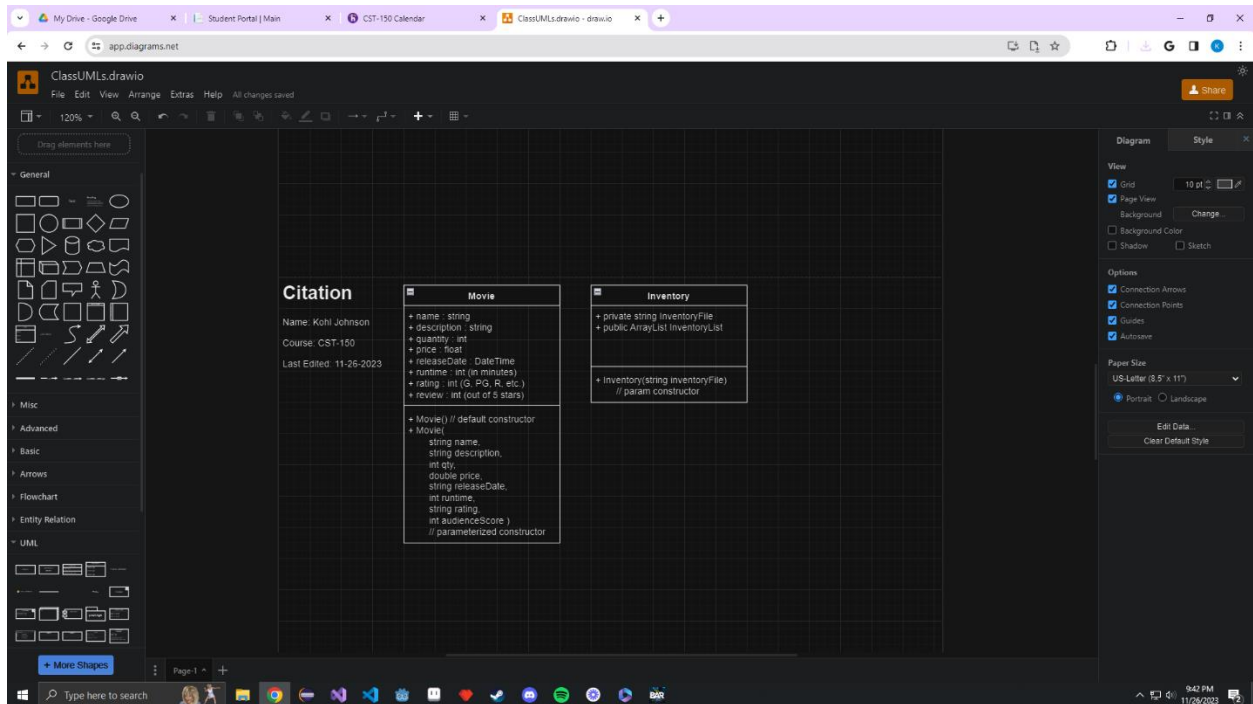
11-26-2023

CST-150

Milestone 5

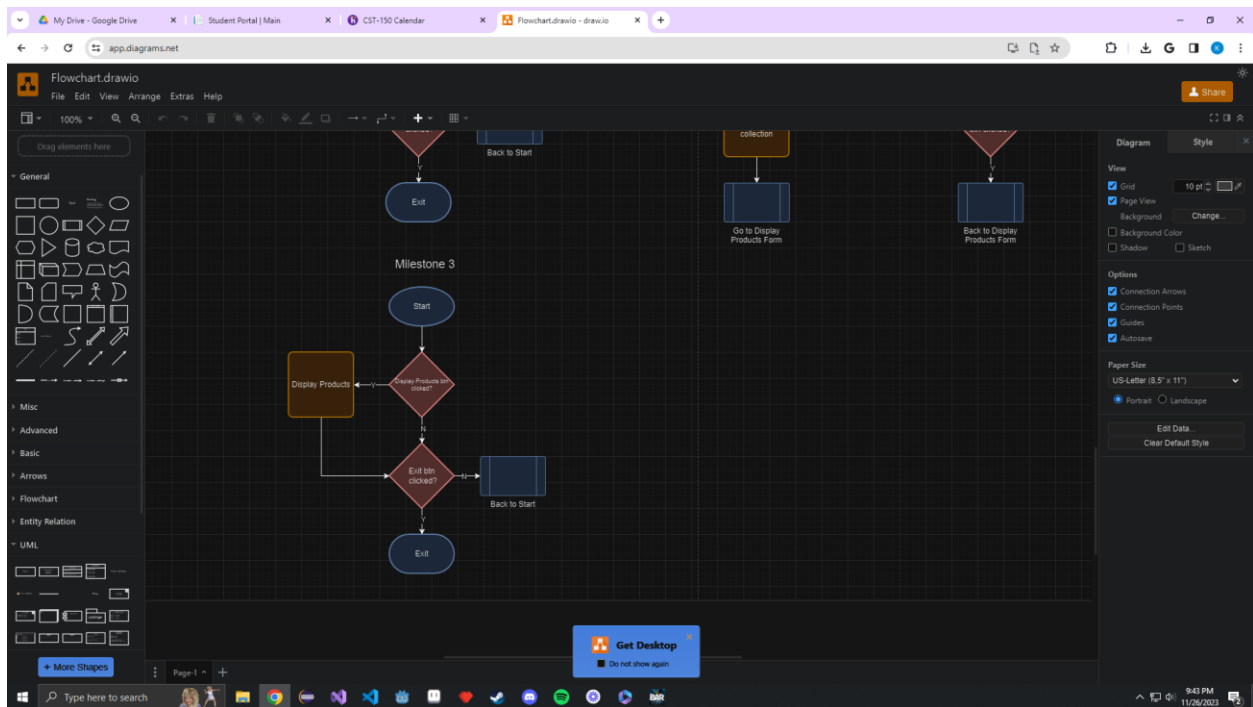
Loom Video Link: <https://www.loom.com/share/d7bb820c44f54e619452d45b3fadf5ad?sid=8da71c82-770e-4a3c-8d99-8b7b55afc3c5>

