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Professor Smithers

07/09/2023

CST-150

Grand Canyon University

Milestone Project

GitHub link:

Video Link:

ADD ON:

**1.) Find and List 3+ inventory applications on the market: do a simple internet search.**

Three inventory applications on the market include Brightpearl, lightspeed, and Orderhive.

**2.) List 5+ features of the inventory application.**

The features in my inventory application include.

private Button addOneToInventory; this is a button that adds one unit to all the items in the inventory.

private Button resetApplication; this is a button that resets the current units in the inventory for each item back to the default amount of product.

private Button clearStock; this is a button that zeros the amount of units in the inventory.

private Button CurrentStock; this button on click will show starting value of units in the inventory on the label itemsInStockDisplay.

private Button sellItems; this is a button that sells a pack of items. The pack of items include five of each item, currently our inventory only holds two packs of soda.

**3.) What is inventory?**

An inventory allows us to track items, these items can be labeled perishable or can be maintainable and tracked for future use. The inventory simply gives a default value that can be tracked to either show expenses or track the items for return in the future.

**4.) How is it useful.**

It is helpful because of the data that one obtains from the use of the inventory. Data such as popular items, items that require close attention because they run low quickly, we can also see interest in our items.

**5.) What information can you put in an inventory?**

Information such as how many units of a particular item one has in stock.

6.) **What is the most important information stored in inventory? Why?**

Information stored in an inventory can be extremely important. It depends on the end users what information is the most important. As a developer I believe that the user data is the most impactful to me in terms of information. Whereas somebody at Home Depot that works in lumber would believe the inventory of wood and ensuring that inventory is full is most important. Either way, both of these situations are impacted by user input, if the user finds one item more popular than the other the Home Depot worker would probably ensure that item is always fully stocked.

**7.) What did you learn?**

I learned that loops and arrays are extremely versatile. In some of my past classes I have had trouble implementing some of my arrays or just understanding how that concept works. Through developing the first stage of this app I have a better understanding of arrays, especially in C#.

**8.) What were the challenges?**

After carefully reading through the announcements, I believe I have a better understanding of how to turn in assignments. That was the most concerning part for me because my format was not meeting standards. Hopefully going forward, I am better about this.

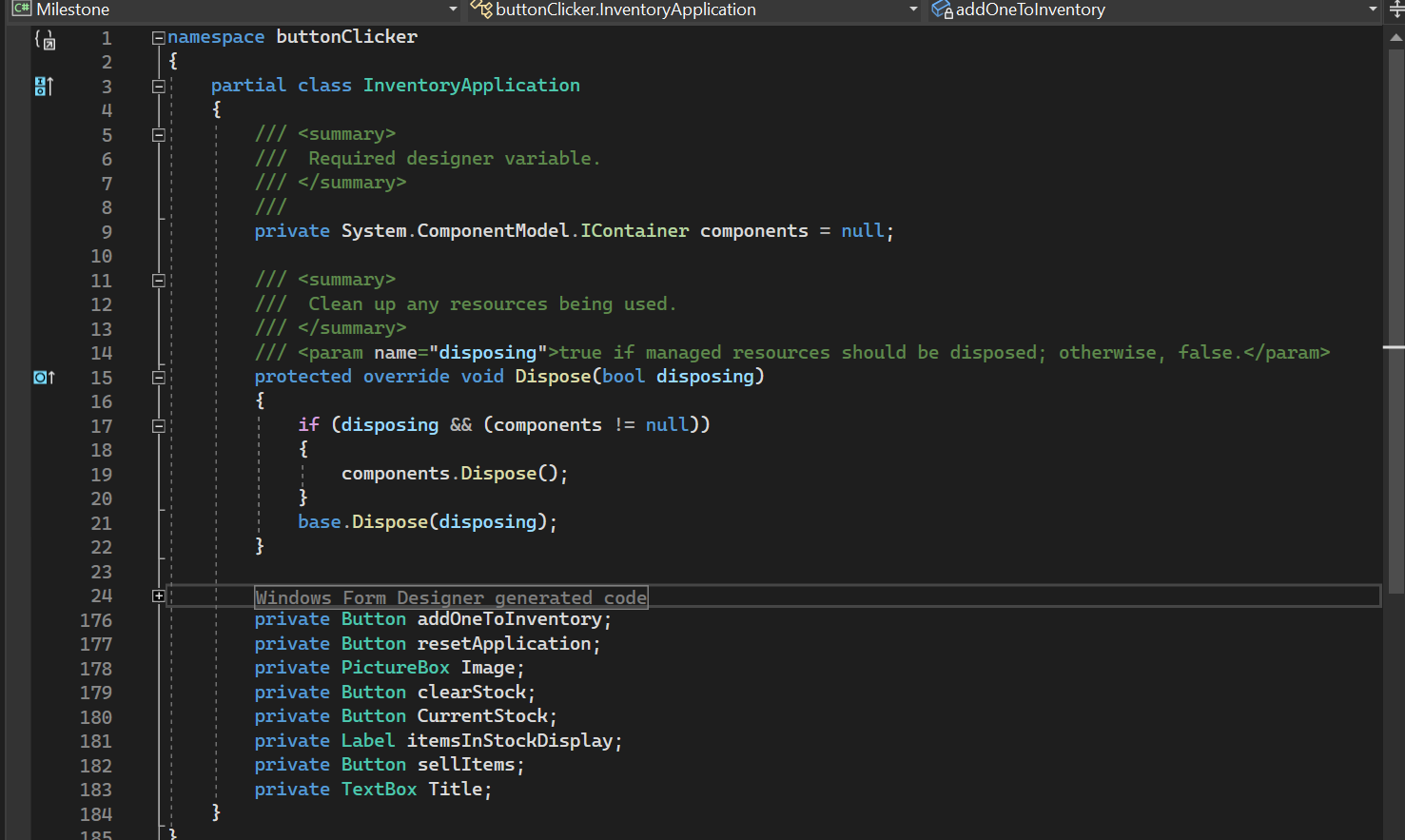
**9.) If you had more time, what would you improve?**

