Inventory Management System

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Introduction

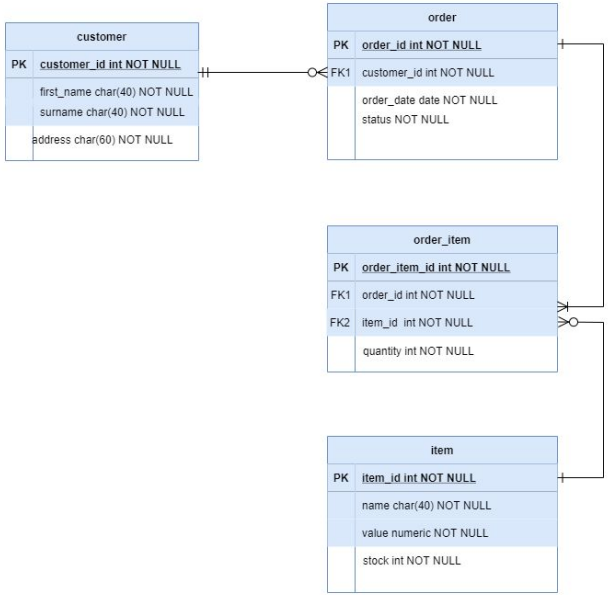
- Background
  - IT, Testing, Design and Project Management
- Approach - Agile
  - Industry leading SDLC (Systems Development Lifecycle Methodology)
  - Flexibility and speed to market

Technologies Used

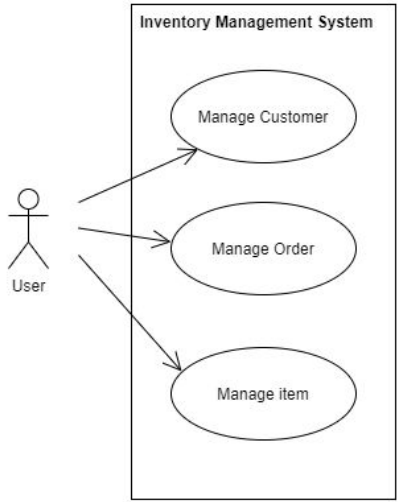
- Project Management ➔ Jira
- Design ➔ ERD (data), UML (process flow), DAO Design Pattern
- Programming ➔ java, JDBC, mySQL
- Testing ➔ JUnit, Mockito (Maven - build)
- Version Control ➔ git, GitHub (Continuous Integration)

IMS Design diagrams

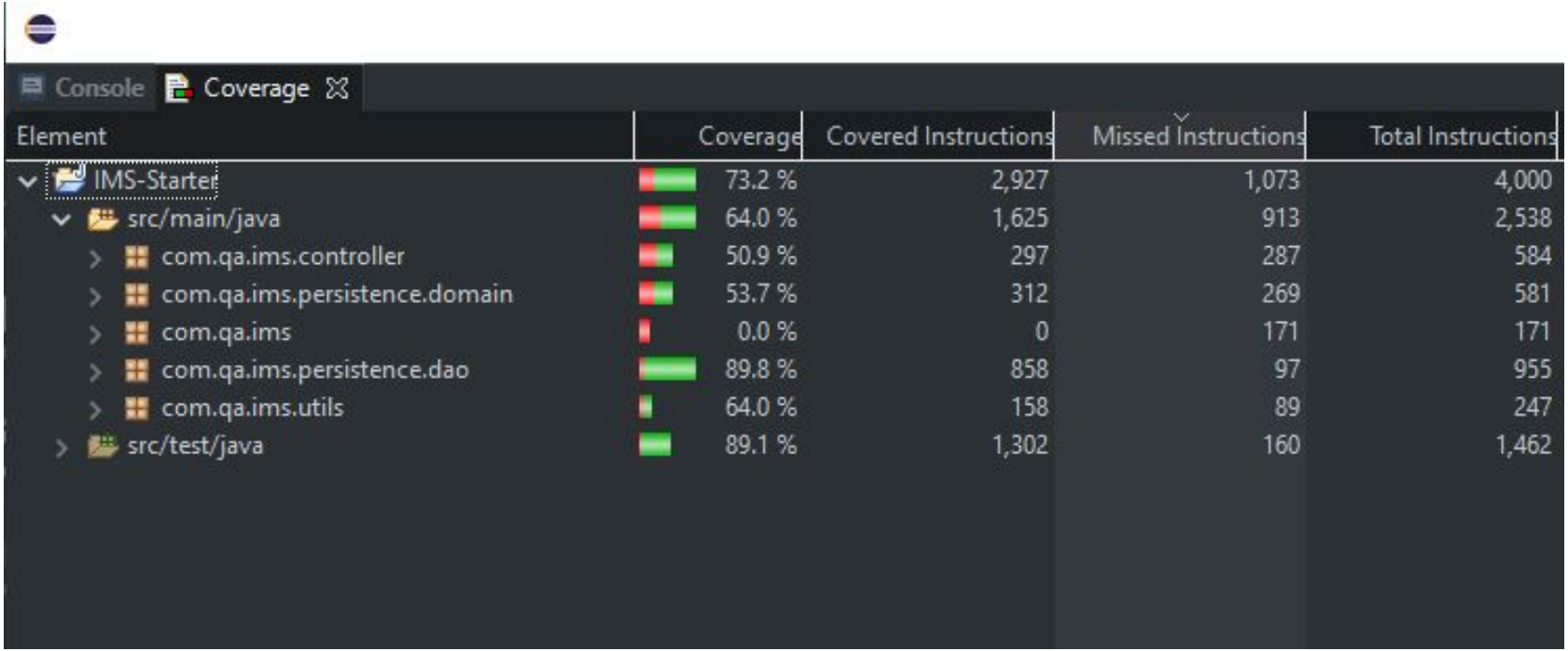
IMS - Entity Relationship Diagram



IMS - UML use case diagram



Testing coverage (unit tests)



Demonstration

```
create
Please enter a customer id
1
Please enter an item id
3
Please enter another item id or 0 to complete the order
0
What would you like to do with order:
CREATE: To save a new entity into the database
READ: To read an entity from the database
UPDATE: To change an entity already in the database
DELETE: To remove an entity from the database
RETURN: To return to domain selection
read
Order [id:2, customer_id:1, items:[id:5 name:hand sanitiser 50ml value:4.25, id:3 name:reusable mask medium value:6.5, id:4 name:reusable mask small value:5.4]]
Order [id:3, customer_id:1, items:[id:6 name:reusable mask small value:5.4]]
Order [id:1, customer_id:2, items:[id:1 name:hand sanitiser 50ml value:4.25, id:2 name:reusable mask medium value:6.5]]
What would you like to do with order:
CREATE: To save a new entity into the database
READ: To read an entity from the database
UPDATE: To change an entity already in the database
DELETE: To remove an entity from the database
RETURN: To return to domain selection
return
Which entity would you like to use?
CUSTOMER: Information about customers
ITEM: Individual Items
ORDER: Purchases of items
STOP: To close the application
```

Sprint

Review

- Database structure
- 100% item user stories
- 95% order user stories

- User story: total an order
- Some unit testing

Retrospective

- Materialisation of identified risks (minimised)
- Application of existing knowledge and experience

- Knowledge of languages and tools

Conclusion

- Majority of requested functionality (user stories) delivered despite identified risks materialising
- Outstanding user story is a minimal change to delivered functionality
- Scope for future functionality:
  - Stock control management
  - User self-ordering (web interface)
  - Improved MI