Class UMLs Screenshot



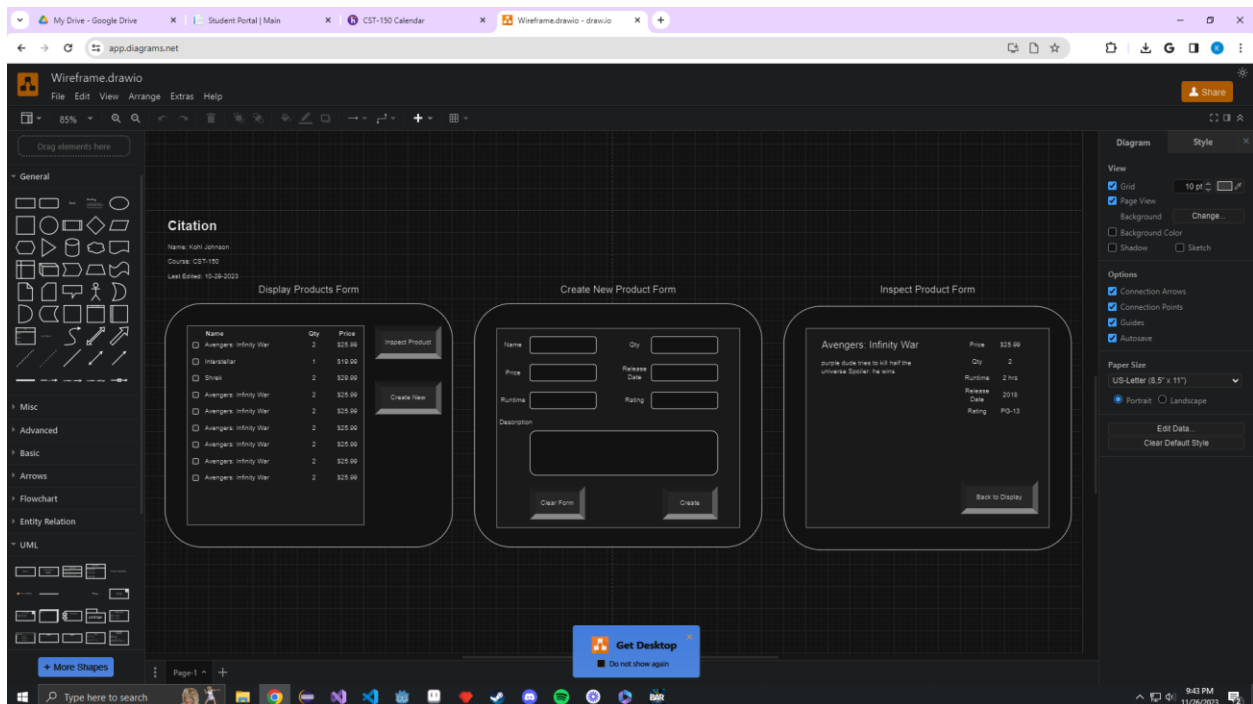
Updated the Movie class to show both the default and parameterized constructors. Also added a new class, Inventory, which will hold all our future inventory “edits”. Like adding movies.

