Kohl Johnson

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CST-150

Milestone 5

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

**Class UMLs Screenshot**

**A screenshot of a computer

Description automatically generated**

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**

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Description automatically generated**

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**

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

**FrmMain Code Screenshot 1**

**A computer screen with many colorful text

Description automatically generated**

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

**FrmMain Code Screenshot 2**

**A computer screen shot of a black screen

Description automatically generated**

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**

**A computer screen shot of a black screen

Description automatically generated**

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

**Inventory Class Code Screenshot 1**

**A computer screen with many colorful text

Description automatically generated**

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

**Inventory Class Code Screenshot 2**

**A screen shot of a computer

Description automatically generated**

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**

**A computer screen with a black screen

Description automatically generated**

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

**Movie Class Code Screenshot 2**

**A computer screen shot of a black screen

Description automatically generated**

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

**Post-Form Population Screenshot**

**A computer screen shot of a computer

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

**Inventory Text File Screenshot**

**A computer screen shot of a white screen

Description automatically generated**

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