

④ → Stock Maintenance System

1. Introduction:

1.1 Purpose:

The purpose of this document is to define the requirements for a Stock Maintenance System which is used for maintaining and managing and tracking of inventory for ~~the~~ business.

1.2 Scope

Stock Management involves keep records of changes in ^{supply/demand} during one time. This helps keep ^{supply/demand} by keeping the right amount. Sales forecasting is another big part of Stock management. The system will allow businesses to track incoming and outgoing stock, record levels and generate stock reports.

1.3 Overview

SMS will automate the process of monitoring stock levels, reducing manual errors and ensuring timely replenishment of products. The online Stock Maintenance involves actors:- the stock administrator, Manager, customer and the Supplier. The stock administrator controls the communication and services. The database system manages application and financial information. Manager communicates with the system to get report on stock details, product details, supplier details, customer details, sales details and purchase details.

2. General description:

The key features of the system should involve authentication through user's customer. Customer should be provided with

product list, from which he/she can select and buy products. Details such as Manager, supplier details, product details, stock details, Sales details as well as purchase order details. The supplier should be provided the feature to receive purchase orders and send invoices. The stock admin should be allowed to manage and update stock, product details and supplier details.

3. Functional Requirements: The functional requirements are as follows:

- 3.1 The system shall be internet oriented and require an online server.
- 3.2 The system shall save the product details, customer details, supplier details, purchase details and stock details in remote database.
- 3.3 The system shall allow the customer to log in and buy the product he/she sales process.
- 3.4 The system shall allow managers to view and print product details, customer details, Sales details.
- 3.5 The system shall allow to send purchase order to Supplier and receive invoices.
- 3.6 The system shall allow admin to update and manage product details.

4. Interface Requirements: The interface should be user friendly and convenient to use. It should consist of following components

- Customer log-in
- Manager log-in
- Supplier log-in
- Stock Admin-log-in
- Product Sales Process
- Product Purchase Process
- Product Stock Maintenance
- View and Print Process

5. Performance Requirements:

5.1 Hardware Requirements:

- 16GB RAM PC
- 1.8THz Processor
- 14" color monitor
- 120 GB HDD C/D
- Proper Running Internet

5.2 Software Interfaces:

- Database: Oracle
- Operating System: Windows 7 & above, Linux, Mac OS
- Language: Java, HTML, Javascript

6. Design Constraints:

- 6.1 Scalability: System should be scalable & should be able to handle increasing amount of stock and data.
- 6.2 User Accessibility: The system should be accessible to all with varying technical skills.
- 6.3 Data Integrity: Ensuring accurate and consistent data is crucial.
- 6.4 Security: Sensitive data must be protected.

7. Non functional Attributes

- 7.1 Speed: Should have fair amount of speed while browsing through the products, selling and purchasing products.
- 7.2 Efficiency: The software should be able to accommodate a minimum of 100000 records of stocks, customers and suppliers.
- 7.3 Safety Requirements: The system should provide protection of database.
- 7.4 Robust: Backup and Recovery of data should be provided at the fastest in case of failure of system.

8. Preliminary Schedule and Budget

8.1 Schedule:

8.1.1 Requirements Analysis - 2 weeks

8.1.2 Design Phase - 2 weeks

8.1.3 Development phase - 6 weeks

8.1.4 Testing Phase - 3 weeks

8.1.5 Deployment - 1 week

8.1.6 Training and Support - 2 weeks

Total duration = 17 weeks.

8.2 Preliminary Budget

8.2.1 Estimated LOC: 10000

8.2.2 Cost per LOC: 50k

8.2.3 Total cost of project: 10000×50
= 500,000