Flowchart Screenshot



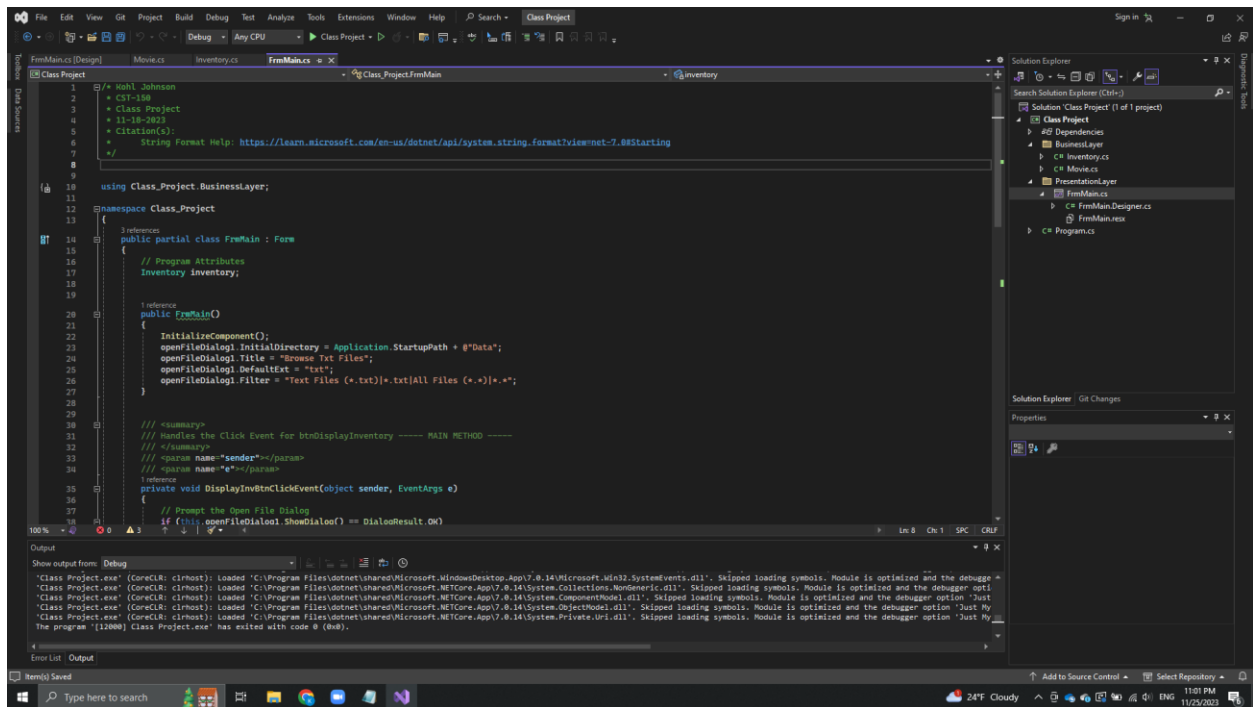
Flowchart did not change this Milestone. The flow of the program did not change, it is still just the single “Display Products” button that starts the program.

Wireframe Screenshot



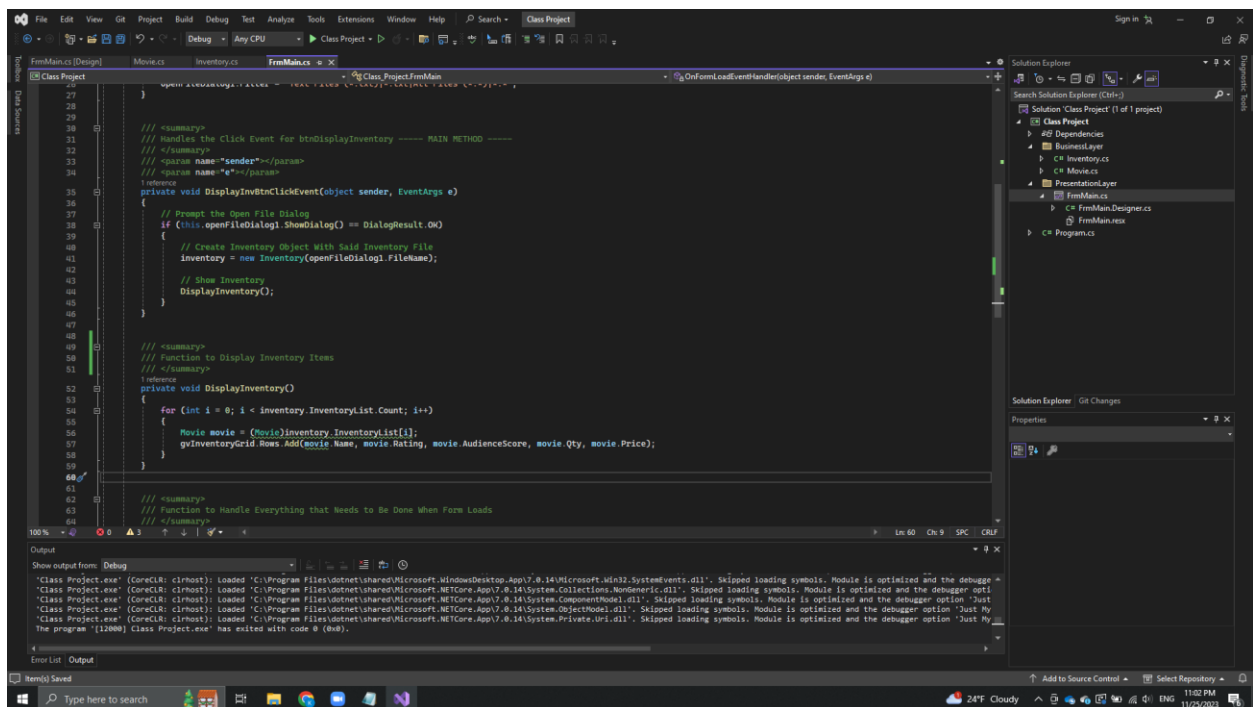
Still sticking with this design. Only problem is figuring out how to align/snap components to each other.

