1. Class **FormMain**
   1. Description – the first form that is shown upon starting the program
   2. Members – none
   3. AddItemBtn\_Click
      1. Calls Add Inventory Form
   4. UpdateItemBtn\_click
      1. Calls Update Inventory Form
   5. FormMain\_Load
      1. Populate InventoryTable with inventory items and quantities
   6. DeleteItemBtn\_Click
      1. Calls Delete Inventory Form
2. Class **FormupdateInventory**
   1. Definition – updates the product selected on FormMain
   2. FormUpdateInventory\_Load
      1. Populate textboxes
   3. BtnSubmit\_Click
      1. Check that all required fields are filled in
      2. Check Minimum Quantity and Quantity are integers
      3. Check Vendor Phone Number and Fax Number are valid
      4. Check Email Address is valid
      5. Updates the current item information in the database
   4. BtnCancel\_Click
      1. Closes the current form and returns to FormMain
3. Class **FormAddInventory**
   1. Definition – adds inventory to the database
   2. FormAddInventory\_Load
      1. Load types of products
      2. Load products that the item can be associated with
   3. BtnSubmit\_Click
      1. Check that all required fields are filled in
      2. Check to see if another item in database already exists with entered name
      3. Check Quantity and Minimum Quantity are integers
      4. Check Vendor Phone Number and Fax Phone Number are valid
      5. Check Vendor Email Address is valid
   4. BtnCancel\_Click
      1. Closes the current form and returns to FormMain
4. Class **FormDeleteInventory**
   1. Definition – deletes item from inventory database
   2. FormDeleteInventory\_Load
      1. Populate Item Drop Down with all items
   3. BtnSubmit\_Click
      1. Check that the required fields are selected
      2. Remove the selected item from the database.
   4. BtnCancel\_Click
      1. Closes the current form and returns to FormMain