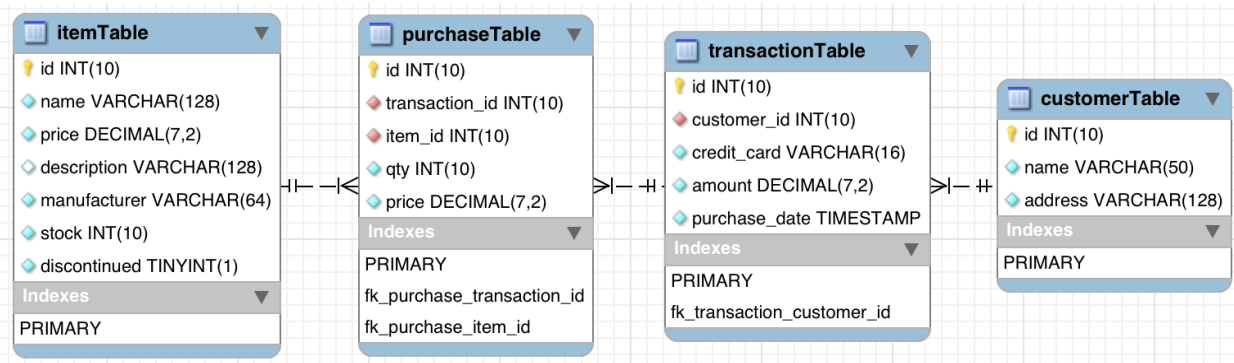


Program Internals



Data Types

- Item: An item that is sold in the store
- Customer: A customer who has purchased an item in the store
- Transaction: A record that a certain customer has bought one or more items at a certain time
- Purchase: A record of each item that was bought in a Transaction

Trigger

- Check if the item has enough stock, if not roll back the whole transaction
- Update the quantity of item in the itemTable after inserting tuple in the purchaseTable

Data Access Objects

The program implements several data access objects that interface with the database and the GUI. There are DAOs for each data type in the database, and have functions that select, insert, and delete tuples from the database.

Item Viewer

The item viewer screen gets a list of all items from the Item DAO and displays them. Entering a string in the search bar and hitting search calls the Item DAO to perform a SQL query using the 'LIKE' operator. When an item is added to the cart, it adds that item's information to an array list of items. It also stores information on the quantity of items selected to a hash map. These collections are passed to the Cart Viewer when "Review Cart" is pressed.

Cart Viewer

Take data from Item Viewer and display them. View all items in cart and the total price.

Customer Information

The customer information screen takes user information and passes that information to the confirmation screen.

Confirmation

View and confirm all information (customer information and items). Confirmation insert transaction to the database.

Warehouse Manager

The "add items" functionality in the warehouse takes in user data to create an Item object. It then calls the Item DAO, which inserts a new item in the database

The "remove items" functionality in the warehouse takes the item ID of an item specified by a user. It calls the Item DAO, which sets the item to "discontinued" in the database. Discontinued items do not show up when searching for items.