FrmMain Code Screenshot 1



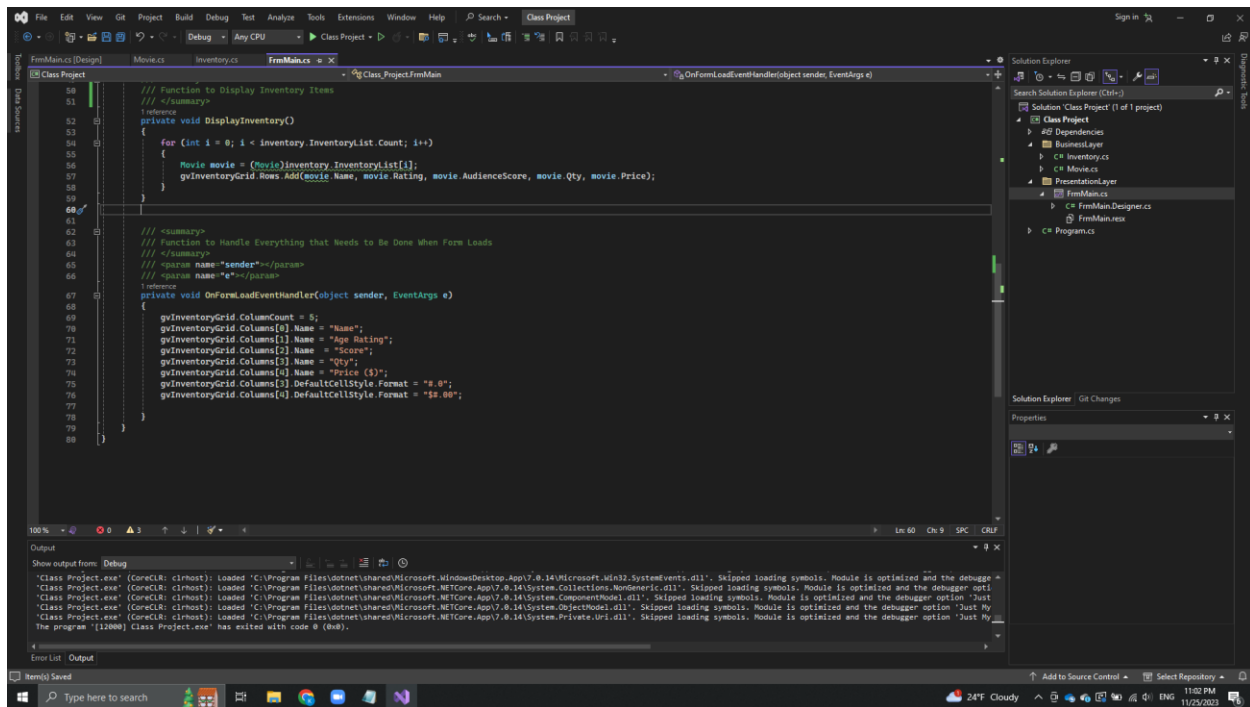
Shows the citation, and a tiny bit of the DisplayInvBtnClickEvent code.

