# Media Bazaar

A software solution



CB-03 Group 1

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### Introduction

In this document, we are introducing a project relating to MediaBazaar, a company media bazaar, a subsidiary of Jupiter, that is going to open soon in Eindhoven. The owner of the shop would like to see an application where the employees can make their own schedule or track the products. Therefore, we were asked to develop an administrative system that can serve this purpose.

## Background

Initially, we started with the project plan where we wrote down how we are going to build our software solution and what we are going to deliver to our client. We wanted to use several classes for the different features of the app. Each of us chose what classes we wanted to work on individually.

### Problem statement

The software solution we were asked to create had a few functional requirements. We needed to implement these different features, for the different members. Each member will have access to the application that suits his/her role. For, instance, the office manager can add a new employee while the depot manager can manage the stock.

## Original idea

We started by creating the essential classes such as employee, store, and user. In these classes, we implemented different methods. But after obtaining knowledge about the database. We decided to remove some of the classes and store the data in the database by generating the tables in my SQL and connect it to c#.

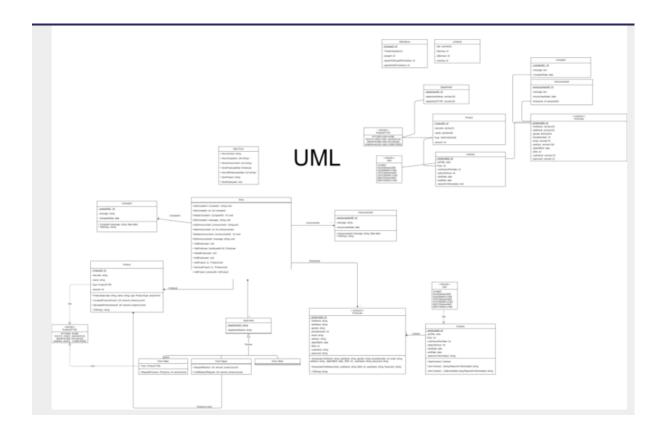
We determine the user type based on their job title. We created a form where the user has to enter their login credentials such as employee id and password, the program then checks if the entered credentials are valid. If the user has entered the wrong credentials they will get an error message telling them they've entered the wrong username or password.

When the user logs in they will see a form with different tabs and in the top right corner, they will find a button to log out. We used TabControl to sort the different features. For instance, for the office manager there are more than three-tab pages:

- The first tab is for overview employees. In this tab, the office manager can create a new employee by entering new credentials. On the left of the screen, the office manager can view a list of all the employees.
- The second tab is for the products. Products that have already been created are visible here, and the office manager also has the possibility to view all products or delete old products.
- The tab for the schedule is the fifth tab. The officer manager can view a schedule that employees have been made by entering the schedule id and department. Moreover, the office manager can edit an employee schedule.

The form that is visible for office employees after logging in, looks a bit different. For this, we also used tab control which has various pages. For example, there is an availability page where employees can choose their most or least preferred work time.

## **UML** Diagram



### Conclusion

The goal of this project was to build a software solution for our client in the first six weeks of the semester. We were able to make an application work as per the submitted requirements. In the coming weeks, we will extend this project based on the feedback of our client.

### Work Division

We tried to divide the work as evenly as possible, we gave every member of the team their own part to work on. We all worked on the user cases, the UML diagram, the project plan, and the implementation. For implementing the classes and forms we divided the work.

#### Soleil Umwiza

Person class, employee class, contract class, new employee/product-form, process report.

#### **Esther Wolfs**

Manage the employees, create/update employees. Create contracts. Manager forms for employee part.

#### Mohammad Nazibul Khan

Check-in/out, database design, logout.

### Lars Kluijtmans

Schedule part, product, log in, minutes, reshelve/restock, and the database design/creating it.

### Personal reflection

#### Soleil Umwiza

During the group work process, I learned so many things. For example, I learned how to listen to others' opinions, how to communicate with others, and share my ideas. Working with my team members was very beneficial to me because we had a different perspective on how we were going to develop our application.

The most important thing I learned through the entire project that was also challenging, was working on a Software Application lifecycle, from planning, design such as making UML diagrams, implementation, database, and testing positive and negative scenarios. In addition, the fact that each member has unique skills was beneficial in this project and I gained numerous skills from my other team members.

Another challenge was working on a git project where we made changes on the same files on a daily basis. We had sometimes merged conflicts but we have managed to solve them and learned that we should always get recent changes pulled in our local features before we introduce our changes.

#### **Esther Wolfs**

During the past 6 weeks, I have learned a lot of things. We started with a meeting with a client, to learn how to communicate with clients and with the other team members. We divided the work and all started working on a different part of the solution.

One of the things we learned about was databases and how to connect the C# app to a database and how to update the database.

One thing I struggled the most with was using git. Working on the same file with multiple people at the same time resulted in quite a few merge conflicts.

#### Mohammad Nazibul Khan

In the first 6 weeks, I learned how to work in teams. I learned how to divide work between teams. And learn about databases and how to connect them with visual studio.

## Lars Kluijtmans

Over the last 6 weeks of working with my team. Dividing work, working as a group, listening to others.

The main problem with this project was that we started making the application before having made all of the needed documentation.