SalesSYS

*Concept:* Hardware Store System

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*Constructor Files:* Client.java Product.java

*Description:*

This System is used as a Hardware Shop where a manager can Manage both products and clients. It also processes sales.

Client.java  
An instantiable class definition for a Client, which also uses GregorianCalendar for date

Product.java  
a simple instantiable class definition for a Product

-MainMenu.java

This *Main Menu class* implements a JFrame. Which then creates a JMenu so we can create a MenuBar. The menuBar Creates the Items such as Products, Clients and Sales. The Window Event Handler is used to pop up a JOptionPane when an action is completed. The actionPerformed takes in inputs so if I click on a word as described, it would pop up another GUI. The CreateFile are used to add in the menuItems that appear beneath the MenuBar when hovering over the Name of the 'List'.

||**Client**||

-AddClientGUI.java  
This GUI class implements JFrame. It takes attributes from Client.java then it displays  
JOptionPane with the textFields so the user can add in a new Client. The GUI then displays  
the data added

-UpdateClient.java  
This GUI class is used to Update a Client’s details using JFrame. Also attributes being  
 ClientID, firstName, lastName, PhoneNo and date Registered, that are retrieved from the Client.java. This GUI displays a JOptionPane and gives the user the attributes boxes so he/she can input into the textFields, the GUI then displays the details and is updated in the system.

-QueryClientGUI.java  
This GUI class implements JFrame. The GUI Class displays a JOptionPane which displays a button which will retrieves all the Clients’ details and displays in a JOptionPane.

-RemoveClientGUI.java  
This GUI class implements JFrame. This class asks the user which ClientID to remove, it displays the ClientID's to make sure the user is certain about deleting the client's details, then if the user wants to it will delete it form the array

||**Products**||

-AddProductGUI.java  
This GUI class implements JFrame. It takes attributes(productID,name,manufacturer,quantity,  
description,price) from Client.java then it displays a JOptionPane with the textFields so the  
user can add in a new Product.java The GUI then displays the data added.

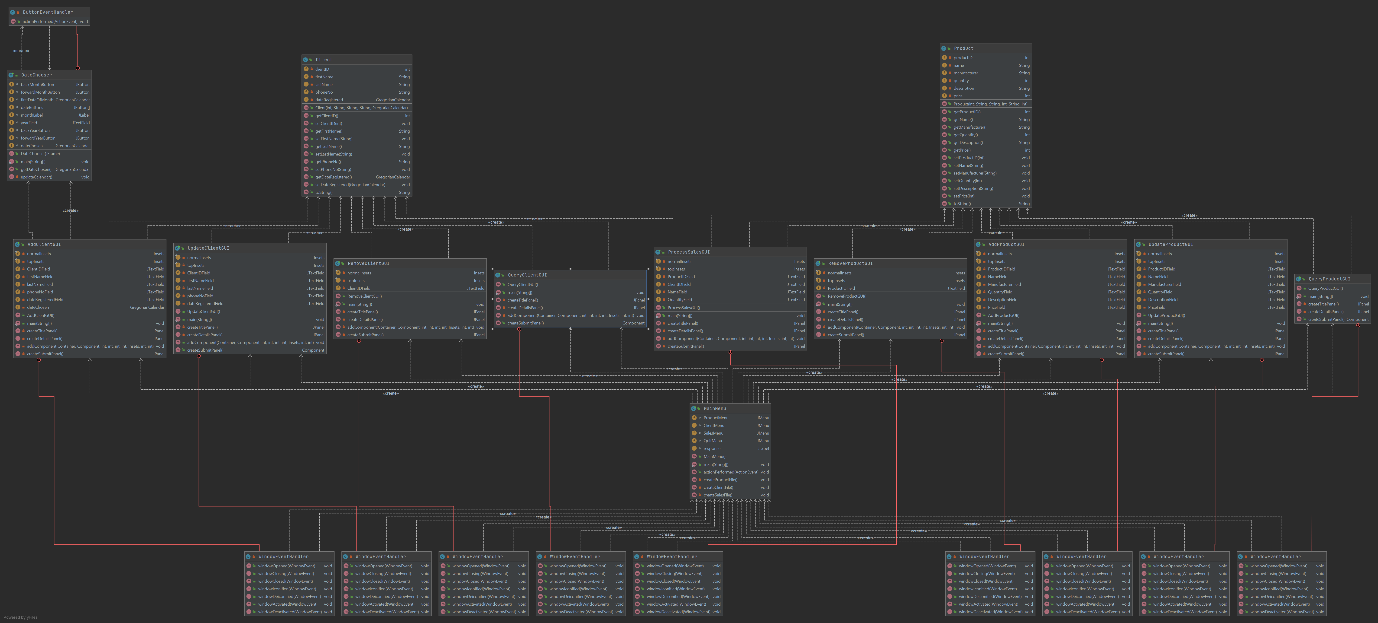
- UpdateProductGUI.java  
This GUI class is used to Update a Product details using JFrame. Also attributes being  
(ProductID, name, manufacturer, quantity, description, price) retrieved from the  
Product.java. This GUI displays a JOptionPane and gives the user the attributes boxes so  
he/she can input into the textFields, the GUI then displays the details and is updated in  
the system.

-QueryProductGUI.java  
This GUI class implements JFrame. The GUI Class displays a JOptionPane  
 which displays a button which will retrieves all the Product details and  
 displays in a JOptionPane

-RemoveProductGUI.java

This GUI class implements JFrame. This class asks the user which  
ProductID to remove, it displays the ProductID's to make sure  
 the user is certain about deleting the product's details, then if  
 asks if the user wants to do and it will delete it from the array

-ProcessSalesGUI.java  
This GUI class implements JFrame it takes in details of products and clients from  
 each respective array. Then a JOptionPane displays a list of JTextFields (ProductID,  
 ClientID, Name, Quantity). When the JTextFields are correctly filled, it will remove  
 the quantity from products array, then show the product and client you have just  
 purchased/used

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