FrmMain Code Screenshot 2



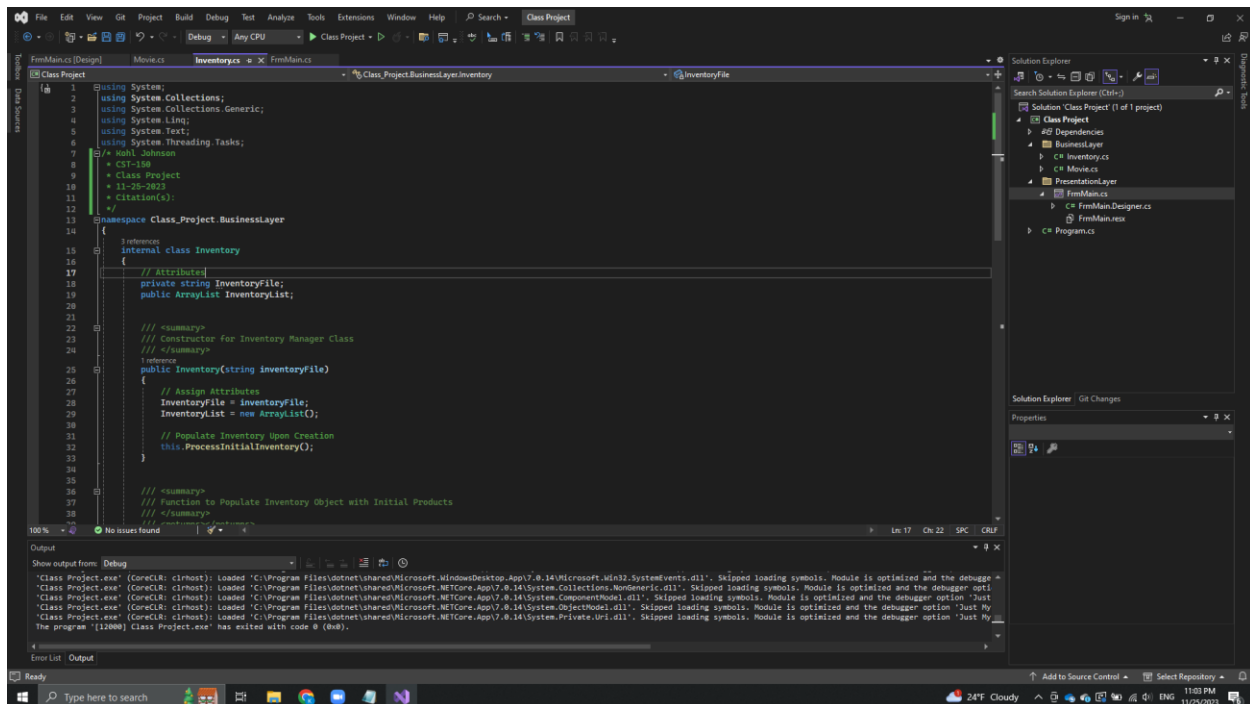
Shows the rest of the DisplayInvBtnClickEvent code and the DisplayInventory method which populates the Data Grid with all of our movie objects.

FrmMain Screenshot 3



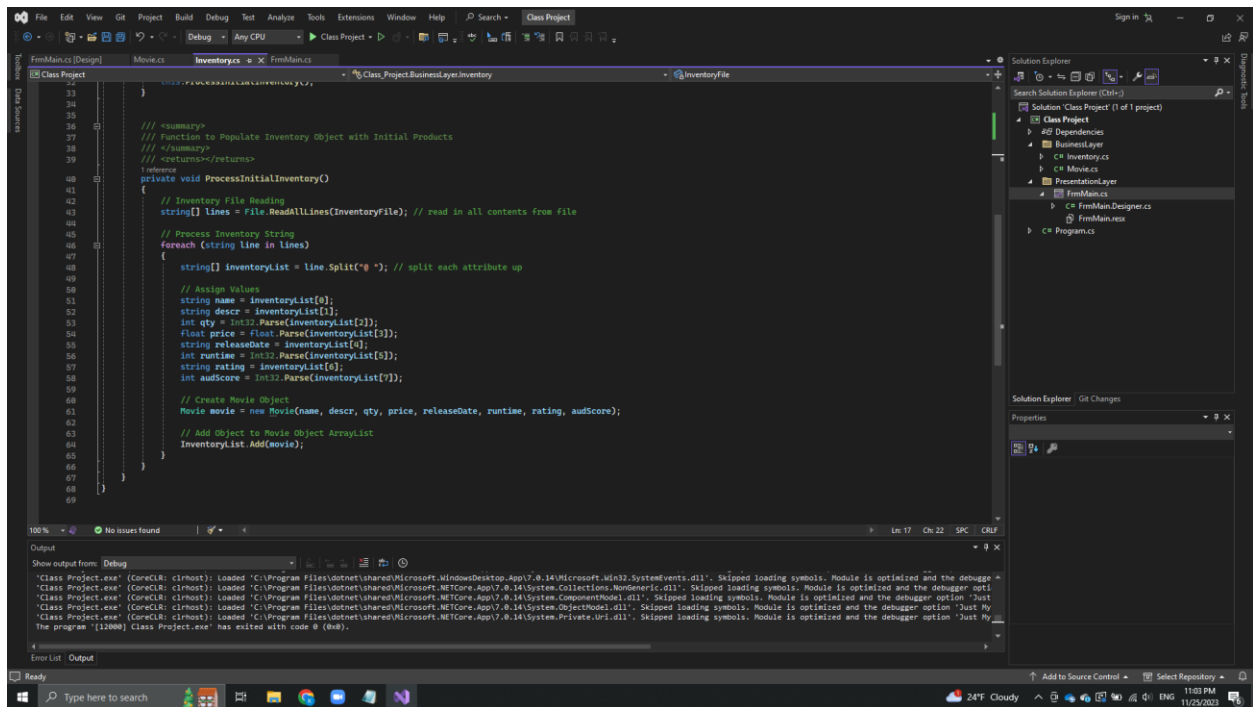
Shows the `OnFormLoadEventHandler` method which configures our data grid with Headers and the correct formatting for each column.

