Overview:

OOS is an ordering system built using C#, SQL, and Windows Forms.

It enables a user to see products available in the database, classify them by category and buy the desired ones.

It enables the business owner to add, remove or edit products in the database and provide them for sale.

The user-interface is built using windows forms. It dynamically fetches data from the SQL database through C# functions to display information.

We have used Git version control system and Github while building this project, a link to the Github repository is attached at the end of the document.

Scenarios:

Scenario 1: Supermarket

A supermarket owner aims to reach more audience, and going for an online version of his products is a catchy idea.

OOS can provide an online version of his market for people to easily access it. It provides the customer with a virtual version of the store where he/she can find all the products listed with their price tags, ready to be purchased and then delivered to the doorstep.

Scenario 2: Online fashion store  
A businessman aims to start a clothes retail business without having an actual onsite store.

OOS offers him a great platform to show case his products and classify them to categories. At the same time, it offers his customers an extremely easy way to go through all available products or focus their attention to a certain category.

Non-goals:

* link to a network system
* having more than one administrator

How it works:

We can address the way the program works in respect to the front-end part and the back-end part each on its own.

But roughly speaking the data is saved in a SQL database in the form of tables. A table stores all the products and their related information and another stores all the users and their related information.

We interact with the SQL database using a class called SQLCommunications. The data gets fetched from the database using a class called FetchData and gets sent to the front-end section that displays it in a graphical user interface.

Front-End:

**User Interface:**

Provides the user an easy interactive interface which interacts with the back end functions to view items categorized and filtered as he wants.

**Admin Interface:**

Provides the store owner with full control with his products as adding and editing and controlling the orders

Back-End:

The project back-end part is mainly divided into 3 different sections: Registering data, fetching data, and processing data.

1-Registering data: Has the responsibility of inserting data into SQL database and arranging it accurately by integrating SQL commands in C#.

2-Fetching data: provide data needed to front-end section by calling it from the database again by integrating SQL commands in C# .

3-Processing data: Data processing under the Marketing class supplies the front-end section with data sorted and filtered according to request. It also enables searching for certain products using letters or short keywords.

Moreover, it handles the user’s purchased products by adding and removing items.

*\*checkout the source code on Github:*

https://github.com/ahmad307/online-ordering-system-simulation