I would play around with the format. Honestly my inventory manager is just going to be a vending machine program and I really wanted to make a vending machine PNG to set as the background for this program.

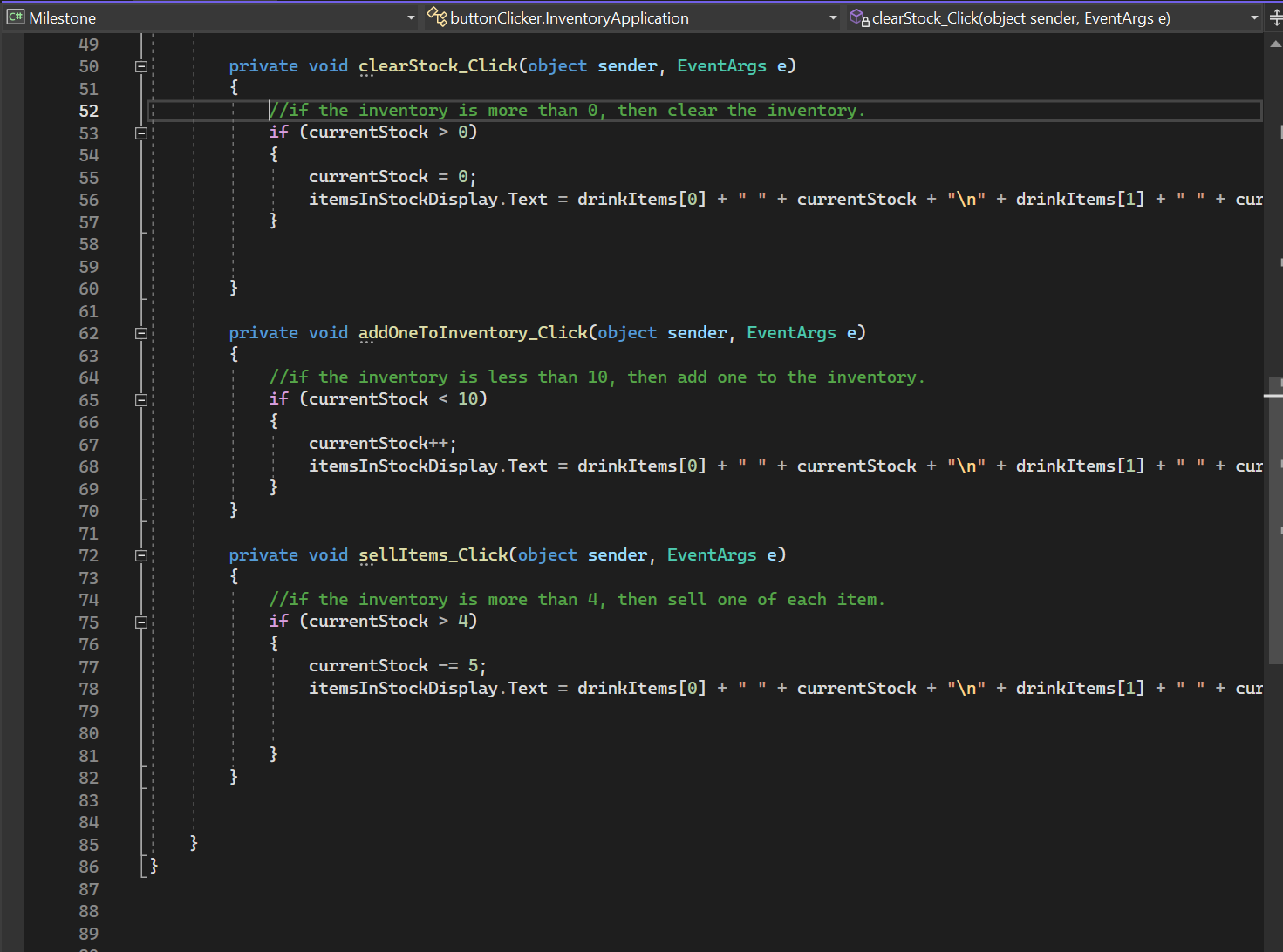
**10.) How can you apply what you learned to another application, game, or product.**

I think that doing this program and implementing my prior lessons we have been going over and using loops and really hammering down arrays made me feel like I could do anything. Honestly, I am excited to learn more and see where this knowledge takes me.

**Screen shots:**



**A screenshot of a computer program

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