Inventory Class Code Screenshot 1



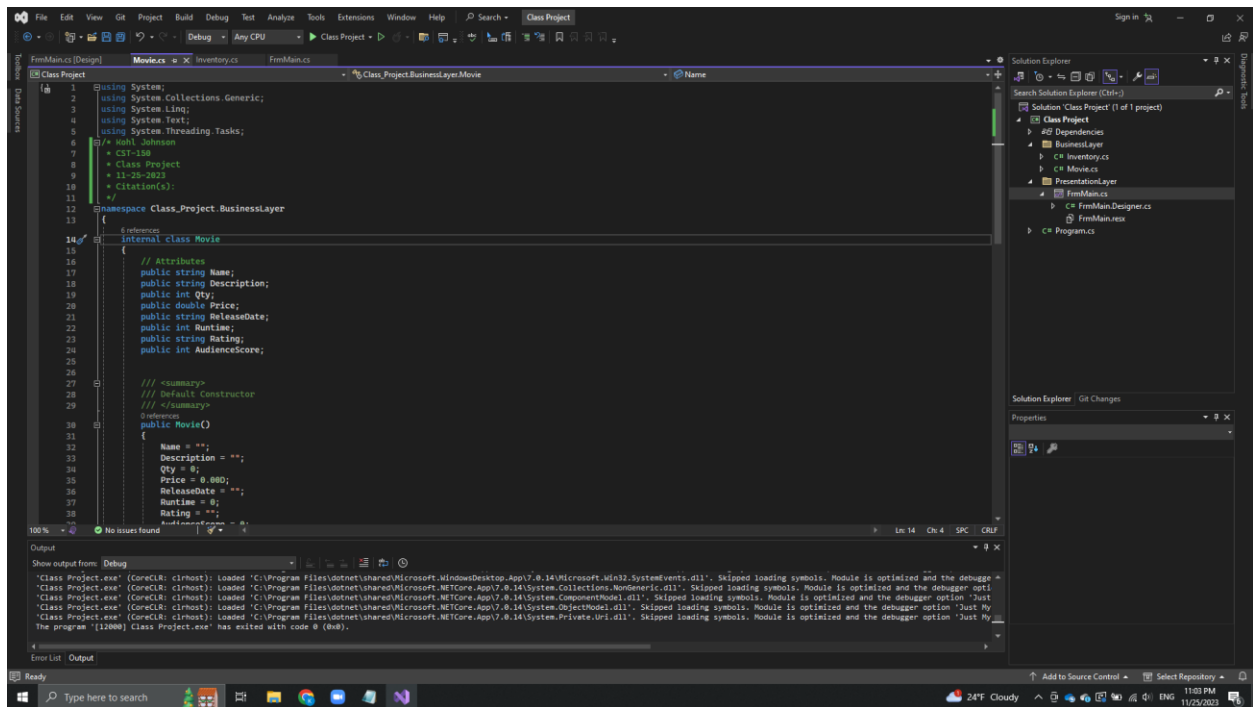
Shows the citation, attributes, and parameterized constructor for the Inventory class.

