**Universidad de las Fuerzas Armadas ESPE**

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**Walkthrough Of The Project**

**DESCRIPTION-REQUIREMENTS**

At the beginning, the group made a brief description of what their project will be about, which consists of a basic inventory of a craft store. When analyzing the basic state of the description, it is seen with respect to the requirements that some classes have been omitted such as:

Supplier

Sales

Categories

On the other hand, some words were used from the description which were made later in classes, with respect to "categories" later it became an attribute of a class.

**REQUIREMENTS-CLASSES**

In order to appreciate the work of the requirements reflected in the class diagram, a somewhat thorough inspection was carried out, more than anything to be able to observe if the appropriate classes were implemented and also if modifications were made to it. It was possible to capture the main classes such as "product", "invoice" (this includes the sale of products), "inventory", the registration of products to the inventory. Despite having the basics already implemented in the classes, some requirements are omitted which are important, such as the alert or notification of how many products we have left at the time of making the sale and in the case of the role there are two, which are shown in the use case diagram, "administrator" and "employee", but in the system the login can be done through the users separately but without having a menu distribution, thus resulting in both the employee as the administrator has the same permissions and visibility possibilities in the system. And giving as a final point to this section, the requirement for a graphical interface has not yet been made for the reason that this is a code-only project without a graphical interface.