Client and Serve

Before a server is at runtime, the client should be linked to it for the connection. Then the information which includes the requests will be sent to the server.

The server can be connected with more than one client, and the information which includes responses will be sent to clients.

All requests and responses are converted to a JSON string before being sent over.

Name: Login

Describe: Before users update information, they should login first.

Steps:

|  |  |
| --- | --- |
| 1. “Login screen”   Input Username and Password | 1. “Login successfully” screen: |

Name: Adding a new product into the system as a manager

Describe: Only manager can update product. Manager can input a new product and save it. Manager can input a current product ID and load its information, and then manager can change information and save it.

Steps:

|  |  |
| --- | --- |
| 1. Choose command “Manage Product” | 1. “Manage Product” screen |

Name: Adding a new customer into the system as a manager

Describe: Only manager can update customer. Manager can input a new customer and save it. Manager can input a current customer ID and load its information, and then manager can change information and save it.

Steps:

|  |  |
| --- | --- |
| 1. Choose command “Manage Customer” | 1. “Manage Customer” screen |

Name: Adding a new product into the system as a cashier

Describe: Cashier can add new purchase. Cashier can input a new customer and save it. For adding purchase, only purchaseID, CustomerID, ProductID, and Quantity are required. Other information will be loaded automatically.

Steps:

|  |  |
| --- | --- |
| 1. Choose command “Add New Purchase” | “Add purchase” screen and input data |

Name: Adding a purchase as a customer

Describe: Customer can add new purchase. Customer can input a new customer and save it. For adding purchase, only purchaseID, CustomerID, ProductID, and Quantity are required. Other information will be loaded automatically.

Steps:

|  |  |
| --- | --- |
| Choose command “Add a purchase” | ““Add purchase” screen and input data |