Inventory Class Code Screenshot 2



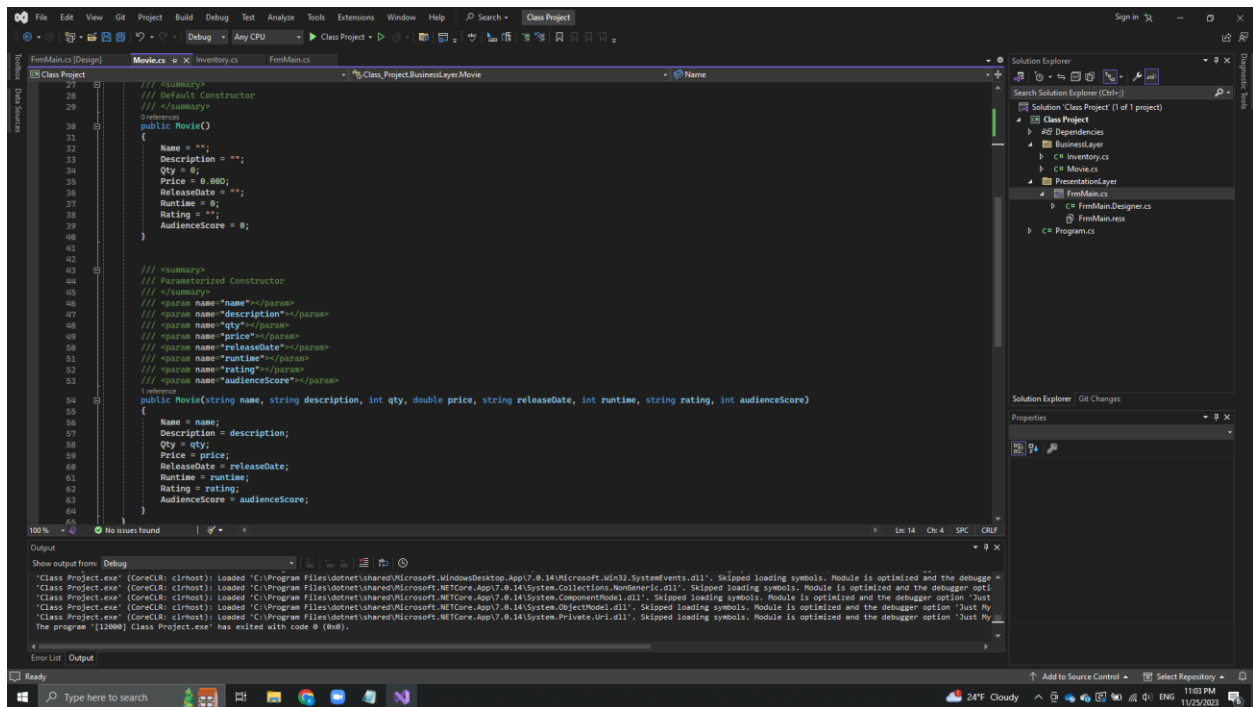
Shows the `ProcessInitialInventory` method which is only ran when the `Inventory` object is first created. From the previous screenshot, a default constructor would not work here because we need a string parameter which holds the name of the file that contains all of our inventory object details.

Movie Class Code Screenshot 1



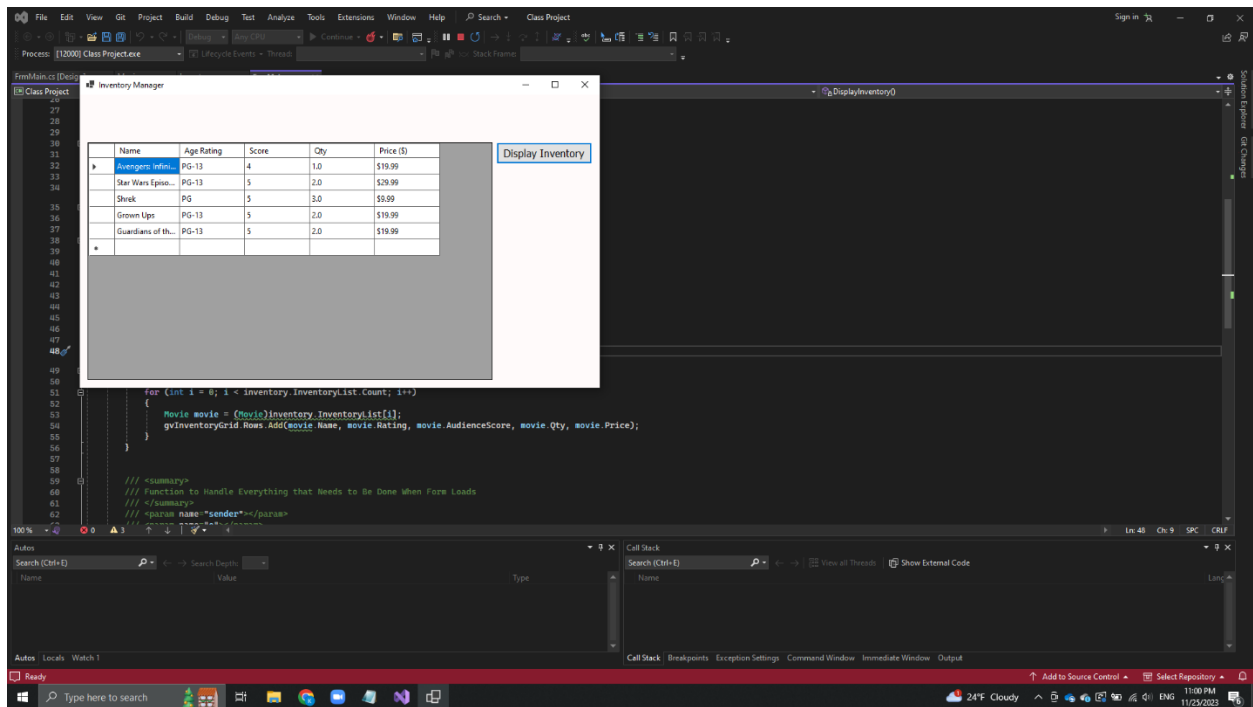
Shows the citation, attributes, and most of the default constructor for our Movie class.

