	Date/
1 134	Stock Maintainance
	of my in a serior will all and the principle
	Problem Statement:
	Luciates has browning believe manifestally
	The stock maintainance system facilitates the activaties in
	an invertory like adding updating, hemoving an item from
	the inventory
	ers: ad liber materials and to with margarity
	in the second of
	1. Interoduction of allowed it also and bloods are in
	that dry
	* To define the functional and non-functional requirements by
	making sure efficient stock main management.
	* To make the stock maintainance happens as smoothly as
1.0	to possible and some different the blinds writing to
	+ To be able to anguize and access small and large inventories.
1. J.	a the rober after strape to the old which worth +
	2. Coencial description
	of secretary is the ourter france or words
	Cultamere are and graceries are the main cuttomers of ctock
	maintainance system. The benefits provided by the stock
	maintainance system are easy access, easy update, easy
	removal of items
	a featral and the power west bland with of the
*- •	3. Functional Requirements
	20 1 4 11 1 101 A 11 24 A 11 2
	* Display the quantity of all items
	* Aleut the shortage of any item
	* Be able sort items based on different parameters
	1 Tit Pass Les Gremente and 2 mills
	4. Interface requirements

* Integration of the system with the pre existing system.
* Providing a user friendly interface experience to the * Interfacing various payment and gatewaye 5. Performance requirements * Response the oble to store 27B of data

* Response the oble to store 27B of data * System should be able to handle large no of indice at 6. Design Constraints * System should not take multiple years for development and implementation. * Eyetem should be able to integrate with other eyetems in a * limitation is in the number of orders per minute. 7 Non functional requirements *The system should have a very easy to use interface

*The system should be at accurate as possible with its
calculations * The system should have an attractive output page 8. Schedule and brudget

Man: 5 days

* Develop: Sweeks