Movie Class Code Screenshot 2



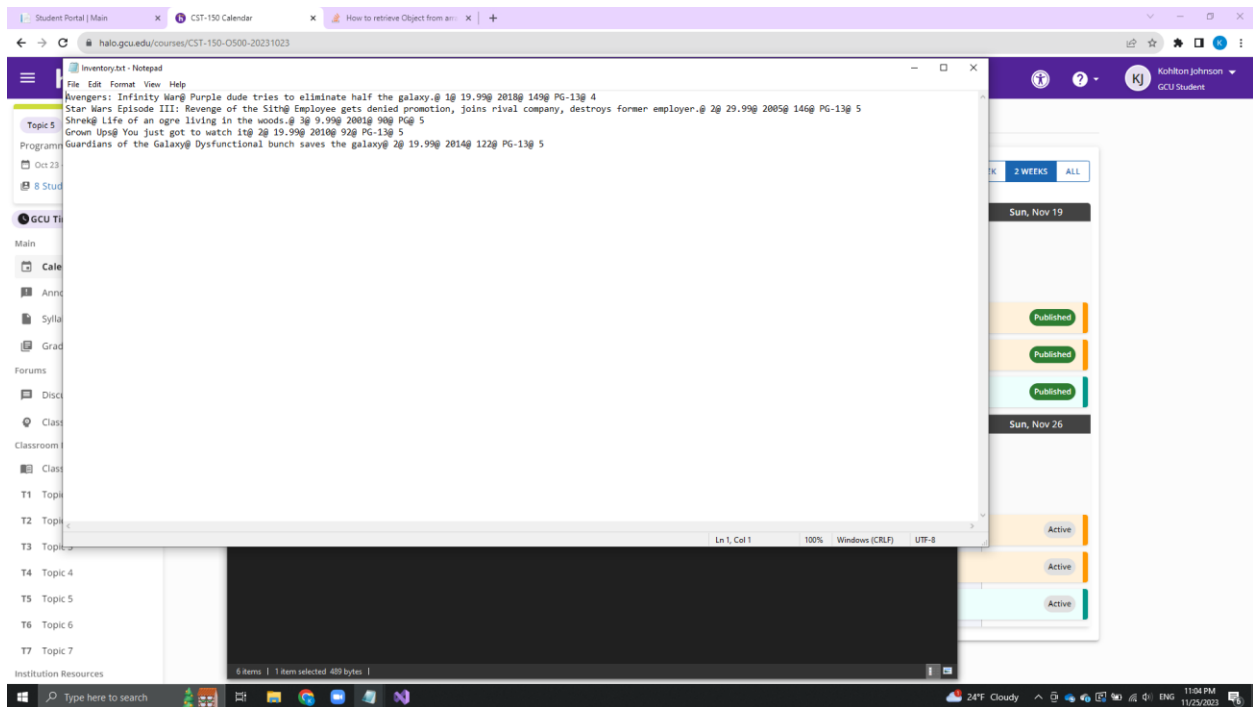
Shows the rest of the default constructor and the parameterized constructor for the Movie class.

Post-Form Population Screenshot



The Data Grid is incredibly simple to use but looks ugly.

Inventory Text File Screenshot



The original text file which holds all of our current inventory objects' attributes.